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D1.6 – Flagship unconference

Lead Author: Gaming Horizons

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This deliverable is the output of activities pertaining to Task 1.6 in the Description of Work. D1.6 was an ‘unconference event’ which was held in Brussels on 19th July 2017. This event performed the double function of innovative data collection exercise and profile-raising dissemination. During the event data collection sessions and roundtables took place. These sessions were recorded and are currently being analysed.

This document reports the official event programme, alongside supporting information (list of participants and photographs taken on the day).



www.gaminghorizons.eu

Twitter: @gaming_horizons #GHB17

Alternative framings for a new role of gaming in education and society Unconference Event

19 July 2017, Future Classroom Lab, Brussels

INTRODUCTION

Video games are an area of enormous economic, cultural and educational significance. Yet the development and the use of games across society raises a number of ethical questions which are rarely explored systematically: issues about appropriate representation, questionable mechanics, excessive usage, and so forth. Gaming Horizons (www.gaminghorizons.eu) is a EU-funded research project that aims to examine some of these issues. As part of the project, we are holding a one-day event in Brussels, on 19th July 2017 to discuss the assumptions and challenges associated with the development and use of games for social and educational goals.

The aim of this event is to explore, through stakeholder engagement, culturally relevant and ethical frameworks in game development, examining the synergies between the mainstream video game industry and the serious and applied games sectors, identifying areas for future research, and eventually providing recommendations to the EU Commission. This is therefore an opportunity to influence future Research and Development agendas.

We call the event “unconference” to emphasise the participant-driven elements. During the course of the day developers, young people, researchers

and policy makers will be involved in a range of facilitated discussions, defining priorities and exploring concerns associated with the design and the use of game in society.

The event will take place at the Future Classroom Lab, a flexible and multipurpose space developed by EUN Schoolnet to showcase innovative approaches in education – the space is perfectly suited for the sort of collaborative, informal interactions we wish to encourage – more info here: <http://fcl.eun.org/> - the address is Rue de Trèves 61, 1040 Brussels, Belgium.

EVENT ORGANISERS

Carlo Perrotta



Carlo Perrotta is Academic Fellow at the University of Leeds. His research focuses on the social and cultural factors that shape the notion of “innovation” in education. He has written articles, reports and presented at international conferences on a range of topics such as game-based learning, the datafication of education, the educational benefits of ICT, creativity, and digital identities.

Chris Bailey



Chris Bailey is a researcher and lecturer in education, with an interest in how videogames are entangled with our cultural experiences. His doctoral thesis provides an ethnographic study of a group of children playing Minecraft in an after-school club. This work illuminates the emergent dimension of play that occurs through collaborative engagement, in and around a virtual world.

Donatella Persico



Donatella Persico is senior researcher at CNR-ITD. Her research interests concern Technology Enhanced Learning and, specifically, learning design, e-learning, self-regulated learning, teacher training and game-based learning. She has been a lecturer in various online and blended post-graduate courses for teachers on aspects of educational technology. She is the author of scientific books and research papers, as well as educational software and multimedia material. She is editor of the Italian

journal *TD Tecnologie Didattiche*, sits on the editorial or scientific board of national and international journals on educational technology and has long-standing experience in the management of national and international projects. Since 2015, she has been on the board of the doctoral programme in Philosophy and Educational Sciences at Ca' Foscari University, Venice.

Mata Haggis



Mata Haggis is Professor of Creative and Entertainment Games for the Academy of Digital Entertainment at NHTV: Breda University of Applied Science. He has over fifteen years of experience in the media and video games industry, including working on award-winning and multi-million selling games, as well as small artistic experiences. Alongside researching digital entertainment, he is still an active creator and regularly speaks internationally on skills and processes of video game development, future trends, and culture.

Thomas Buijtenweg



Thomas Buijtenweg is a researcher for the Academy of Digital Entertainment at NHTV: Breda University of Applied Science. He has been involved with the development of award winning digital entertainment games and serious games ('games for change') for most of his life and particularly for the last six years. His work has been exhibited internationally. His primary research focus is on mechanics systems integration and player personality profiling.

SOCIAL MEDIA



Please follow our Twitter account @gaming_horizons. We will use the hashtag #GHB17 at the event, and encourage all participants to tweet throughout the day.

