SCHEDULE AT A GLANCE

WORKSHOP 1: Kimmel Center, Room 401
9:00am 9:15am - 9:30am Welcome from the AMD Foundation, workshop sponsor
9:30am 9:45am AMD Changing the Game
10:00am 9:45am - 10:15am Understanding the Landscape: An Overview of Approaches, Platforms and Intended Outcomes for Teaching Kids Game Design.
10:30am 10:45am Case Study: Globalalia
11:00am 11:15am Case Study: EnterCIties
11:30am 12:00pm Case Study: At-Risk
12:15pm - 1:30pm Keynote: Vice President Al Gore
Venue: Skirball Center
1:30pm - 1:45pm Lunch and A Presentation of Games: Designed by Teen Winners of the Scholastic Art & Writing Awards
1:45pm - 2:15pm Lunch
2:00pm - 2:45pm Introduction to Game Design: A Hands-On Workshop for Educators
2:15pm - 2:30pm Case Study: EVOKE
2:30pm - 2:45pm Case Study: iCivics
3:00pm 3:15pm Moderated Breakout Conversations
3:15pm - 4:15pm Outside the Classroom: Youth Designing Games
4:00pm 4:15pm - 4:50pm Game Making Tools Direct Impact: Arts + Education
4:30pm - 4:45pm Game Demo Spotlight: Zen and the Art of Serious Play
4:30pm - 6:00pm Game Demo Spotlight: Game Making Tools Direct Impact: Social Media, Gaming and Mobile: The New Frontier
5:00pm 5:15pm Game Demo Spotlight: Game Changing: Extending Learning Both Within the Classroom and Beyond
5:30pm - 6:00pm Building a Community of Practice and Resources for Educators
6:00pm 6:00pm - 7:00pm Reception
Venue: Skirball Center, Lower Lobby
6:00pm - 7:00pm Reception
Venue: Skirball Center, Lower Lobby
6:30pm 6:30pm
7:00pm
8:00pm
8:30pm

WORKSHOP 2: Kimmel Center, Room 914
9:15am - 9:30am Opening Remarks on the Case for Social Impact Games
9:30am - 10:30am Case Study: iCivics
10:30am - 11:00am Case Study: At-Risk
11:00am - 12:00pm Case Study: EnterCIties
12:15pm - 1:30pm Keynote: Vice President Al Gore
Venue: Skirball Center
1:30pm - 1:45pm Lunch
2:00pm - 2:45pm Introduction to Game Design: A Hands-On Workshop for Educators
2:15pm - 2:30pm Case Study: EVOKE
2:30pm - 2:45pm Case Study: iCivics
3:00pm 3:15pm Moderated Breakout Conversations
3:15pm - 4:15pm Outside the Classroom: Youth Designing Games
4:00pm 4:15pm - 4:50pm Game Making Tools Direct Impact: Arts + Education
4:30pm - 4:45pm Game Demo Spotlight: Zen and the Art of Serious Play
4:30pm - 6:00pm Game Demo Spotlight: Game Making Tools Direct Impact: Social Media, Gaming and Mobile: The New Frontier
5:00pm 5:15pm Game Demo Spotlight: Game Changing: Extending Learning Both Within the Classroom and Beyond
5:30pm - 6:00pm Building a Community of Practice and Resources for Educators
6:00pm 6:00pm - 7:00pm Reception
Venue: Skirball Center, Lower Lobby
6:00pm - 7:00pm Reception
Venue: Amnesia, 609 West 29th Street
6:30pm 6:30pm
7:00pm
8:00pm
8:30pm

FESTIVAL DAY ONE: TUESDAY JUNE 21
Skirball Center
9:15am - 9:30am Opening Remarks from NYU & G4C
9:30am - 9:45am Introduction to Stakeholder Conference Game
10:00am - 10:15am The Digital City
10:15am - 11:00am Public Media and Games
11:00am - 11:30am: The Real-world Games for Change Challenge
11:30am - 12:30pm Games and Cultural Spaces
12:30pm - 2:00pm Lunch Break
12:30pm - 1:30pm G4LI Advancing Research on Partnerships and Educational Game Design
1:30pm - 2:00pm Lunch Break
2:00pm - 2:45pm James Shelton, U.S. Department of Education
2:45pm - 3:15pm Innovations in Business and Media, Gaming Programs, Social International Aid
3:15pm - 3:45pm Game Making Tools Direct Impact: Arts + Education
3:45pm - 4:00pm Games For Change Europe Showcase
4:00pm - 4:15pm International Aid Programs, Social Media, Gaming and Mobile: The New Frontier
4:15pm - 5:15pm Closing Keynote: Jesse Schell

FESTIVAL DAY TWO: WEDNESDAY JUNE 22
Skirball Center
9:15am - 10:15am Keynote: Philanthropy, Movements and Making Media Matter
10:15am - 11:15am Engaging The News
10:15am - 11:20am Welcome from the G4LI
11:30am - 12:15pm Teaching Scientific Inquiry With a Serious Game
12:15pm - 1:30pm Keynote Speaker & Lunch
10:45am - 11:45am Globaloria Case Study
11:00am - 12:00pm AMD Changing the Game
11:30am - 12:15pm Keynote: Vice President Al Gore
Venue: Skirball Center
11:50am - 12:50pm Games for Learning
12:30pm - 1:30pm Lunch Break
1:30pm - 2:00pm Lunch Break
2:00pm - 2:45pm Welcome from the G4LI
2:30pm - 2:45pm Examining Reflective Awareness in Gaming Experience
2:45pm - 3:45pm Covert and Overt Measures of Engagement Within an Educational Multimedia Environment
3:45pm - 4:30pm Data Stream: Ghosts in the Machine
4:30pm - 5:15pm Covert and Overt Measures of Engagement Within an Educational Multimedia Environment
5:15pm - 6:00pm Microtalks: The Sack School Little Big Planet 2 as an Educational Environment
6:00pm - 7:00pm Microtalks: Making Media Matter
7:00pm - 8:00pm Microtalks: Post-Humor and Research Results For Mecanika
8:00pm - 9:00pm Microtalks: Development and Mobile…The Media, Gaming Expanding Environmental Awareness in Gaming Experience
9:00pm - 10:00pm Microtalks: The Real-world Games for Change
10:00pm - 11:00pm Microtalks: Multiple-Choice Pearls
11:00pm - 12:00am Microtalks: The Sack School Little Big Planet 2 as an Educational Environment