ECGBL 2018 – GAME JAM
12th European Conference on Games Based Learning
Sophia Antipolis, France

Wednesday 3rd October 2018
09:30 – 18:00

Join our GAME JAM to
Explore, Experience and Feel
New Designs for Learning with
Mixed Reality

Led by Mélanie Ciussi, SKEMA Business School, Lille, France, Eric Guerci, University Cote Azur, France and Arnaud Meneroud, INSILICO, France

Take a deep dive into mixed reality (MR) (augmented and virtual mixed with eptic captors) with teams of students, researchers and professionals, to co-create the future of education.

In the morning we will explore, experience and feel using mixed reality. In the afternoon, we will co-create a learning scenario (of your choice) for a game in MR which will solve a real educational issue.

Learning Outcomes:
- Experiment with MR
- Create new designs for learning with MR
- Co-create within teams to solve an educational issue

Game Jam Leader
Mélanie Ciussi is a Doctor in Education Sciences and professor at SKEMA Business School in France. She is a researcher at the LINE research centre, where she is a co-director of disruptive programmes such as Programme ID on social innovations & creativity, as well as INVENT@UCA on entrepreneurship & innovation. Her area of expertise is innovation in Education (she won SKEMA prizes in 2015 and 2016), mobile Learning (she won the ARTS prize - The Apple Research & Technology Support programme in 2011), as well as serious games (she was head of a project for the French ministry of research for 2 years).

GAME JAM Application details
The GAME JAM will run from 0930-1800 on Wednesday 3 October and to cost to participate is £50 for participants registered for the 12th European Conference on Games Based Learning (ECGBL) and £100 for anyone wishing to participate who is not attending the conference. Lunch and refreshments will be served.

For queries and to reserve a place email: elaine@academic-conferences.org

PLEASE NOTE PARTICIPANTS WILL NEED TO BRING A LAPTOP OR TABLET TO USE AT THE GAME JAM