THINGS TO SEE AND DO IN BRUSSELS

Brussels offers many attractions:

- What to visit/see: http://visitbrussels.be/bitc/BE_en/do-see/to-see/
- Parks and gardens: <http://www.brussels.be/artdet.cfm/5443>
- Free museums/exhibitions: <http://www.brusselmuseums.be/en/faq.php?id=5>
- Discover Belgium beers: <http://belgium.beertourism.com/belgian-beers>
- Discover Belgium chocolate: <http://www.visitbelgium.com/?page=chocolate-lovers>

PROGRAMME

Wednesday 19 July 2017	
09.30 – 10.00	Coffee and registration
10.00 – 10.15	Introduction – project outline and expectations
10.15 – 10.45	Ice Breaker Activity – getting to know each other
10.45 – 11.00	Coffee break
11.00 – 12.30	Presentations <ul style="list-style-type: none"> • Fiorella Belciu: Project eConfidence (www.econfidence.eu) (11.00 – 11.20) • ‘Areas of tensions’ emerging from the project so far (11.20 – 11.40) • Ethics and RRI in H2020: the case of gaming and gamification (11.40 – 12.00) • Highlights from the game development community and inspirational games that defy expectations (12.00 – 12.30)
12:30 – 13:00	Lunch
13.00 – 14.00	The future of gaming and gamification: laying the groundwork (activity setting up)
14.00 – 15.00	The future of gaming and gamification: laying the groundwork (group discussions) <i>Coffee will be served during this session</i>
15.00 – 16.00	The future of gaming and gamification: laying the groundwork (play enactment)
16.15 – 16.30	Final discussion (plenary)

RESTAURANTS

Some restaurants close to the venue:

- Saint Boniface: Cozy French restaurant with dishes from South-West France – Rue Saint-Boniface 9, 1050 Ixelles
- Attica Restaurant: Traditional Greek and international dishes – Rue de Treves 49
- Mediterraneo: Italian: Light and friendly, dishes include belgo-italian pasta and pizza and also a few salads and meats - Rue de Treves 40

ACCOMMODATION

If we have arranged your accommodation on your behalf, you are booked in to the Motel One Brussels hotel, which is centrally located, and just a 10 minute walk from the Grand-Place, the famous Manneken Pis Statue, the Rue Neuve Shopping District and Brussels-Central train station.

Check-in is from 3 pm on arrival date, and you should vacate the room by 12 noon on the date of departure. Breakfast is included.

Motel One Belgium SPRL
Motel One Bruxelles
Rue Royale 120
1000 Bruxelles
tel: +32/2/209 61 - 10
fax: +32/2/209 61 - 11
brussels@motel-one.com
www.motel-one.com

Participants who are booking their own accommodation arrangements can find many options at www.booking.com or www.airbnb.com/s/Brussels--Belgium. The following hotels are some of the options close to the course venue:

- Adagio Access Bruxelles Europe; www.booking.com/hotel/be/adagio-access-bruxelloseurope.en-gb.html
- Hotel Motel One: www.booking.com/hotel/be/motel-one-brussels.en-gb.html
- Hotel Chambord: <http://www.booking.com/hotel/be/chambord.en-gb.html>
- Chelton Hotel: www.booking.com/hotel/be/chelton.en-gb.html
- Hotel Le Berger: www.booking.com/hotel/be/le-berger.en-gb.html
- Silken Berlaymont Brussels: www.booking.com/hotel/be/silkenberlaymont.en-gb.html
- Thon Hotel EU: www.booking.com/hotel/be/thon-eu.en-gb.html

TRAVELLING TO BRUSSELS

Brussels has two airports: Brussels National airport (Zaventem), about 30 min to the city centre, and Brussels South airport (Charleroi), about 60 min to the city centre. You can arrive conveniently to Brussels also by train from London (Eurostar), Paris, Amsterdam and Cologne (Thalys).

