

# PLAY14

## PLAY-Conference Wednesday, September 17<sup>th</sup>, 2014

Time	PLAY-Conference GAMES AND EDUCATION: INTERNATIONAL PERSPECTIVES		Time	PLAY14 – Creative Video Gaming Festival Day 2
10:00 – 11:00	Katie Salen (Institute of Play, USA) Introductory Talk		11:00 – 11:10	Short Input Session
11:15 – 13:15	Workshop 1 Prof. Andrew Burn (DARE, GB) Media Education using Video Games in Great Britain	Workshop 2 Andreas Hedrich & Sofia Kats (GER) Methods and Background of Creative Gaming	11:15 – 13:15	Festival Tour City Tour (Focused on Games) Trial Workshops Short Workshops
13:15 – 14:15	Lunch Break		13:00 – 13:10	Short Input Session
14:15 – 16:15	Workshop 3 Santeri Koivisto (MinecraftEdu, FIN) & Mirek Hancl (Teacher and blogger, GER) Using Minecraft in Educational Work	Workshop 4 Sonja Breitwieser (Mediacenter Parabol, GER) & Sebastian Ring (GamesLab, JFF) Extracurricular Use of Video Games	14:15 – 16:15	Festival Tour City Tour (Focused on Games) Trial Workshops Short Workshops
16:15 – 18:00	Break // Opportunity to visit the PLAY festival		15:00 – 15:10	Short Input Session
			16:30 – 18:00	Discussion: „Video Game Evaluation Criteria. What Makes a Good Game?“ Participants: Marek Brunner (Administration Video Game Testing of USK [German self-monitoring of entertainment software]), Andreas Lange (Curator of the German Videogames Museum), Jörg Luibl (Chief Editor 4Players). Presented by Uke Bosse.
18:00 – 19:30	Creative Gaming-Machinima Cinema Selected results (movies) from media educational workshops // Introduction to Production Techniques		20:00 – 22:30	PoetrySlam

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Time	PLAY-Conference PLAYING SOCIETY: DEMOCRACY IN AND WITH GAMES		Time	PLAY14 – Creative Video Gaming Festival Day 3
10:00 – 11:00	Dr. Tomas Rawlings (Auroch Digital Ltd, GB) Introductory Talk		11:00 – 11:10	Short Input Session
11:15 – 13:15	Workshop 5 Dr. Sonja Gabriel (KPH Wien/Krems, A) Political Education in Video Games	Workshop 6 Prof. Dr. Mathias Fuchs (Gamification Lab, Leuphana Universität Lüneburg, GER) The Playing Society	11:15 – 13:15	Festival Tour City Tour (Focused on Games) Trial Workshops Short Workshops
13:15 – 14:15	Lunch Break		13:00 – 13:10	Short Input Session
14:15 – 16:15	Workshop 7 Michael von Schulze-Glaßer (GER) Criticizing Ideologies in/ with Video Games	Workshop 8 Marcus Bösch & Linda Kruse (the Good Evil, GER) Newsgames	14:15 – 16:15	Festival Tour City Tour (Focused on Games) Trial Workshops Short Workshops
16:30 – 18:00	Closing discussion, résumé by Prof Dr. Rudolf Kammerl (University of Hamburg), discussion on the relationship between society and video games with politicians, scientists, teachers, representatives from the gaming industry as well as the audience participating.		15:00 – 15:10	Short Input Session
			16:30 – 18:00	Talk „Games Journalism. Who discusses games? Where and how are they being discussed“?  Participants: Christian Schiffer (Publisher of WASD), Stephan Günther // Fabu (Founder and author of the "Superlevel" blog), Benjamin Rostalski (project manager "Stiftung Digitale Spielkultur"). Presented by Uke Bosse.
			20:00 – 22:30	Live Let's Play Session