

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

Skirball Center

Skirball Center

G4LI Day NYU Law School Vanderbilt Hall

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 - 9:55am Welcome Remarks from NYU & G4C	9:15am - 10:15am Keynote: Philanthropy, Movements and Making Media Matter	
9:30am	9:30am - 9:45am AMD Changing the Game	9:30am - 10:30am: Case Study: iCivics	9:55am - 10:00am Introduction of Stakehold'em Conference Game		
10:00am	9:45am - 10:45am Understanding the Landscape: An Overview of Approaches, Platforms and Intended Outcomes for Teaching Kids Game Design.		10:00am - 10:15am The Digital City	10:15am - 11:15am Engaging The News	10:15am - 10:20am Welcome from the G4LI
10:30pm		10:30am - 11:30am: Case Study: At-Risk	10:15am - 11:00am Public Media and Games		10:20am - 10:40am Examining Reflective Awareness in Gaming Experience
11:00pm	10:45am - 11:45am Game Design in the Classroom: A Globaloria Case Study				10:40am - 11:00am Covert and Overt Measures of Engagement Within an Educational Multimedia Environment
11:30pm		11:30am - 12:00pm: Case Study: EnerCities			
12:00pm	12:15pm - 1:30pm Keynote: Vice President Al Gore Venue: Skirball Center				
12:30pm			12:30pm - 2:00pm Lunch Break	12:30pm - 1:30pm Lunch Break	
1:00pm					
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		11:00am - 11:10am Observational and Log Analysis Methods For Assessing Engagement and Affect	11:00am - 11:10am Observational and Log Analysis Methods For Assessing Engagement and Affect
2:00pm	2:00pm - 4:00pm Introduction to Game Design: A Hands-On Workshop for Educators	2:15pm - 3:15pm: Case Study: EVOKE	2:00pm - 2:45pm James Shelton, U.S. Department of Education	11:10am - 11:20am Game Changing: Extending Learning Both Within the Classroom and Without	11:10am - 11:20am Game Changing: Extending Learning Both Within the Classroom and Without
2:30pm			2:45pm - 3:15pm Innovations in Business and Funding Models	11:20am - 11:30am Teaching Scientific Inquiry With a Serious Game	11:20am - 11:30am Teaching Scientific Inquiry With a Serious Game
3:00pm				11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
3:30pm		3:15pm - 4:15pm: Moderated Breakout Conversations	3:15pm - 3:45pm Games For Change Europe Showcase	11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
4:00pm	4:15pm - 5:30pm Outside the Classroom: Youth Designing Games		3:45pm - 4:00pm Games For Health Update	11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
4:30pm		4:30pm - 4:45pm: Designing Games For Ethics	4:30pm - 6:00pm Game Demo Spotlight	11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
5:00pm		4:45pm - 5:00pm: Zen and the Art of Serious Play		11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
5:30pm	5:30pm - 6:00pm Building a Community of Practice and Resources for Educators	5:00pm - 6:00pm: Case Study: Macon Money		11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
6:00pm	6:00pm - 7:00pm Reception Venue: Skirball Center, Lower Lobby		6:00pm - 9:00pm Opening Night Reception Venue: Amnesia, 609 West 29th Street	11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
6:30pm				11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
7:00pm				11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
8:00pm				11:30am - 12:30pm Games and Cultural Spaces	11:30am - 12:30pm Games and Cultural Spaces
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