From Brussels airport (Zaventem) to the centre

- BY BUS:
 - The buses Number 12 (Monday to Friday until 20h) and Number 21 (weekends all day and weekdays after 20h) take you to **Diamant, Schuman and Luxembourg**. The ticket costs 4-6 Euros. You find the bus schedules here:
<http://www.stib.be/horaires-dienstregeling.html?l=en>
 - The “De Lijn” bus N° 471 provides an express bus services between the airport and the **Brussels North train station**.
<https://www.delijn.be/en/lijnen/lijn/3/471/1/BUS#2>
- BY TRAIN: The train takes you to the **main train stations** in the Brussels city area: Gare du Nord, Gare Centrale, and Gare du Midi. The ticket costs 8.5€. The trains go every 15-20 min and leave from the Level 0 of the airport terminal:
www.brusselsairport.be/en/passngr/to_from_brussels_airport/train/

From Charleroi airport to the centre:

- Take the Brussels City Shuttle bus which takes you to the **Brussels Gare du Midi** (main train station). A return ticket costs 28 euros (and a one-way ticket normally 14 euros).
- For the bus schedule, see here: www.charleroi-airport.com/en/passengers/access-andparking/brussels-city-shuttle/index.html
- At Gare du Midi you can continue your journey by using different metro lines, buses or pre-metro.

VENUE

This unconference will be held at the European Schoolnet’s Future Classroom Lab.

Address: European Schoolnet, Rue de Trèves 61 – 3rd floor, 1040 Brussels.

www.europeanschoolnet.org/

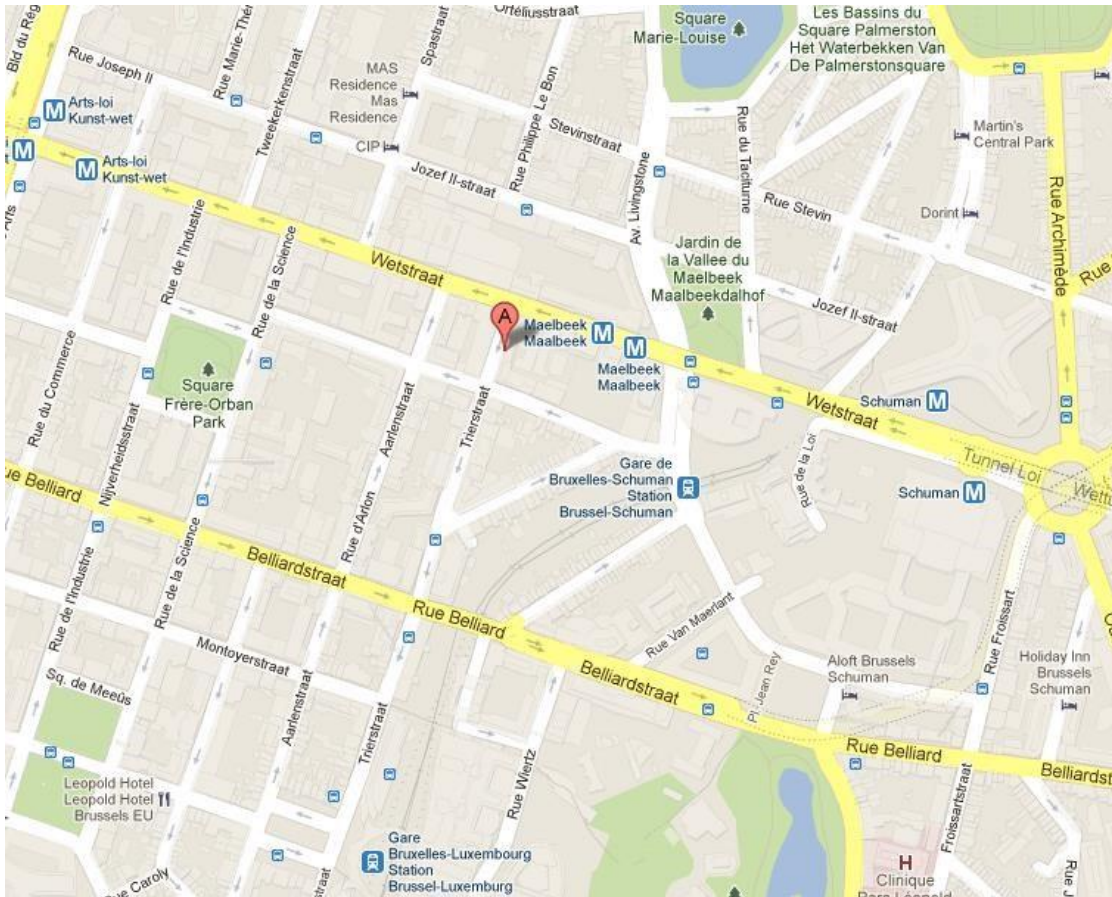
Future Classroom Lab - The Future Classroom Lab is a fully equipped, reconfigurable, teaching and learning space developed by European Schoolnet, its 30 supporting Ministries of Education, and leading educational technology providers. Future Classroom Lab helps to visualise how conventional classrooms and other learning spaces can be reorganised to support changing styles of teaching and learning. Read more: <http://fcl.eun.org>

