GACET'11 Games and Creativity in Education and Training

Rome, Italy, 17-18 November, 2011

Day 1 - November, 17

9.30	Registration	
10:00 – 11:00	**Official Welcome** *A. Talamo* **ProActive Presentation** *M. Barajas* **T3 Presentation** *O. Miglino* **Innovation in Education: an International Perspective** *Representative from Foreign Ministry*	*Plenary room*
11:00	**Keynote Speech: "New metaphors for Learning"** *R.J. Simons*	
11.30	**Coffee break**	
11.45 – 12:30	**Papers presentations (10 min each + 5 discussion)** GBL Design for Enhancing Creativity in the Classroom *F. Frossard, S. Alcaraz-Domínguez, A. Trifonova, J. Quintana, M. Barajas,* Learn2Lead: the Full Range Leadership Theory Embodied in an Agent-Based Simulation *A. Di Ferdinando, M. Schembri, M.L. Nigrelli, and O. Miglino* GBL at School: A Challenge between Pedagogical Potential and Organizational Boundaries *B. Mellini, A. Talamo, A. Recupero, S. Giorgi and E. Castellino*	*Plenary room*
12.30	**Poster Session** **(8 posters from ProActive teachers and trainers)**	*SpazioEuropa Hall*
13.30	**Lunch break**	
14.30	Teaching to Teach with Technology: a Programme for Teachers, Trainer and Facilitators *M.L. Nigrelli*	*Plenary room*
14.45	T3: International Experience at Work and Knowledge Sharing *J. Jessel, M. Fiorese, C. Botella*	
15.45	**Coffee break**	
16.15	**Keynote Speech: "Serious games: a Proposal of Taxonomy based on the Relationship between Game and Simulation"** *G. Marinensi*	*Plenary room*
16.45	**Round table: "Do Technologies Change the Training / Teaching Environments and How?"** *Moderator: R. Vardisio*	
17.30	**Closing Session** *The ProActive and T3 teams*	
18.00	**End of first day**	

9.30	**Welcome and Introduction to the Programme** *A. Talamo*	*Plenary room*
9.45	**Keynote Speech: "Raise your Game - Getting Learning Games Sold and Used"** *D. Clark*	*Plenary room*
10.15	**Poster Session** **(8 posters from ProActive teachers and trainers)**	*SpazioEuropa Hall*
11.15	**Coffee break**	
11.45 - 12.30	**Papers presentations (10 min each + 5 min discussion)** Game Guru: Using a Narrative Videogame to Learn About Narratives and Videogames *F. Peinado, E. López-Mañas, J. Torrente, P. Moreno-Ger* The Implementation of DGBL Approach in Primary Schools across Renfrewshire *A. Razak, T. Connolly, T. Hainey* GBL to Support Professional Distance Education *A. Dumitrache, B. Logofatu, B. Almasan*	*Plenary room*
12.30	**Keynote Speech: "Serious Games Applications in the Medical Domain"** *C. Blesius*	*Plenary room*
13.00	**Lunch break**	
14.15	**Introduction to the Showcase** *O. Miglino*	*Plenary room*
14.30	**Showcase: Game sessions and editor demonstrations** EUTOPIA <e-Adventure> Dread-ed Palma Learn2Lead Robofarm Roboprof Multimedial Piaget	*SpazioEuropa Hall*
15.45	**Coffee Break**	
16:15	Round Table: "GBL Nowadays…" *Moderator: M. Owen*	*Plenary room*
17:00	Wrap-up Session – ProActive Winners Award *ProActive Team*	*Plenary room*
17.30	Closing Session *The ProActive and T3 teams*	*Plenary room*
18.00	**End of second day**	