

Games+Learning+Society Conference 6.0

<http://glsconference.org>

June 9-11, 2010 Madison, WI

CALL FOR PAPERS

The time has never been more right for the Games+Learning+Society Conference! The world is finally beginning to catch on: Great videogames can be great learning tools. This year's conference will further the work we started six years ago, exploring the impact of games and game culture on learning and society.

Conference Themes:

- 1) Formal & informal science literacy
- 2) Media production & identity
- 3) Game design & learning

Conference highlights include: keynotes by leaders in both academics and industry; interactive workshops on game research and game design; both individual and symposia presentation sessions; "chat n' frags" and hands-on gameplay in the arcade; an evening poster session over cocktails & hors d'oeuvres; an evening machinima festival in the playhouse theatre; fireside chats that enable thorough, cozy conversations among VIP speakers and attendees; and our signature Thursday night dinner and marquee presentation.

Confirmed Speakers include: Henry Jenkins, James Paul Gee, Drew Davidson, Alan Collins, David Wiley, Kurt Squire, Reed Stevens, and Rich Lemarchand.

We encourage the submission of traditional paper sessions as well as innovative talk formats which focus on game design, game culture, and games' potential for learning and society more broadly.

We have pushed the deadline by two weeks, so submissions are now due online by **February 15, 2010**. Complete submission guidelines can be found on the submissions site at <http://glsconference.org>.

The Games+Learning+Society (GLS) Conference is sponsored by the University of Wisconsin-Madison and the Morgridge Institute for Research. For information on how to sponsor this event, contact the conference coordinator at [gls\(at\)seanmichaeldargan\(dot\)com](mailto:gls(at)seanmichaeldargan(dot)com).

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