

Digital Game Based Learning

Fourth Symposium for Information Design

2. June 2005 at Stuttgart Media University (HdM), Germany

www.information-design-symposium.org

Digital games are a significant element in the digital media and information society. They influence the development of media technologies as well as interface design, online social interaction and new evaluation approaches. The game industry develops not only products for leisure, but also for work and learning, with many dimensions in the area of social life, knowledge acquisition and application, gaining of soft skills and of other experiences. Digital games attract researchers from different science fields e.g. sociology, cultural studies, educational theory, psychology, computer science, etc.

The Fourth Symposium for Information Design is focused on the question of how game based learning environments can motivate and stimulate learners in different situations, and improve learning. It presents didactical and pedagogical issues, as well as actual examples and concrete applications.

Date: Thursday, 2. June 2005, from 10:00 to 18:00

Place: Stuttgart Media University (HdM), Nobelstr. 10, D-70569 Stuttgart, Audimax

Symposium fee:	Early bird until 16. May 2005:	50 € (students: 10 €)
	Registrations after 16. May 2005:	75 € (students: 20 €)

Pre-Symposium – students track on game based learning

On the day before the symposium (Wednesday, 1. June 2005) there will be a students track which will be held from 17:00 to 20:00. Students from FH Joanneum Graz and Stuttgart Media University (HdM) will present interesting work on game based learning.

Further details are available under www.information-design-symposium.org.

The symposium is organized by the SIG-GLUE project (Special Interest Group for Game-based Learning for Universities and lifElong Learning, a European Community eLearning initiative: www.sig-glue.net).



Programme

»A curiously challenging fantasy: towards an understanding of learning environments as games«

Michael Begg, Learning Technology Section, College of Medicine and Veterinary Medicine, University of Edinburgh, UK – Fiona Littleton, Hamish Macleod, School of Education, University of Edinburgh, UK

»Game-based learning for micro-electro-mechanical systems (MEMS)«

Frederic Adler, Caro Dehne, Gabi Reinmann, University Augsburg, Germany

»Storytelling based edutainment applications for museums«

Stefan Göbel, Anja Hoffmann, ZGDV Darmstadt, Germany

»Learning with digital agents – integration of simulations, games, and storytelling«

Ulrike Spierling, University of Applied Sciences Erfurt, Germany

»Games and learning – starting from the learning perspective«

Chris Brannigan, Caspianlearning, UK

»Youngnet: learning community for collaborative gaming and learning«

Fabian Kempf, IAO Stuttgart, Germany

»Dramaturgic e-learning strategy«

Huberta Kritzenberger, Wilfried Mödinger, Stuttgart Media University (HdM), Germany

»Evaluation results of a story based learning project«

Michael Burmester, Daniela Edinger, Stuttgart Media University (HdM), Germany

»Knowledge pool for game based learning«

Maja Pivec, FH Joanneum, Austria

Please transfer the money to our bank account:

Account name: LOK BA-WÜ/HdM — Account number: 4002015800 — Bank code: 66020020 — Bank: BW Bank Karlsruhe — IBAN: 24660200204002015800 — BIC-Code/Swift-Code: BWBKDE 6 5660 — Comment field (very important): 8486990000712

Please ensure that all bank fees (including intermediary bank charges) related to the transfer are paid by you.

Your registration is only complete once the 50 € fee has been transferred to our bank account (i.e. to qualify for early bird registration fee), the transaction must have been completed by 16. May 2005. We cannot accept transfer to our bank account after this date.

Please ensure to quote our customer reference number (8486990000712) on the transfer when making the transaction. You must also e-mail Peer Johannes (johannes@hdm-stuttgart.de) your detailed registration information including: your full name, your company or institution and email-address of the person(s) attending the symposium, the date the transfer was sent and the name of the bank from which the transfer was made.

Your registration is only valid upon receiving a confirmation from us via e-mail within 14 days of mailing us your detailed registration information. A cancellation of an already paid registration is not possible. But you may appoint a substitute, if you let us know (per e-mail) until 30. May 2005.

Late registrations should be confirmed by e-mail (as above) and if accepted, will attract a fee of 75 €, to be paid in cash on the day of the symposium.