

Summer School on Designing Serious Games

July 15 – July 19, 2013 Tallinn Estonia

The Serious Games Network (SEGAN) is offering a one-week course in designing and developing Serious Games. Serious Games are games which do not have entertainment as the main purpose but rather an educational, awareness raising, training, advertisement or other “serious” purpose that benefits from the engaging context that games provide to motivate the users. Serious Games have been typically used in education, training, health, defense and other industries.

Students will go through all the steps of the development of a Serious Educational Game from selecting the idea and binding it with learning goals to the development and testing of the game prototype in an environment that does not require programming skills. At the same time, students will benefit from a hands-on experience, working in intercultural and interdisciplinary teams, exploiting the expertise of an international team of participating teachers and industry experts.

Target groups:

SEGAN Summer School is addressed at primary and secondary school teachers that want to integrate game-based learning in their activities. PhD, MSc and undergraduate students are also invited to attend the Summer School.

Course schedule:

Monday	Introductory lectures on game based learning and serious games
Tuesday-Thursday	Workshop of designing and developing serious games
Friday	International conference

Monday, 15 July 2013

1. Opening - Peeter Normak (Tallinn University)
2. SEGAN - Carlos Vaz de Carvalho (Instituto Superior de Engenharia do Porto)
3. Learning Goals in Game Specification - Joze Rugelj (Ljubljana University)
4. The Challenges of Designing a Serious Game : From a Problem to a Working Solution - Olivier Heidmann (University of Thessaly)
5. Game Based Learning - Martin Sillaots (Tallinn University)

Tuesday, 16 July 2013

1. Overview of the Scenario "Students Developing Educational Games" and Examples - Ingrid Maadvere (TLF, GAG)
2. Game Genres and Examples of Existing Educational Games - Martin Sillaots (Tallinn University)
3. Game evaluation criteria - Paula Escudeiro (Instituto Superior de Engenharia do Porto)
4. Connecting Game Idea and Curriculum objectives - Carlos Vaz de Carvalho (Instituto Superior de Engenharia do Porto)

Wednesday, 17 July 2013

1. Idea Presentation and Voting. Forming Teams - Martin Sillaots (Tallinn University)
2. Game Mechanics and Gameplay - Martin Sillaots (Tallinn University)
3. Design of Game World and Character - Martin Sillaots (Tallinn University) + Iván Martínez-Ortiz (Univ. - Complutense Madrid)
4. Story Telling and Dialogues - Martin Sillaots (Tallinn University)

Thursday, 18 July 2013

1. Game Development in Scratch - Mari-Liis Viet (Tallinn University)
2. Game Prototype Presentation and Evaluation - Martin Sillaots (Tallinn University)

Friday, 19 July 2013

1. Opening - Peeter Normak (Tallinn University)
2. SEGAN, GABALL and other SG projects - Carlos Vaz de Carvalho (Instituto Superior de Engenharia do Porto)
3. Game Based Learning - Joze Rugelj (Ljubljana University)
4. Designing Games for Primary Schools - Olivier Heidmann (University of Thessaly)
5. Hybrid Learning Environments - Taking Game-based Mobile Learning Outdoors - Mart Laanpere (Tallinn University)
6. Intro to Psychology of Gamification - Edvin Aedma (Tartu University)
7. Learning Transfer in Digital Games and Serious Sports - Roisin Garvey (Cork Institute of Technology)
8. Affective Computing in Videogame Evaluation - Sandra Baldassarri (Universidad de Zaragoza)
9. Assessment and Game Analytics - Iván Martínez-Ortiz (Univ. Complutense Madrid)

10. Game Development with Unity 3D- David Gouveia (Virtual Campus Lda., Porto)
11. Why Game Developers Should Care About HTML5 - Rogier Vanderlinde
(Katholieke Hogeschool St. Lieven)
12. Closing - Martin Sillaots (Tallinn University)

Course fee

General: 100 €

Students: 50€

NB! SEGAN project will cover the accommodation cost (up to 200€) for the 10 first international participants who have registered and paid the course fee.

Contacts and additional information

Course website - <http://summerschool.tlu.ee/design-of-serious-games/>

Information about course content: Martin Sillaots - martins@tlu.ee

Registration, practicalities: Birgit Kirsimägi - birgitk@tlu.ee

Registration

Deadline 15 May

<http://summerschool.tlu.ee/practical/registration/>

About us

SEGAN (Serious Games Network) promotes a Community of Practice to exchange ideas and experiences related to Serious Games. This network is supported by virtual tools (<http://seriousgamesnetwork.eu>) and face to face events, in order to increase the visibility and awareness of the benefits and impacts of Serious Games for learning, and contribute to its uptake and efficient use. Join us!

SEGAN is supported by the EC through its Executive Agency for Education, Audiovisual and Culture (EACEA) and the Lifelong Programme, KA3 Action (Ref. 519332-LLP-1-2011-1-PT-KA3-KA3NW).