



Games for Change Europe Festival 2014 - Program Monday, June 16

Version dated June 10

8h30 > 9h00	Welcome Coffee	
9h00 > 9h05	Games for Change Europe Festival <i>Welcoming words</i>	Katharina Tillmanns - Co-President - G4C Europe Jean-Michel Blottière - Co-President - G4C Europe
9h05 > 9h20	Games for Change Panorama <i>Lecture</i>	Katharina Tillmanns - Co-President - G4C Europe <i>Panorama of significant 2014 Games for Change</i>
9h25 > 9h40	Playing = Learning <i>Opening Remarks</i>	Gilson Schwartz - Professor, Departamento de Cinema, Radio e TV - CTR-ECA-USP - Universidade de São Paulo / Director - Games for Change Latin America <i>Play, Then Learn: Beyond the Cartesian Approach towards Learning by Designing the City of Knowledge</i>
9h45 > 10h15	Playing = Learning <i>Opening Keynote</i>	Ken Perlin - Co-President - Games for Learning Institute / Professor of computer science, NYU Media Research Lab <i>Games for Learning</i>
10h20 > 10h35	Playing = Learning <i>Lecture</i>	Jean-Marc Merriaux - General Manager - Canopé (CNDP) <i>Education and Videogames</i>
10h35 > 11h00	Networking Break	
11h00 > 11h15	The Playful Classroom <i>Lecture</i>	Santeri Koivisto - Owner, CEO - TeacherGaming LLC (Tampere) <i>From digital learning content consumption to co-created learning environments - with games!</i>
11h20 > 11h35	The Playful Classroom <i>Lecture</i>	Stéphane Natkin - Professor - CNAM / Director - ENJMIN Stéphanie Mader - Game Designer and Researcher - Phd Student - CEDRIC/CNAM <i>Let's Seriously Game Jam Today...</i>
11h40 > 12h10	The Playful Classroom <i>Keynote</i>	Frank Savage - Partner / Lead Developer - Microsoft Corporation <i>Engaging the students with gaming</i>
12h15 > 12h45	The Playful Classroom <i>Keynote</i>	Lee Sheldon - Associate Professor - Rensselaer Polytechnic Institute <i>Classroom vs. Online: Build Better Games for Both</i>
12h45 > 13h45	Networking lunch	

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13h45 > 14h30	The Playful Classroom <i>Workshop</i>	Lee Sheldon - Associate Professor - Rensselaer Polytechnic Institute <i>Multiplayer Workshop: Learn how to design a class as a game, by playing one.</i>
14h35 > 15h05	Playing = Learning: User Experience <i>Keynote</i>	Celia Hodent - UX Manager - Epic Games / PhD in Psychology <i>User Experience in Playful Learning</i>
15h10 > 15h25	Playing = Learning <i>Lecture (Skype)</i>	Alan Gershenfeld - President and Co-Founder - E-Line Media <i>Dog vs. Tail: Can Game-Based-Learning Become a 'Must-Have' vs. a 'Nice-to-Have' for Schools?</i>
15h30 > 15h45	Playing = Learning <i>Lecture</i>	Frédéric Martin - Chief Operating Officer - We Want To Know <i>Learning complex concepts 20x faster</i>
15h50 > 16h05	Playing = Learning: Assessment <i>Lecture</i>	Etienne-Armand Amato - Chercheur en communication, vice-président à la recherche - Serious Game Lab <i>Innovative assessment of Video Games for education</i>
16h10 > 16h30	Networking Break	
16h30 > 17h00	Medium As Message - Games In Our Society <i>Keynote</i>	Antoine Tesnière - MD, PhD - Surgical Intensive Care Unit Associate Professor - Cochin Hospital / Scientific Director - iLumens Simulation Department <i>Changing Healthcare education through gaming: a way to better health ?</i>
17h05 > 17h20	Medium As Message - Games In Our Society <i>Lecture</i>	Alexander Knetig - Web Commissioning Editor - Arte France <i>Educational videogames: an opportunity for public broadcasters</i>
17h25 > 17h40	Medium As Message - Games In Our Society <i>Lecture</i>	Oscar Barda - Art counselor - La Gaîté Lyrique / Game Designer and Final Boss - Them Games <i>Education to videogames at Gaîté Lyrique</i>
17h45 > 18h00	Medium As Message - Games In Our Society <i>Lecture</i>	Kate Kneale - Director - Marine Studios CIC <i>Regeneration through game play. Margate, Kent, UK population 50,000. The creation of a transferable model.</i>
18h05 > 18h45	Games & Education in Emerging Countries <i>Panel Discussion - Organized by KTM Advance</i>	Host: Yves Dambach - CEO - KTM Advance Paul Ginies - Coordinateur de la commission Éducation / Formation - CIAN (Conseil Français des Investisseurs en Afrique) Olivier Bousige - Expert en Formation Initiale Roland Portella - President - CADE (Coordination pour l'Afrique de Demain) Eric de La Guéronnière - Directeur Développement des Compétences et Formations - Suez Environnement <i>Emerging Countries in digital age: myth or reality? Challenges of education and continued education.</i>
18h50 > 19h00	From Games for Change Headquarters in New- York: <i>Closing remarks (Skype)</i>	A discussion with... Asi Burak - President - G4C HQ <i>The breadth and depth of G4C activities global-wide beyond the festivals</i>
19h00 > 21h30	Networking Dinner	Cocktail Party with Buffet - Café des Techniques - CNAM Museum Sponsored by KTM Advance