How to best reach the EUN office and Future Classroom Lab

The office is close to the following:

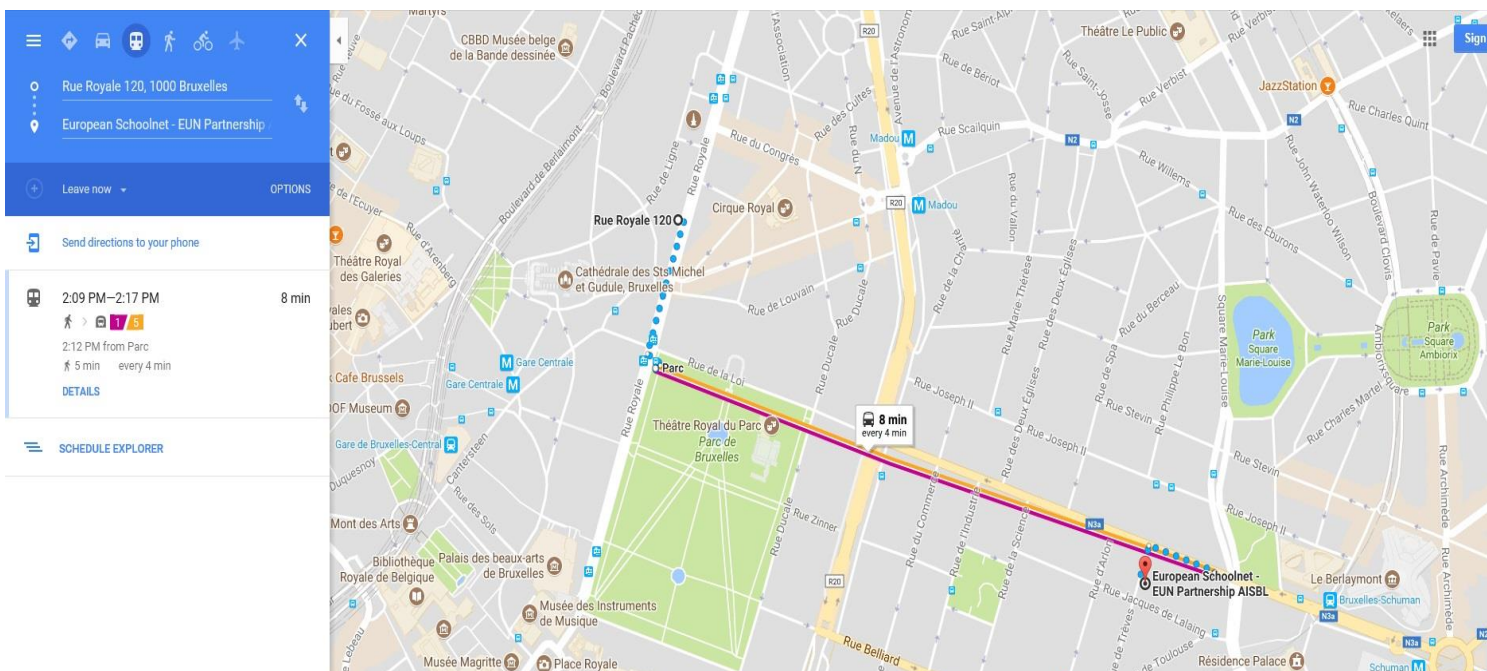
- Schuman (buses, metro lines 5 & 1, train, airport bus): 10 min walk
- Luxembourg (buses, train, airport bus): 10 min walk
- Arts-Loi (metro lines 1, 2, 5, 6): 10 min walk
- Maelbeek metro station (lines 1 and 5): take the exit “Rue de la Loi”, 2 min walk

The following maps show the location of the venue, as well as the walking route to and from the venue and the MotelOne hotel.



Be aware of pick-pockets whenever you are in public places, especially when using public transport.

