

SCHEDULE AT A GLANCE

FESTIVAL DAY ONE: TUESDAY JUNE 21

FESTIVAL DAY TWO: WEDNESDAY JUNE 22

PRE-FEST SUMMIT: MONDAY JUNE 20

WORKSHOP 1: Kimmel Center, Room 401

WORKSHOP 2: Kimmel Center, Room 914

9:00am	9:15am - 9:30am Welcome from the AMD Foundation, workshop sponsor	9:15am - 9:30am: Opening Remarks on the Case for Social Impact Games			
9:30am	9:30am - 9:45am AMD Changing the Game			9:30am - 9:55am Welcome Remarks from NYU & G4C	9:15am - 10:15am Keynote: Philanthropy, Movements and Making Media Matter
10:00am	9:45am - 10:45am Understanding the Landscape: An Overview of Approaches, Platforms and Intended Outcomes for Teaching Kids Game Design.	9:30am - 10:30am: Case Study: iCivics		10:00am - 10:15am The Digital City	10:15am - 11:15am Engaging The News
10:30pm		10:30am - 11:30am: Case Study: At-Risk		10:15am - 11:00am Public Media and Games	10:15am - 10:20am Welcome from the G4LI
11:00pm	10:45am - 11:45am Game Design in the Classroom: A Globaloria Case Study			11:00am - 11:30am The Real-world Games for Change Challenge	10:20am - 10:40am Examining Reflective Awareness in Gaming Experience
11:30pm		11:30am - 12:00pm: Case Study: EnerCities		11:30am - 12:30pm Games and Cultural Spaces	10:40am - 11:00am Covert and Overt Measures of Engagement Within an Educational Multimedia Environment
12:00pm	12:15pm - 1:30pm Keynote: Vice President Al Gore Venue: Skirball Center				11:00am - 11:10am Observational and Log Analysis Methods For Assessing Engagement and Affect
12:30pm				12:30pm - 2:00pm Lunch Break	11:10am - 11:20am Game Changing: Extending Learning Both Within the Classroom and Without
1:00pm					11:20am - 11:30am Teaching Scientific Inquiry With a Serious Game
1:30pm	1:30pm - 2:00pm Lunch and A Presentation of Games Designed by Teen Winners of the Scholastic Art & Writing Awards	1:30am - 2:15pm Lunch			11:30am - 12:30pm: Games For Change Around the World
2:00pm	2:00pm - 4:00pm Introduction to Game Design: A Hands-On Workshop for Educators	2:15pm - 3:15pm: Case Study: EVOKE			11:50am - 12:50pm G4LI Advancing Research on Games for Learning
2:30pm				2:00pm - 2:45pm James Shelton, U.S. Department of Education	12:50am - 1:10pm Empowering Minority Youth to Engage STEM learning through Comm. Partnerships and Educational Game Design
3:00pm				2:45pm - 3:15pm Innovations in Business and Funding Models	1:10pm - 1:20pm Microtalks: Games as Metaphor Primers
3:30pm		3:15pm - 4:15pm: Moderated Breakout Conversations		3:15pm - 3:45pm Games For Change Europe Showcase	1:20pm - 1:30pm Microtalks: Lit to Quit: A Mobile Game For Smoking Reduction
4:00pm	4:15pm - 5:30pm Outside the Classroom: Youth Designing Games			3:45pm - 4:00pm Games For Health Update	1:30pm - 1:40pm Microtalks: Multiple-Choice is For Wimps! Play Ineterrobang-Change the World!
4:30pm		4:30pm - 4:45pm: Designing Games For Ethics			1:40pm - 1:50pm Microtalks: The Sack School: Little Big Planet 2 as an Educational Environment
5:00pm		4:45pm - 5:00pm: Zen and the Art of Serious Play			1:50pm - 2:00pm Microtalks: Development Post-Mortem and Research Results For Mecanika
5:30pm	5:30pm - 6:00pm Building a Community of Practice and Resources for Educators	5:00pm - 6:00pm: Case Study: Macon Money		4:30pm - 6:00pm Game Demo Spotlight	2:00pm - 2:30pm Game Play Reception and Ben & Jerry's Ice Cream Break
6:00pm	6:00pm - 7:00pm Reception Venue: Skirball Center, Lower Lobby				2:30pm - 2:50pm Games as Formative Assessment Environments: Making Assessment Criteria Explicit
6:30pm					2:50pm - 3:10pm What is Stealth Assessment?
7:00pm					3:10pm - 3:20pm Microtalks: Playing the Data Stream: Ghosts in the Machine
8:00pm					3:20pm - 3:30pm Microtalks: Imaging Future Learning Spaces
8:30pm					3:30pm - 3:40pm Microtalks: Learning About Games, Playing For the Future, Expanding Environmental Consciousness
					3:40pm - 4:00pm Fun and Frustration = Learning and Games
					4:00pm - 4:15pm Closing Remarks
					4:15pm - 5:15pm Closing Keynote: Jesse Schell Venue: Skirball Center
					5:15pm - 6:15pm Awards Ceremony Venue: Skirball Center