



European Conference in Serious Games

Friday, 19 July 2013, Tallinn University, Astra building A543

Free admission

Programme

- 09:00 Opening - Peeter Normak (Tallinn University)
- 09:30 SEGAN, GABALL and other SG Projects - Carlos Vaz de Carvalho (Instituto Superior de Engenharia do Porto)
- 10:00 Game Based Learning - Joze Rugelj (Ljubljana University)
- 10:30 Coffee break with rich snacks

- 11:00 Affective Computing in Videogame Evaluation - Eva Cerezo (Universidad de Zaragoza)
- 11:30 Designing Games for Primary Schools - Olivier Heidmann (University of Thessaly)
- 12:00 Hybrid Learning Environments - Taking Game-based Mobile Learning Outdoors - Mart Laanpere (Tallinn University)
- 12:30 Coffee break with rich snacks

- 13:00 Intro to Psychology of Gamification - Edvin Aedma (Tartu University)
- 13:30 Learning Transfer in Digital Games and Serious Sports - Roisin Garvey (Cork Institute of Technology)
- 14:00 Assessment and Game Analytics - Iván Martínez-Ortiz (Univ. Complutense Madrid)
- 14:30 Coffee break with rich snacks

- 15:00 Game Development with Unity 3D- David Gouveia (Virtual Campus Lda., Porto)
- 15:30 Why Game Developers Should Care About HTML5 - Rogier Vanderlinde (Katholieke Hogeschool St. Lieven)
- 16:00 Closing - Martin Sillaots (Tallinn University)

Registration

bit.ly/11EDKhg

Additional Information

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Education and Culture DG

Lifelong Learning Programme



TALLINN UNIVERSITY