Welcome to the 2018 Education in Games Summit (#EiGS18)

The summit program showcases the latest implementation of videogames for education, highlighting best practice for teaching right across the curriculum, from storytelling to STEM.

In attending the summit, participants open new personal and professional opportunities as they learn how to explore, critique and make games with their students, building powerful new skills and capabilities for now and the future.

The summit will empower teachers with the knowledge and tools to inspire students to navigate and develop greater learning challenges using videogames.

#EiGS18 will demonstrate the extensive range of Primary, Secondary and Specialist Settings learning outcomes that games offer across the curriculum including:

- STEM
- Digital Technologies
- The Arts
- Coding
- Critical and Creative Thinking
- Supporting students with additional needs
## Education in Games Summit Program

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<td><strong>8.00am</strong></td>
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<td><strong>9.00am - 10.10am</strong></td>
<td><strong>Welcome and Opening Keynote by Meenoo Rami, Manager, Minecraft: Education Edition</strong></td>
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<td><strong>10.10am - 10.40am</strong></td>
<td><strong>Morning Tea</strong></td>
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                          Glenn Rockelmann                                                       |
| Cinema 2           | More than a Video: Minibeast Heroes  
                          Annabel Astbury                                                       |
| Future Lab         | Building Arcade Machines powered by Raspberry Pi  
                          James Curtis                                                          |
| Studio 1           | The MiniDevs: Real Student, Real Developers  
                          Marianne Malmstrom  
                          Timothy King                                                          |
| Studio 2           | Storytelling using Unity  
                          John Sietsma                                                           |
| Education Space    | Learn to Code with iPad (Swift Playgrounds)  
                          Apple Education                                                       |
| Board Room         | TALi Train: early childhood attention & numeracy  
                          Dr. Hannah Kirk                                                        |
| **11.35am - 12.05pm** | **Visit the 2018 Games and Apps Challenge Exhibition in The Cube (Gallery Level)** |
| **12.15pm - 1.00pm** | **Breakout Session 2**                                                  |
| Inclusive Game Making | Matt Harrison, Stefan Schutt, Mel Greaves  |
| Virtual Reality (VR) School Study | Erica Southgate          |
| Interactive Augmented Reality Games | Daniel Davies |
| Micro:bit + visual coding = Rock Paper Scissors, keep score! | Toni Falusi & Celia Coffa |
| Teaching more than Curriculum with Minecraft: Education Edition | Stephen Elford |
| Minecraft with Ipads Workshop | Bron Stuckey          |
| Coding for Foundation | Narelle Derix |
| **1.00pm - 2.00pm** | **Lunch**                                                                |
| **2.00pm - 2.45pm** | **Breakout Session 3**                                                  |
| Introduction to VR using Unity | Michelle Dennis |
| Challenging the gender imbalance in videogames | Bridget Hanna |
| Esports and the high school League of Legends initiative | Ivan Davies |
| Turning smartphones into science tools and students into scientists | Michael Kasumovic |
| App Prototyping & Game Design on iPad | Apple Education          |
| Using co-op videogames to develop socio-emotional skills | Matt Harrison |
| **2.55pm - 4.40pm** | **Panel Discussion: Mindsets for a positive future**, Meenoo Rami, Toni Falusi, Jim Fishwick, Michael Kasumovic  |
| **Closing Keynote: A New Technology for an Ancient Culture**, Brett Leavy |
| Victorian Games and Apps Challenge: Winners Announcement |

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**THE EDUCATION STATE**  
**VICTORIA State Government**  
**Education and Training**  
**acmi**  
**GAMES WEEK**
Minecraft Mentors Meet Up

Thursday 25 October from 4 - 7:30pm, ACMI Studio 1 (Invitation Only)

Global Minecraft Mentors are educators who have committed to teaching others how to play and teach with Minecraft. The 2018 cohort of Minecraft Mentors is made up of over 300 educators from 70 countries. Search the list of Australian Minecraft Mentors at: education.minecraft.net/community/minecraft-mentors/.

Are you interested in becoming a Mentor in 2019? For more information, contact Bron Stuckey bstuckey@iei.net.au.
Opening Keynote: Minecraft Education Edition, Meenoo Rami

Cinema 1 9.20am - 10.10am

Victoria is now the largest educational jurisdiction in the world to give every government school student access to Minecraft: Education Edition. Over the past two years, Minecraft Education Edition Manager Meenoo Rami has seen countless numbers of American educators unlock students’ creativity and potential using Minecraft Education. A big believer in the power of games to ‘promote mastery’ through iterative thinking Meenoo will share her insights on how Minecraft Education Edition creates invaluable authentic learning opportunities.