Games for Change Europe Festival 2014 - Program Tuesday, June 17

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8h30 > 9h00	Welcome Coffee	
9h00 > 9h05	Games + Activism = Interactivism <i>Opening Remarks</i>	Katharina Tillmanns - Co-President - G4C Europe <i>Activism and Videogames</i>
9h05 > 9h20	Games + Activism = Interactivism <i>Lecture</i>	Pierre Corbinais - Journalist - Oujevipo <i>Protesting through game jams</i>
9h25 > 9h40	Games + Activism = Interactivism <i>Lecture</i>	Julien Goetz - Author, director - Premières lignes télévisions & France télévisions nouvelles écritures <i>"Jeu d'influences" : An immersive documentary game that explores the communication crisis world.</i>
9h45 > 10h00	Games + Activism = Interactivism <i>Lecture (Skype)</i>	Olivier Mauco - Game Designer, Author, and Consultant <i>We, game people, should go into politics</i>
10h05 > 10h35	Games + Activism = Interactivism <i>Keynote</i>	Dr. Tomas Rawlings - Design & Production Director - Auroch Digital <i>Why games need news and why news need games</i>
10h40 > 10h55	Games + Activism = Interactivism <i>Lecture</i>	Marcus Bösch - co-founder - the Good Evil <i>#Newgameshack - Now what?</i>
11h00 > 11h15	Games + Activism = Interactivism <i>Lecture</i>	Lea Schönfelder - Game Designer and Curator <i>Russia, sex and perfect women - Designing games for impact</i>
11h15 > 11h30	Networking Break	
11h30 > 11h55	Challenging the medium <i>G4C Europe Challenge</i>	Steve Vasko - Global Industry Manager Media and Entertainment - Post Secondary Education at Autodesk <i>Presentation of G4C Europe Challenge Winning projects</i>
12h00 > 12h30	Games + Activism = Interactivism <i>Panel Discussion</i>	Host: Stéphane Natkin - Professor - CNAM / Director - ENJMIN Dr. Tomas Rawlings - Design & Production Director - Auroch Digital Lea Schönfelder - Game Designer and Curator Marcus Bösch - co-founder - the Good Evil <i>Does the "next step of games for impact lie in helping people to engage with the practice of game design?" - Paolo Pedercini - Molle Industria - from his lecture "Making Games in an F****d Up World" (Games for Change Festival 2014 NYC)</i>
12h30 > 14h00	Networking Lunch	



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14h00 > 14h30	Neurogaming & Immersive Gaming <i>Keynote</i>	Boyd Multerer - Partner / Director of Development, Xbox - Microsoft <i>Neuro Gaming & Immersive Gaming through the eyes of Xbox</i>
14h35 > 14h50	Neurogaming & Immersive Gaming <i>Lecture</i>	Sebastien Kuntz - CEO - i'm in VR <i>Using Virtual Reality to create empathy</i>
14h55 > 15h10	Neurogaming & Immersive Gaming <i>Lecture</i>	Nordine Ghachi - Creative Director & Co Founder - Dowino <i>A Blind Legend: Binaural Sounds and Immersion</i>
15h15 > 15h30	Neurogaming & Immersive Gaming <i>Lecture</i>	Diana Arellano - Researcher and Software Developer - Filmakademie Baden-Württemberg <i>SARA - A new way of learning emotions in Autism</i>
15h35 > 16h00	Neurogaming & Immersive Gaming <i>Discussion</i>	Discussion between Boyd Multerer - Partner / Director of Development, Xbox - Microsoft Celia Hodent - UX Manager - Epic Games / PhD in Psychology <i>How emotional, cognitive, sensory and behavioral technologies will change the game!</i>
16h00 > 16h30	Networking Break	
16h30 > 16h45	The Elephant in the Room - Distribution <i>Lecture</i>	Cedric Claquin - Administrator in charge of communication, development and European relations - CD1D/1D LAB <i>1D touch, a new fair trade streaming platform for indie videos games ?</i>
16h50 > 17h50	The Elephant in the Room - Funding, Starting Up & Marketing <i>Panel Discussion</i>	Host: Djamil Kemal - CEO - Goshaba Marc Jackson - CEO & Founder - Seahorn Capital Group Adrien Aumont - Co-Founder - Kiss Kiss Bank Bank Gilson Schwartz - Professor, Departamento de Cinema, Radio e TV - CTR-ECA-USP - Universidade de São Paulo / Director - Games for Change Latin America Catherine Peyrot - Project Manager - Paris Région Lab - Incubateurs Roxanne Varza - Startup Lover - Microsoft France <i>Starting Up and Breaking Out: Incubators, Accelerators, and Crowd-Funding</i>
17h55 > 18h00	Games for Change Europe Festival <i>Closing Remarks</i>	Katharina Tillmanns - Co-President - G4C Europe Jean-Michel Blottière - Co-President - G4C Europe <i>What's next?</i>