



**Games for Change Europe Festival 2016 - Program Thursday, June 9**

8h30 > 9h00	Welcome Coffee	
9h00 > 9h10	Raising Awareness <i>Opening words</i>	<b>Jean-Michel Blottière</b> - Co-President - G4C Europe <i>Presentation of G4CE Festival 2016</i>
9h15 > 9h35	Videogames & Education <i>Project Presentation</i>	<b>Thomas Planques</b> - Creative director / Game design teacher - Sorbonne University <b>Myriam Gorsse</b> – Executive producer / Training Manager - Université Pierre et Marie Curie (UPMC) <i>Hellink, a game for information literacy - Designing a compelling game for education</i>
9h40 > 10h00	Videogames & Education <i>Project presentation</i>	<b>Jean-Colas Prunier</b> - Founder - www.scratchapixel.com. <i>Learn Programming: Quit the Confusion, Find a Passion</i>
10h05 > 10h35	The Quest for Inspiration <i>Opening Keynote</i>	<b>Lee Sheldon</b> – Narrative Design Consultant - Mi'pu'mi games / Professor of Practice, Interactive Media and Game Development - Worcester Polytechnic Institute <b>Stefan Srb</b> - Game Designer, Pixel Artist, Game Jam Enthusiast - Mi'pu'mi Games <i>Hearing the Lion's Song</i>
10h35 > 11h00	Networking Break	
11h00 > 11h20	Virtual and Augmented Reality <i>Project presentation</i>	<b>Mona Hamdy</b> – Co-Founder and Managing Director - Al Baydha Development Corporation <i>Poverty elimination and Heritage reclamation</i>
11h25 > 11h45	Virtual and Augmented Reality <i>Lecture</i>	<b>Marientina Gotsis</b> - Assistant Professor of Research - Creative Media & Behavioral Health Center, School of Cinematic Arts, University of Southern California <i>Trauma-Informed Design for Interactive Entertainment</i>
11h50 > 12h10	Virtual and Augmented Reality <i>Project presentation</i>	<b>Ken Perlin</b> - Professor of Computer Science - NYU <i>Research on shared future reality: Implications for constructive social engagement</i>
12h15 > 12h35	Virtual and Augmented Reality <i>Project presentation</i>	<b>Jean-Colas Prunier</b> - Creative Director - Crytek <i>The Transformative Power of VR</i>
12h35 > 14h00	Networking lunch	



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14h00 > 14h30	Raising Awareness <i>Keynote</i>	<b>Marie Gillespie</b> - Professor of Sociology - The Open University / Co-Director - Centre for Research on Socio-Cultural Change <i>The Digital Passage to Europe: information gaps and best practice in the provision of online resources for refugees</i>
14h35 > 14h40	Hackaton <i>Project Presentation</i>	<b>Stéphane Natkin</b> - Professor - CNAM / Director - ENJMIN <i>Presentation of the Hackaton</i>
14h45 > 15h30	Hackaton <i>Projects Presentation</i>	On the two days preceding the 2016 Games for Change Europe Festival there will be a student Hackathon, intense collaborative software development on the theme “Digital Creation: A Different Approach to Immigration.”  This Hackathon is jointly organized by CNAM (ENJMIN – CEDRIC), Paris 8 University, UNESCO ITEN; within the framework of the IDEFI CreaTIC, in partnership with Games for Change Europe; and with the support of Gobelins, l'école de l'image, le centre Michel Serres, ENSA, ENSCI and Cologne Game Lab, part of the Faculty of Cultural Sciences at TH Koeln  Students participating in the Hackathon will present their prototype games to the professionals and to the audience attending the Festival.
15h35 > 15h55	Social Entrepreneurship <i>Lecture</i>	<b>Hélène Michel</b> - Professor Serious Games & Innovation Management - Grenoble Ecole de Management <i>How to use a Rubik's Cube to inspire social entrepreneurship? The Cubification Method</i>
16h00 > 16h20	Self-Esteem Restoration <i>Lecture</i>	<b>Swann Pichon</b> - PhD - University of Geneva and Swiss center for affective sciences <i>Influence of emotional states and videogame play on affective functioning</i>
16h25 > 16h40	Self-Esteem Restoration <i>Lecture (Skype)</i>	<b>Laura Ligouri</b> - Director and Founder - Mindbridge / Researcher - Saxelab Social Cognitive Neuroscience Laboratory at MIT <i>Understanding the rider and the elephant: psychological and neurobiological insight into bias, discrimination, videogame design and assessment</i>
16h40 > 16h45	Games for Change Europe Festival <i>Closing words Day 1</i>	<b>Jean-Michel Blottière</b> - Co-President - G4C Europe
19h30 > 22h30	Gala Dinner	Gala Dinner - <b>Au Bascou</b> Sponsored by Al Baydha Development Corporation - By invitation only



# G4C EUROPE FESTIVAL

June 9 & 10, 2016 - Paris

## Games for Change Europe Festival 2016 - Program Friday, June 10

8h30 > 9h00		Welcome Coffee
9h00 > 9h05	Games for Change Europe Festival <i>Opening words</i>	<b>Jean-Michel Blottière</b> - Co-President - G4C Europe
9h10 > 9h30	Raising Awareness <i>Lecture</i>	<b>Jesse Himmelstein</b> - Game Lab Director - Center for Research and Interdisciplinarity (CRI Paris) <b>Gayathri Gopalakrishnan</b> - User Experience Intern <b>Leïla Satsu</b> - Game Design Intern <i>Promoting Diversity and Inclusion in India through Games</i>
9h35 > 9h45	Raising Awareness <i>Lecture</i>	<b>Biljana Labovic</b> – Director - TED Conference <i>Who is a refugee?</i>
9h50 > 10h10	Raising Awareness <i>Lecture (Skype)</i>	<b>Benedetta Berti</b> , PhD TED Senior Fellow Fellow, Institute for National Security Studies Non-Resident Senior Fellow, Foreign Policy Research Institute (FPRI) Non-Resident Fellow, Modern War Institute at West Point Contributor, SADA, Carnegie Endowment for International Peace <i>TED-ED: What does it mean to be a refugee?</i>
10h15 > 10h45	Raising Awareness Keynote	<b>Dima Veryovka</b> - Co-Founder & Creative Director - Collabee <i>Celebrating Diversity through Videogames: Lessons from the Front Lines</i>
10h50 > 11h10	Raising Awareness <i>Adress</i>	<b>Cheija Abdalaha</b> - Advocate for refugees, integration and cultural diversity <i>How to assimilate the other? Role of Videogames.</i>
11h15 > 11h30	Raising Awareness <i>Lecture (Skype)</i>	<b>Laila Shereen Sakr (a.k.a. VJ Um Amel)</b> - Assistant Professor of Film and Media Studies - UC Santa Barbara. <i>On Designing Tweet World: An Immersive Experience in Arabic</i>
11h30 > 11h45	Raising Awareness <i>Lecture</i>	Networking Break



**Games for Change Europe Festival 2016 - Program Friday, June 10**

11h45 > 13h00	Workshops	Speakers and attendees will work together in smaller groups. Each group will identify a theme and generate game design ideas that could be implemented in the coming months.	
11h30 > 13h00	Workshop 1 <i>Empathy: A Two-Way Street to the Same Destination</i>	<b>Lee Sheldon</b> Narrative Design Consultant - Mi'pu'mi games Professor of Practice, Interactive Media and Game Development - Worcester Polytechnic Institute	The workshop would explore the possibilities for designing role-playing games for students from all backgrounds to experience empathy for immigrants and those who are faced with their arrival, no matter which side of the issue they are on.
11h30 > 13h00	Workshop 2 <i>The Brain Architecture Game &amp; The Science of Early Childhood</i>	<b>Marientina Gotsis</b> Assistant Professor of Research Creative Media & Behavioral Health Center, School of Cinematic Arts, University of Southern California	Participate in a tabletop game experience and discussion that builds understanding of the powerful role of experiences on early brain development – what promotes it, what derails it, with what consequences for society. The science of early childhood holds the key to understanding how our brains get wired through experiences. A brief introduction will also provide a basic foundation of what we should all know about genes, brains, behavior, and environment.
11h30 > 13h00	Workshop 3 <i>Create video games concepts to engage people into the refugees issue from a citizen perspective.</i>	<b>Charlie Carpène</b> <b>Simon Charnut</b> Co-founders - Game Impact	Discover a methodology to create video games concepts about social issues. In 90 minutes, you'll dig deep into the theme "how to better integrate migrants into their new society from a local citizen point of view". We mostly believe that the most complicated thing for a refugee is the journey to arrive in a new country - but we now know that they're is another complicated task that migrants mostly have to face alone : the integration into a new society. We offer you to create game with a new perspective : how can people, as citizens, take actions to better integrate migrants into their new society ?
11h30 > 13h00	Workshop 4 Games to promote cross-cultural understanding: <i>a Practical Workshop for Developing new concepts</i>	<b>Dima Veryovka</b> - Creative Director - Collabee Studios <b>Yoan Fanise</b> - Creative Director - DigiXart	Speakers and attendees will work together in smaller groups. We will explore the question - "can a video game serve as a powerful tool to reduce tension, raise awareness of the challenges stereotypes and the misunderstanding arising from our cultural differences?" Each group will identify a theme and develop a framework for creating original game concepts to promote a cross-cultural understanding that could be implemented in the coming months.
11h30 > 13h00	Workshop 5 <i>Lego Serious Play: think with your hands!</i>	<b>Thomas Planques</b> Creative director / Game design teacher - Sorbonne University	Design by giving shape immediately to your ideas: playing with the carefully chosen Lego parts will allow kinesthetic thinking, freeing you from the shyness of more traditional brainstorming methods. The building of metaphors for illustrating your ideas will allow for things that couldn't have been said or thought otherwise to come to the surface. <b>See those beloved toys from our childhood from another perspective, and design by playing!</b>
11h30 > 13h00	Workshop 6 <i>Teaching programming to migrants</i>	<b>Ken Perlin</b> - Professor of Computer Science - NYU <b>Jean-Colas Prunier</b> - Creative Director - Crytek	One might rightfully think that for a migrant to learn programming is the least of a migrant's concern. Yet, if programming was my only skill and that I wanted to provide assistance to migrants living in my country, how could I use this skill to help them dealing with the challenges they typically face such as learning a new language, understanding the culture of the country they migrated to, keeping in touch with their roots while being away from their country, leveraging the skills they acquired in their country of origin, etc. Join us to help us turn what seems like a ludicrous idea into a serious one and define concrete leads into how this can be done and how and why it can help



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13h00 > 14h30		Networking Lunch
14h30 > 15h00	Raising Awareness <i>Keynote</i>	<b>Scot Osterweil</b> - Creative Director - MIT Education Arcade and Learning Games Network <i>Playing with Language</i>
15h05 > 15h25	Raising Awareness <i>Lecture</i>	<b>Yoan Fanise</b> - Creative Director - Digixart <i>Games for impact in the world of Casual Gaming</i>
15h30 > 15h50	Raising Awareness	<b>Charlie Carpène / Simon Charnut</b> – Co-founders - Game Impact
15h55 > 16h15	Raising Awareness <i>Lecture</i>	<b>Guillaume Capelle</b> - co-founder and director - SINGA <i>Connected refugees</i>
16h20 > 16h40	Raising Awareness <i>Lecture (Skype)</i>	<b>Ala' Diab</b> - Design Lead / Co-Founder - FreedomGames Studio, NFP <i>Using design workshops to open possibilities for inclusion</i>
16h40 > 17h00		Networking Break



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17h00 > 17h55	Ideas presentation & Bridge to the Future	<p>Each group will present the ideas developed in the morning session to the general audience All speakers and participants will select the best ideas or projects, which could be implemented in the coming months; and identify potential partners and sponsors to assist in bringing these ideas to life.</p>		
		<p>Presentation of workshop 1 proposals - <i>Empathy: A Two-Way Street to the Same Destination</i> <b>Lee Sheldon</b> - Narrative Design Consultant - Mi'pu'mi games ; Professor of Practice, Interactive Media and Game Development - Worcester Polytechnic Institute</p>		
		<p>Presentation of workshop 2 proposals - <i>The Brain Architecture Game &amp; The Science of Early Childhood</i> <b>Marientina Gotsis</b> - Assistant Professor of Research Creative Media &amp; Behavioral Health Center, School of Cinematic Arts, University of Southern California</p>		
		<p>Presentation of workshop 3 proposals - <i>Bringing Pride in One's Culture</i> <b>Dima Veryovka</b> - Creative Director - Collabee Studios <b>Yoan Fanise</b> - Creative Director - DigiXart</p>		
		<p>Presentation of workshop 4 proposals - <i>Create video games concepts to engage people into the refugees issue from a citizen perspective.</i> <b>Charlie Carpène &amp; Simon Charnut</b> - Co-founders - Game Impact</p>		
		<p>Presentation of workshop 5 proposals - <i>Lego Serious Play: think with your hands!</i> <b>Thomas Planques</b> - Creative director / Game design teacher - Sorbonne University</p>		
		<p>Presentation of workshop 6 proposals - <i>Teaching Programming to Migrants</i> <b>Ken Perlin</b> - Professor of Computer Science - NYU <b>Jean-Colas Prunier</b> - Creative Director - Crytek</p>		
		<p><b>Jean-Michel Blottière</b> - Co-President - G4C Europe <i>Games for Change Europe Festival closing remarks</i></p>		
		17h55 > 18h00	Games for Change Closing Remarks	<p><b>Jean-Michel Blottière</b> - Co-President - G4C Europe <i>Games for Change Europe Festival closing remarks</i></p>