Morning Tea and game play in the lightwell from 10.10am

Breakout Sessions (see below) from 10:40am to 2.45pm

Lunch and game play in the lightwell from 1-2pm

Afternoon Panel Discussion: Mindsets for a positive future

Cinema 1 2.55pm -3.40pm

Meenoo Rami, Toni Falusi, Jim Fishwick, Michael Kasumovic

This panel, chaired by Jim Fishwick, curator of ACMI’s Games Lab, will explore what playing and making games means for future society and what the possibilities are for education. Meenoo Rami, along with specialist educators will explore the programs, angles and opportunities students can develop to better enable them to navigate that future.
Closing Keynote: A New Technology for an Ancient Culture, Brett Leavy

Cinema 1  3.40pm-4.30pm

Brett Leavy manages Bilbie Labs, a team of game programmers researching and developing Virtual Songlines - software for making interactive and immersive virtual heritage experiences that embed traditional knowledge within a simulated historical landscape.

His team have delivered many interactive virtual heritage simulations over the last decade that represent authentic cultural environments. Users become First Nations warriors and must perform cultural activities like gathering bush food, crafting weapons, building gunyas, making canoes, starting fires whilst adhering to the wisdom of the Elders. Elders who exalt Dreamtime stories about the land guide players through virtual heritage experience.

Join us for networking in the ACMI Café and Bar from 4:40pm

For information on how to get to ACMI, accessibility including ACMI’s floorplans, please visit the acmi.net.au/visit/.
### Gamifying Game Programming
Glenn Rockelmann

#### Cinema 1
Secondary

This breakout session will outline how a teacher whose formal training is not ICT used game theory (gamification) and free online programming tools to give students experience in coding and increase student motivation with limited resources.

The session will include an example of how gamification can be used to motivate students and how resources such as ARIS, a free online tool to create location-based games, can teach students not only coding but how making games is a collaborative process.

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### More than a video: Minibeast Heroes
Annabel Astbury, ABC Education

#### Cinema 2
Primary and Secondary

Minibeast Heroes is an education project produced by the ABC that pushed production, creative and educational boundaries.

In this session, Annabel Astbury, Head of Education at the ABC will showcase Minibeast Heroes. The session will focus on the interactive elements of the project including the virtual reality experience and the processes used to make it happen and will present the team’s learnings thus far of the future of this technology in the classroom.

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### Building arcade machines powered by Raspberry Pi
James Curtis

#### Future Lab
Secondary

The size, price and availability of various technologies, along with the Maker Movement, has made awesome tech projects more achievable than ever before! Want a games machine that can play EVERY retro console and arcade game? In year 9 Digital Technology at Northern Bay College, students can complete a project of their choosing. Several pairs of students chose to build arcade machines powered by Raspberry Pi computers. With the right mindset and no prior knowledge of Raspberry Pi or electronics, we were able to achieve amazing outcomes. This presentation will provide insight into our journey, and hopefully inspire others to try their own awesome projects!

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### The MiniDevs: Real Students & Real Developers creating Mixed Reality
Marianne Malmstrom, Timothy King

#### Studio 1
Secondary

To keep schools relevant, educators need to shift the focus from students learning content to students creating content to learn. This is the problem that educator, Marianne Malmstrom, set out to address at the 2017 Mixed Reality Hackathon in Wellington, NZ. Marianne formed a team with Theta developers and University volunteers to create a prototype which won the hackathon. Theta then developed the prototype with a group of students at Newlands Intermediate School. Learn what transpires when real developers and real students team up. Get a sneak peek at their, soon to be released, digital platform for kids of all ages to create their own content for mixed reality. Get inspired to shift your thinking.

**Computers provided**

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### Storytelling using Unity
John Sietsma

#### Studio 2
Secondary

In this session you’ll learn how to use the Unity features Cinemachine and Timeline to create small cutscenes and stories using Unity. This is a fun way to introduce students to Unity. With these skills you and your students can create films, fly-throughs and interactive content.

**Computers provided.**

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### Learn to Code with iPad (Swift Playgrounds)
Apple Education

#### Education Space
Secondary

Coding is an essential skill that teaches computational thinking, systems thinking and design thinking. Learn how you can engage students from Year 7 through to Year 9 in the world of coding on iPad, using the free Swift Playgrounds app and Learn to Code resources designed for teachers. And discover how Apple Teacher, a free professional learning program can guide you in your journey in learning how to teach code.

**IPads provided.**

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**Breakout Session 1 continued over page.**
TALI Train: improving early childhood selective attention and numeracy
Dr. Hannah Kirk
ACMI Board Room
Primary

TALI Train is a game-based attention training program designed by neuroscientists at Monash University, suitable for 4 to 8 year-old children.

In this session, co-inventor Dr. Hannah Kirk provides a background briefing on the latest research in early childhood attention and how her game-based training program has been clinically demonstrated to improve selective attention and numeracy, months post play.

Participants will also have an opportunity to play-through TALI Train and understand how it works.

ACMI Game Lessons
Become a founding participant in ACMI’s new videogame-centred project Game Lessons and bring fresh and engaging, curriculum focused, real-world learning to the classroom.

Join a new Victoria-wide network to help develop teaching and learning resources to activate the untapped potential of videogames in the classroom. Game Lessons is designed to support teachers to create, access and share well-designed lesson plans for impactful and meaningful learning experiences.

Importantly, teachers don’t need to be ‘gamers’ to engage with the opportunities videogames offer for learning across the curriculum.

For further information contact ACMI’s Digital Education Producer, Vincent Trundle Vincent.Trundle@acmi.net.au

ACMI Teacher Professional Learning Calendar for November 2018

TEACHER PROFESSIONAL LEARNING
The art of animation
Teachers: gain the skills to include an animation component into your classroom
📅 2 November 2018
⏰ 9.30 am - 4:00 pm
💰 $175
🔍 Subjects: Art, Media and Digital technologies; Year levels: Professional Learning for Teachers

TEACHER PROFESSIONAL LEARNING
Reading in the Digital Age
Discover and share best practice on reading and multiliteracies
📅 Fri 30 November
🔍 Year levels: Professional Learning for Teachers
The 2018 Games and Apps Challenge Exhibition

The 2018 Games and App Challenge (#GAC_2018) is open to all Victorian school students in years 3 to 10 and aims to encourage creativity in coding and highlight the role of art and design in the games and apps development industry. The Challenge involves students producing games and apps that offer solutions to real-world problems with support from DET industry partners Microsoft and Apple Australia. The Challenge will culminate in a showcase exhibition at the Education in Games Summit 2018 where students will show how collaboration and working together is the key to developing solutions to everyday challenges. The theme for this year's Games and App Challenge is: Together We Can.

Delegates of the Education in Games Summit are invited to give feedback through a teacher walkthrough activity and cast their vote for the three People’s Choice Awards for student participants.

Come and support our young developers and provide valuable user feedback to them!

Please ensure you visit The Cube during one of the two sessions to have a chat with the students and cast your vote. Session 1 from 11:35am Session 2 from 1:15pm (during lunch)
### Breakout Session 2 from 12.15pm – 1.00pm

<table>
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<tr>
<td>Matt Harrison, Stefan Schutt, Mel Greaves</td>
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**Cinema 1**

Primary and Secondary

Gaming is becoming recognised as a truly universal medium, appealing to a wide range of learners with diverse learning needs.

The Digital Technologies curriculum provides exciting opportunities for students to not just be consumers of video games, but to gain an understanding of computational thinking, coding and game design through creating their very own digital games. This session focuses on three case studies, exploring how learners with diverse needs have been supported in creating digital games.

**Cinema 2**

Primary and Secondary

This presentation reports on findings from the Virtual Reality (VR) School Study (www.vrschoolresearch.com). The VR School Study embedded highly immersive virtual reality, using Oculus Rifts, into secondary STEM and CAPA classes. The study was conducted with teachers as co-researchers and was designed to explore the pedagogical potential of immersive VR for deep, creative and collaborative learning in real classrooms and in a curriculum aligned way. The presentation will discuss the learning affordances of VR and the ethical, practical, technical and pedagogical aspects of the project with a focus on how networked game environments such as Minecraft VR and virtual studios such as Tilt Brush can be deployed for playful learning. It will also provide observations from an analysis of collaborative learning and metacognitive behaviour in the virtual environments.

**Future Lab**

Secondary

Metaverse is a fantastic, easy to use tool for creating interactive augmented reality experiences.

In this session you will learn to make your own interactive games and empower your students to do the same.

**Micro:bit + visual coding = Rock Paper Scissors, keep score!**

Toni Falusi & Celia Coffa

**Studio 1**

Primary and Secondary

Using visual programming blocks, learn to code the Micro:bit to play Rock-Paper-Scissors, create an electronic dice and a button counter to keep score in this hands-on workshop.

This session is suitable for primary and secondary teachers. It is suggested that participants bring a laptop.

**Teaching more than Curriculum with Minecraft: Education Edition**

Stephen Elford

**Studio 2**

Primary and Secondary

Participants will explore how opportunities for teaching outcomes such as collaboration, communication, leadership, critical thinking, interpersonal learning and many more are extensive when working as part of a team in Minecraft.

Come and explore Minecraft: Education Edition and collaborate with your colleagues to explore the benefits Minecraft: Education Edition can provide in teaching more than the explicit curriculum focus.

**Minecraft with iPads Workshop**

Bron Stuckey

**Education Space**

Primary

This session will explore the recent release of Minecraft to iPads. We will take a hands-on journey through making a start in Minecraft and explore and discuss curriculum options for its use across the learning areas.

iPads provided.

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**Breakout Session 2 continued over page**
**Breakout Sessions 2 (continued)**

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<td>Victorian Entrants</td>
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<td></td>
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Think coding with Foundation students is impossible? Think again! Providing students with opportunities to play, explore and discover, means even our littlest ones can enjoy the fun that is coding. In this workshop, participants will see a variety of activities used to build the coding skills of Prep students.

The Blue-Bots are our main feature and together with some of our senior students we will demonstrate how they can be integrated into many areas of the curriculum. So, come along and let Carrum Primary School introduce you to all the fun and discovery that can be had!

Visit the [Victorian Games and Apps Challenge](#) showcase exhibition to provide feedback through a teacher walkthrough activity and cast your vote for the three People’s Choice Awards for student participants.

There are two opportunities to do the walk through – from 11:35am or 1.15pm (during lunch).

*See above for further details.*

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**Lunch 1:00pm – 2:00pm In the Lightwell**

**Games Zone: Strictly for teacher play!**

During morning tea and lunch, we will have a games table for you to try some new games before your students do! From computer-based videogames, to games for virtual reality and simple apps for your mobile device, you will have a chance to explore some of the titles presented throughout the Summit program.
Introduction to VR using Unity
Michelle Dennis

Cinema 1
Secondary

In this session, Michelle Dennis will give you the tools to get started in producing a VR game using Unity. In the past, she has used this to create terrains based on contour maps in Geography classes, video games in Year 9 and 10 Digital Technologies. This year, she used it with Year 11 Art Student to create a VR Sculpture garden with 3D sculptures designed in TinkerCAD.

Using co-op videogames to develop socio-emotional skills
Matt Harrison

ACMI Board Room
Primary and Secondary

Based on a recent case study, this session will examine the ways in which these games can be used to motivate and manufacture social interactions between learners with a range of socio-emotional needs, and how teaching staff can then provide skill instruction in a meaningful context for our students.

Challenging the gender imbalance in videogames
Bridget Hanna

Future Lab
Primary and Secondary

As both artists and consumers, girls and women have important roles to play in the world of videogames. Issues such as gender imbalance, poor character representation and online abuse, however, have long conspired to make the industry a hostile environment. This session will explore how teachers can address gender inequality in gaming both in the classroom and beyond.

Esports and the high school League of Legends initiative
Ivan Davies

Studio 1
Secondary

The objective of this session is to provide greater insight into how we can utilise esport to cultivate meaningful behavioural change. Through the lens of League of Legends, we will explore some of the behaviour patterns that exist in online competitive play; demonstrate what we can learn from this experience and discuss the role of the teacher and school.

Turning smartphones into science tools and students into scientists
Michael Kasumovic

Studio 2
Primary and Secondary

Much of what students learn in science is invisible, which means scientific concepts are often difficult to explain. We've simplified science teaching by creating a library of mobile applications that engage students and encourage them to interact. As they interact, the applications collect data about the topic students are learning about and visualise these data anonymously at the front of class. In this workshop, we'll work through some of the games and lesson plans to demonstrate how you can engage your students in science to improve their understanding, and their skills in scientific inquiry and hypothesis testing. You will leave with worksheets and games to use in your classroom.

App Prototyping & Game Design on iPad
Michael Kasumovic

Education Space
Secondary

The app design cycle can be achieved in many ways. We've identified four phases of this cycle that can help students design and prototype their own app, much like the process that professional app developers go through. Utilising Keynote and other tools on the iPad, we'll look at how to prototype and feature some games and apps from some of our key developers.

BYO smart device