

Games and Gaming in Education

University of Agder, Kristiansand, January 30th -31st, 2025

Pre-conference workshop (Wednesday, Jan 29th)

8:30 – 9:00	Vrimlehallen	Registration
9:00 – 12:00		Workshop session 1
	H1 023	Game design and storytelling (Eva Capková, Juraj Grečnár)
	H1 024	Creating point-click adventures with ActivePresenter (Rolf Kreyer)
	HU 022	Designing text-based games with Inky (Timo Glaser) and RenPy (Zahir Mohamed, Filip Lewandowski)
12:00 – 13:00		Lunch break
13:00 – 16:00		Workshop session 2
	H1 023	Game design and storytelling (Eva Capková, Juraj Grečnár)
	H1 024	Creating point-click adventures with ActivePresenter (Rolf Kreyer)
	HU 022	Designing text-based games with Inky (Timo Glaser) and RenPy (Zahir Mohamed, Filip Lewandowski)

Conference day 1 (Thursday, Jan 30th)

8:30 – 9:00	Vrimlehallen	Registration
9:00 – 9:15	B3 001	Welcome & conference opening
9:15 – 10:15	B3 001	Xavier Good <i>Draw me a serious game</i>
10:15 – 10:30		Coffee break
10:30 – 11:00	B3 001	Magnus Henrik Sandberg, Eirik Brazier & Ragnhild Hutchinson <i>The esthetics and ethics of history game design</i>
11:00 – 11:30	B3 001	Juraj Grečnár & Marcela Katuščáková <i>Storytelling in games</i>
11:30 – 12:30	Lilletunstova	Lunch break
12:30 – 13:00	B3 001	Liv Lofthus & Magnus Henrik Sandberg <i>Playful collaboration among students from diverse national backgrounds</i>
13:00 – 13:30	B3 001	Marielle Juveng <i>Designing for engagement: Integrating self-designed games in English education for Norwegian lower secondary students</i>
13:30 – 14:00	B3 001	Odd Kjartan Aksnes <i>King of Norway - a counterfactual history game about the unification and Christianization of the country</i>
14:00 – 14:15		Coffee break
14:15 – 15:15	B3 001	Helga Dis Isfold Sigurdardottir <i>Leveling up learning: Redefining education through play and collaboration</i>
15:15 – 18:00	B2 004	Game Play Session – board games (optional social event)
19:00 ->		Conference dinner

Conference day 2 (Friday, Jan 31st)

8:45 – 9:00	Vrimlehallen	Registration
9:00 – 10:00	B3 004	Prof. Dr. Greta Hoffmann <i>Topics nobody likes, games everybody loves - Insights into the development of three serious games</i>
10:00 – 10:15		Coffee break
10:15 – 10:45	B3 004	Line Reichelt Føreland <i>Using digital games to further indigenous knowledge in formal education</i>
10:45 – 11:15	B3 004	Adina Nydahl & Mathilde Dahlen Svendsen <i>Exploring the use of digital learning games to enhance workplace relevance in pedagogy education</i>
11:15 – 11:45	B3 004	Rolf Kreyer <i>Game-based teaching in linguistics – looking back moving forward</i>
11:45 – 12:30	Lilletunstova	Lunch break
12:30 – 13:00	B3 004	Rune Andersen <i>Three approaches to using games in education: motivation, tools and contextualization</i>
13:00 – 13:30	B3 004	Christian Simonsen <i>Arete: What we learned developing an AI-assisted mixed reality serious game</i>
13:30 – 14:00	B3 004	Apostolos Spanos <i>AI-assisted and game-based flipped classroom in history teaching</i>
14:00 – 14:15		Coffee break
14:15 – 15:15	B3 004	Tobias Scholz <i>Game on: Leveraging esports for educational assessment and competency evaluation</i>
15:15 – 15:30	B3 004	Thank you & conference closing