Map of walking route from the Future Classroom Lab to the Motel One hotel



INSURANCE

We ask participants to confirm they have health insurance that is internationally valid during their stay in Brussels. EU citizens can obtain a free European Health Insurance Card (EHIC) by visiting:

<http://www.nhs.uk/NHSEngland/Healthcareabroad/EHIC/Pages/about-the-ehic.aspx>

ABOUT EUROPEAN SCHOOLNET

European Schoolnet is the network of 30 European Ministries of Education, based in Brussels. As a not-for-profit organisation, we aim to bring innovation in teaching and learning to our key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners. www.eun.org

CONTACT

For any questions please contact Chris Bailey at c.j.bailey@leeds.ac.uk Tel: +44 (0)113

343 6599 or Louise Williams at l.williams@leeds.ac.uk Tel: +44 (0)113 343 4569

List of participants

Name	Email	
Kam Star	kam@playgen.com	Advisory Board
Maja Pivec	Maja.Pivec@fh-joanneum.at	Advisory Board
Paul Howard Jones	Paul.Howard-Jones@bristol.ac.uk	Advisory Board
Phoenix Perry	p.perry@gold.ac.uk	Advisory Board
Sylvester Arnab	SArnab@cad.coventry.ac.uk	Advisory Board
Wim Westera	Wim.Westera@ou.nl	Advisory Board
Carolina Islas Sedano	carolina.islas@ubium.net	Developer / Designer
Kimberly van Peppen	kimberlyvanpeppen@live.nl	Developer / Designer
Moritz Lehr	moritz.lehr@madaboutpandas.com	Developer / Designer
Ramon Huiskamp	140064@edu.nhtv.nl	Developer / Designer
Tim Hutzenlaub	tim.hutzenlaub@madaboutpandas.com	Developer / Designer
Ziggystokhof	ziggystokhof@gmail.com	Developer / Designer

Ann Arleth	annarleth1234@gmail.com	Educator
Anna Lucia Nardi	ann.nardi@gmail.com	Educator
Halvor Thengs	hthengs@gmail.com	Educator
Marcello Bozzi	bozzimarcello@gmail.com	Educator
Mirko Labbri	mirkolabbri@gmail.com	Educator
Rita Tegon	rita.tegon@gmail.com	Educator
Donatella Persico	donatella.persico@itd.cnr.it	Gaming Horizons - ITD
Francesco Pozzi	pozzi@itd.cnr.it	Gaming Horizons - ITD
Marcello Passarelli	passarelli@itd.cnr.it	Gaming Horizons - ITD
Aisha Walker	S.A.Walker@leeds.ac.uk	Gaming Horizons - Leeds
Carlo Perrotta	c.perrotta@leeds.ac.uk	Gaming Horizons - Leeds
Chris Bailey	c.j.bailey@leeds.ac.uk	Gaming Horizons - Leeds
Mata Haggis	Haggis.M@nhtv.nl	Gaming Horizons - NHTV
Thomas Buijtenweg	Buijtenweg.T@nhtv.nl	Gaming Horizons - NHTV
Clement Carasco	Clement.CARASCO@ec.europa.eu	Policy
David Raffier	David.RAFFIER@ec.europa.eu	Policy
Fiorella Belciu	fiorella.belciu@eun.org	Policy
Maciej Szymanowicz	Maciej.SZYMANOWICZ@ec.europa.eu	Policy
Sanja Bozic	Sanja.BOZIC@ext.ec.europa.eu	Policy
Davide Marocco	davide.marocco@gmail.com	Researcher
Eleanora Panto	eleonora.panto@csp.it	Researcher
Nicola Lettieri	lettieri.nicola@gmail.com	Researcher
Panagiotis Stmatelopoulos	pstamatel@gmail.com	Researcher
Zisis Tsiropoulos	tsiropoulos@teilar.gr	Researcher
Bradley Boorer	bradleyboorer@gmail.com	Student
Joe Dudley	josephpauldudley@gmail.com,	Student
Nathalie Jankie	152740@edu.nhtv.nl	Student
Sean Shortreed	iamseannn@gmail.com	Student
Simon Rose	simon.rose@shu.ac.uk	Student
Stijn Dirne	152407@edu.nhtv.nl	Student

Some pictures from the day:



