





















Conference Overview

	Wednesday	Thursday	Friday
8:00 am		Check-In Begins Grand Promenade	Check-In Begins Grand Promenade
8:30 – 9:00 am		Continental Breakfast Grand Terrace Opening Remarks James Paul Gee	Continental Breakfast Grand Terrace
9:00 – 10:30		Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A	Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A
10:45 – 12:15pm		Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A	Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A
12:15 – 1:30 pm		Lunch Grand Terrace <i>Optional: Games for Change Luncheon Discussion</i>	Lunch Grand Terrace
1:30 pm – 3:00 pm		Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A	Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A
3:15 pm – 4:45 pm		Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A	Three Concurrent Sessions Halls E, F, G Interactive Exhibits Madison Ballroom A
4:45 pm – 6:00 pm		Cocktail Reception in Exhibit Hall Madison Ballroom AB	
6:00 pm – 9:00 pm	Check-In & Informal Reception Hilton Hotel	Dinner at Quivey's Grove Buses depart beginning at 6pm from the entrance to the Monona Terrace.	

Schedule: Thursday

	Hall of Ideas G	Hall of Ideas F	Hall of Ideas E
8:00 am	Check-In Begins (Grand Promenade)		
8:30 – 9:00 am	Continental Breakfast (Grand Terrace) Opening Remarks – James Paul Gee		
9:00 – 10:30	<p>2 INDIVIDUAL PRESENTATIONS: Pop Culture & Life as We Know It</p> <p>Henry Jenkins: Pop Cosmopolitanism, Collective Intelligence, & Participatory Culture: What Educators Need to Know About the New Media Landscape</p> <p>James Paul Gee: Popular Culture and Video Games: A New Paradigm for Learning</p> <p>David Shaffer, Respondent </p>	<p>SYMPOSIUM: Romulus and Remus or Castor and Pollux: A Discourse on the Twinned Industries of Learning and Gaming</p> <p>Mark Oehlert, Tom Crawford & Jason Robar</p> <p>Elizabeth Hayes, Chair</p>	<p>WORKSHOP: Managed Gaming in the College & High School Classroom: Best practices</p> <p>Christopher Mauriello, Daniel Stuckhart, Nick DeKanter, & Bert Snow</p> <p>Kurt Squire, Chair </p>
10:45 – 12:15pm	<p>SYMPOSIUM: Brace for Impact: How User Creation Changes Everything</p> <p>Cory Ondrejka & Dr. James Cook</p> <p>CASE IN POINT: Megan Conklin: 101 Uses for Second Life in the College Classroom</p> <p>Constance Steinkuehler,  Chair</p>	<p>3 INDIVIDUAL PRESENTATIONS: Games in/and Education</p> <p>Angela McFarlane: A View from Across the Pond</p> <p>Marc Prensky: When and How Can Game-Based Learning Eliminate The Need For Teachers In Certain Areas?</p> <p>Sasha Barab, Respondent </p>	<p>WORKSHOP: Game Design Workshop</p> <p>Robin Hunicke, Eric Zimmerman, & Marc LeBlanc</p> <p>Alice Robison, Chair</p> <p><i>Workshop extends through lunch by 15 minutes. Please plan accordingly</i></p>
12:15 – 1:30 pm	Lunch (Grand Terrace) <i>Optional: Games for Change Luncheon Discussion– Benjamin Stokes</i>		
1:30 pm – 3:00 pm	<p>2 INDIVIDUAL PRESENTATIONS: Innovation in Game Design</p> <p>Brian 'Psychochild' Green: The Death of Games</p> <p>Edward Castronova: Universities and the Rebirth of Games</p> <p>Cory Ondrejka, Respondent </p>	<p>3 INDIVIDUAL PRESENTATIONS: Games, Learning, and Identity</p> <p>David Squire: Creating Links - RPG Characterization, Identity & Learning</p> <p>Elizabeth Hayes: Gendered Identities at Play</p> <p>Lisa Galarneau: The Power of Perspective: Games and Simulations for Transformative Learning</p> <p>Kurt Squire, Respondent</p>	<p>TWO PART WORKSHOP: Designing Engaging Experiences</p> <p>PART ONE (45): Coe Leta Stafford, Matt Fishbach & Marco Molinaro: Principles to Practice - Ed Tech Design Challenge</p> <p>PART TWO (45): Nathan McKenzie & Pat Lipo: Searching for the Intangible: Commercial Game Designers Wrestle with Educational Games</p> <p>Alice Robison, Respondent </p>
3:15 pm – 4:45 pm	<p>2 INDIVIDUAL PRESENTATIONS: Theorizing Games & Cognition</p> <p>Jay Lemke: Here and Then: Chronotopes and Learning in Semiotic Worlds</p> <p>Michael Young: An Ecological Description of Video Games in Education</p> <p>James Paul Gee, Respondent </p>	<p>SYMPOSIUM: Extending the Reach of Games</p> <p>Douglas Thomas: Teaching (not so long ago) in a Galaxy Far, Far Away: Using Star Wars Galaxies (in/as) the Classroom</p> <p>Joshua Fouts: Public Diplomacy & MMOGs: Rethinking Foreign Policy, Cultural Understanding, and Peace through Play</p> <p>Stephen Gillett: Guild Building is Skill Building: How guild building leadership & management skills learned in MMORPGs transcend into the real world of a startup company</p> <p>John Seely Brown, Moderator Connie Yowell, Respondent</p>	<p>TEACHERS' ARCADE: Kurt Squire, Facilitator Maya Kadakia, Facilitator Marjee Chmiel, Facilitator </p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  = Recommended Especially for P-16 Educators  = Webcast Courtesy of Sonic Foundry (available after the event) </div>
4:45 pm – 6:00 pm	Cocktail Reception in Exhibit Hall Madison Ballroom AB		
6:00 pm – 9:00 pm	Dinner at Quivey's Grove Transportation to and from Quivey's Grove is provided. Buses depart from Monona Terrace beginning at 6:00. Dinner is included in the price of conference registration and dress is casual.		

Schedule: Friday

	Hall of Ideas G	Hall of Ideas F	Hall of Ideas E
8:00 am	Check-In Begins (Grand Promenade)		
8:30 – 9:00 am	Continental Breakfast (Grand Terrace)		
9:00 – 10:30	<p>SYMPOSIUM: Playing Culture</p> <p>Jesper Juul & Eric Zimmerman</p> <p>Henry Jenkins, Respondent</p> 	<p>3 INDIVIDUAL PRESENTATIONS: Learning through Designing</p> <p>Magy Seif El-Nasr & Brian Smith: Learning through Game Modding</p> <p>Peter Border: Teaching Physics by Designing Games</p> <p>Kristin Pilner Blair & Daniel Schwartz: Guided Discovery Games with Teachable Agents</p> <p>David Shaffer, Respondent </p>	<p>WORKSHOP: Leveraging Virtual Omniscience: Mixed Methodologies for Studying Social Life in Persistent Online Worlds</p> <p>Robert Moore, Nicholas Ducheneaut, & Eric Nickell</p> <p>Constance Steinkuehler, Chair</p>
10:45 – 12:15pm	<p>SYMPOSIUM: Simulating Schooling</p> <p>Rich Halverson: Games for Leadership, Leadership for Games</p> <p>Kurt Squire & Levi Giovanetto: Apolyton University: The Higher Education of Gaming</p> <p>James Paul Gee, Respondent </p>	<p>2 INDIVIDUAL PRESENTATIONS: 'Effects' of Games</p> <p>Dmitri Williams: The Social Impact of MMOG Play</p> <p>Jack Kuo, Will Huang, & Jeffery Wilkins: Exploring the Diagnosis and Treatment of Online Gaming Addiction</p> <p>Constance Steinkuehler, Respondent</p>	<p>WORKSHOP: Quest Atlantis Project: A Socially Responsive Play Space for Learning</p> <p>Sasha Barab</p> <p>David Shaffer, Chair</p> <p><i>Laptops with wireless connection recommended.</i> </p>
12:15 – 1:30 pm	Lunch (Grand Terrace)		
1:30 pm – 3:00 pm	<p>SYMPOSIUM: A Conversation across Generations of Media Scholars</p> <p>Henry Jenkins & Kurt Squire</p> <p>David Bordwell & Jonathan Frome</p> <p>Jay Lemke, Moderator</p> 	<p>2 INDIVIDUAL PRESENTATIONS: Students as Gamers</p> <p>Maya Kadakia: Using Morrowind to Teach Characterization, Cause & Effect and Storyline?</p> <p>Samantha Blackmon: Racing Toward Representation: An Understanding of Racial Representation in GTA Vice City</p> <p>Elizabeth Hayes, Respondent </p>	<p>TWO PART WORKSHOP: Designing Player Perspectives</p> <p>PART ONE (45): Benjamin Stokes: Combining Play with Service Learning</p> <p>PART TWO (45): Tom Crawford: Unholy Union: Innovation by Mixing Unnatural Things</p> <p>Alice Robison, Chair</p>
3:15 pm – 4:45 pm	<p>2 INDIVIDUAL PRESENTATIONS: Designing Games</p> <p>Robin Hunicke: The Case for Dynamic Assessment</p> <p>Doug Church: Games and Improvisation</p> <p>John Seely Brown, Respondent</p> 	<p>3 INDIVIDUAL PRESENTATIONS: The Regulation of Play in MMOGs</p> <p>T.L. Taylor: Beyond Management: Considering Participatory Design and Governance in Player Culture</p> <p>Constance A. Steinkuehler: The Mangle of Play</p> <p>Dan Hunter & Greg Lastowka: The Jurisdiction of Play</p> <p>Margaret Chmiel, Respondent</p>	<p>SYMPOSIUM: Games for Thought: The Future of Education & How We Can Get There</p> <p>David Shaffer, Chair</p> <p>Kelly Beckett, David Hatfield, Alecia Magnifico, & Gina Navoa Svarovsky</p> <p>James Paul Gee, Respondent </p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  = Recommended Especially for P-16 Educators  = Webcast Courtesy of Sonic Foundry (available after the event) </div>

Interactive Exhibits

Madison Ballroom A

1. **Vincent Jonker & Monica Wijers:** Th!nklets: Use and Design of Challenging Mathematical Games
2. **Daria Tsoupikova:** Cryptography and Mathematics: Educational Game "Treasure Hunt"
3. **Sonny Kirkley:** Authoring for Serious Games: Facilitating the Integration of Instructional Systems Design (ISD) and Game Design
4. **Stephen Yang & Brian Smith:** Sweatin' with Nintendo: Exergaming for Health
5. **Brian Winn & Carrie Heeter:** Critter Cards: Playing with National Science Standards
6. **Jeremiah Dibley & Donna Hardie:** Video Games in Science Class?
7. **Tom Moher, Michael Barron, & Mark Thompson:** Playing Scientist, Together, Using the Whole Classroom
8. **Erik Blankinship:** Who's Got Game (Theory)? Articulating Strategies to Learn About Competition
9. **Fiona Littleton, J. Haywood, & H. MacLeod:** Game Boys and Game Girls in Higher Education
10. **Sandra Abrams:** Learning to Play, Playing to Learn: Exploring New Ways of Knowing
11. **Tom Satwicz, Laurie McCarthy & Reed Stevens:** Sketching the Practice: Game Problems and Player Resources in Gaming Studies
12. **Brian Smith, Priya Sharma & Rajneesh Sudhakar:** Informal Learning in Fantasy Sports Chatrooms
13. **Linda Sherrell & David Mills:** Something For Everyone: Fun AgentSheets Projects
14. **Perry McDowell:** Delta3D: An Open Source Game Engine Designed for Learning
15. **Pedro Pablo Gómez-Martín, Marco Antonio Gómez-Martín & Pedro A. González-Calero:** A Virtual View of the Java Virtual Machine
16. **Jay Laird & Ann McDonald:** JellyTown: Can a Simulation Game be True To 'Real' Science Concepts Without Sacrificing its Narrative Arc?
17. **Martin Owen:** Racing Academy: Designing, Driving and Discourse
18. **Bill Tomlinson:** Heterogeneous Animated Characters Help Connect Games to the Real World
19. **Nanu Swamy:** A Game of Treasure Hunt with AIBOs
20. **Alexander Kopelman & Wade Tinney:** Girls Inc. TeamUP: A Case History on Gender, Learning, and Game Design

Interactive Exhibits Map

