

GAMES AND LEARNING WEBINAR

When? 8.10.2020, 13-17 (Finnish time, Helsinki GMT+3)

Where? Zoom and Slack (links sent via email after registration)

The day is free of charge.

To youth and children, games are an enormously important part of their lives. According to the *Finnish Player Barometer 2018*; 76,1% of the population play digital games and young adults is the most active group of players. Games are often the artform they engaged with the most. Accordingly, we see a demand to better understand games, especially from an educational perspective. We therefore invite educators, researchers and game developers to a one-day seminar where we together hope to discover meaningful ways to engage with games. The aim of the day is to start a dialogue by bringing educators, researchers and game developers together and by sharing experiences.

Do note that the event will be held entirely online! The registration closes at midnight on the 1st of October 2020. Please register through this link:

<https://survey.abo.fi/lomakkeet/12803/lomake.html>



PROGRAMME

13.00 Welcome and opening of the webinar

- The organizing committee: *Matilda Ståhl*, doctoral candidate, ÅAU & *Yvonne Backholm*, Manager at Experience Lab, ÅAU

13.15 Keynote

Playing with History: Blending the factual and fictional narratives in games

- *Dr Iain Donald*, Abertay University (UK)

13.45 Discussion

14.00 Coffee break

14.15 Perspectives on games and learning: the educators

- Dr Mikko Meriläinen (Tampere University) & Minna Rimpilä (teacher at Vasa övningskola)

14.45 News from the world of games! What is going on in Ostrobothnia, Finland, the world?

- *Jussi Loukiainen* (Platonic Partnership)
- *Mikael Matveinen* (Lingon Games, ShareMob, the IGDA Finland Vaasa Hub)
- *Tobias Björkskog* (Novia University of Applied Sciences)
- *Emilia Kärkäs* and *Marianne Määttä* (Female Gaming Finland)

15.10 Game developer expo

- *Good Mourning* (Jussi Loukiainen, Platonic Partnership)
- *Mazecraft* (Mikael Matveinen, ShareMob)
- *Stilt Fella* (Henrik Hermans, September Games)
- *Once upon a maths* (Dr Mariana Rocha, Technological University Dublin)
- *Seven spells* (Dr Mariana Rocha, Technological University Dublin)

15.30 Perspectives on games and learning: the game developers

- Kim Kupiainen (Quality Assurance Junior at Critical Force & Dr Mariana Rocha (Technological University Dublin)

16.00 Coffee break

16.10 Group discussions*

- Games and diversity (chair Dr Tanja Sihvonen, University of Vaasa)
- eSports (chair Dr Fredrik Rusk, Nord University)
- User experience and play testing (chair UX designer Joachim Majors, Experience Lab at ÅAU)
- Games and STEM (chair Dr Mariana Rocha, Technological University Dublin)
- Games and language (chair Dr Emmanuel Acquah, ÅAU)

16.35 Summarizing discussion

17.00 End of webinar

*Due to practical arrangements, note that as you register for the event, you will need to specify which group discussion you wish to attend.

KEYNOTE SPEAKER

Dr Iain Donald is a Senior Lecturer at Abertay University. His research examines the intersection of games and history with a focus on collective and communal memory in communities impacted by war, the veterans who fought in them, and in considering how we represent conflict in virtual worlds.

Conflict, Identity and Commemoration: Exploring Veterans' Voices and Collective Memory through Virtual Reality

Games for Change offer engaging and intrinsically motivating spaces to engage players in a wide range of topics. *Their Memory* explores how game design and immersive technology can be used to enhance existing historical research and expand conflict narratives to bring richer and more expansive experiences to hard-to-reach audiences. Working with the Veterans' Charity, Poppyscotland, and Game Development Companies, Ruffian Games and Pocket Sized Hands, the project utilised documentary and storytelling techniques for the commemoration of war and conflict, and those that fought in them.

CONTACT

Do you have any questions at this stage? Please let us know!

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The seminar will be arranged in collaboration with Novia University of Applied Sciences - R&D (Qvarken Game Industry, ReplyPlus), the IGDA Finland Vaasa Hub and Female Gaming Finland.

The seminar is financed by Åbo Akademi University, The Swedish Cultural Foundation in Finland, Högskolestiftelsen i Österbotten and Svensk-Österbottniska samfundet and is produced in co-operation with the Centre for Lifelong Learning, förbundet Hem och Skola, Ehkäisevä päihdetyö EHYT ry and Kyrkostyrelsen.