

Faculty of Life and Social Sciences
**Teaching and Learning with
 Digital Games:
 Professional Development for Teachers**

Quality Learning, Innovative Research



Overview

The 'Teaching and Learning with Digital Games' project emerged out of growing interest in the educational potential of multimedia and games, and particularly how synergies could be formed between educators, academics and the game industry to exploit games as learning technologies. The notion of digital game-based learning is now gaining momentum. Worldwide, academics, educators and industry are exploring how game technology can be adopted for purposes beyond their traditional realm of pure entertainment.

Funded by a grant from the Telematics Trust, the key purpose of the project is to 'inform' teachers of pedagogical approaches for implementing games as learning technologies; 'connect' the views of teachers with those of researchers and industry through the establishment of a website and a teacher professional development forum; and 'evolve' by providing teachers, industry and researchers with opportunities for ongoing dialogue through teacher professional development and online discussion with a view to enhance and promote digital game-based learning in schools.

Professional Development Forum

The professional development forum will explore the use of digital games as a means for enhancing teaching and learning by introducing teachers to game-based learning, while also offering sound pedagogical reasons for the adoption of games through practical examples. Further, the forum allows for teachers to identify issues and solutions related to the incorporation of games within their own specific teaching practice. The forum will be highly interactive and there will be an opportunity for teachers to explore how they might use games within their own teaching. The professional development forum is relevant to all secondary school teachers and curriculum coordinators interested in innovative approaches to teaching and learning.

Date and Time

Thursday 17 February 2005
 8:30AM – 4:00PM

Location

TD 121, Wakefield Street, Swinburne TAFE,
 Hawthorn campus. [Melways Ref: 41 E10]

Forum Web Site

www.swin.edu.au/digitalgames

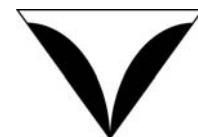
Further information

For more on the Professional Development Forum contact:
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Professional Development Forum Program

Topic	Time
Registration and Coffee/Tea	8:30 AM
Welcome	9:00 AM
Overview of Games and Learning Dr Andrew Stapleton, Swinburne University of Technology	9:15 AM
Benefits of Games Assoc Prof Catherine Beavis, Deakin University	9:45 AM
Morning Tea	10:15 AM
Game Genres and Learning Styles Dr Andrew Stapleton, Swinburne University of Technology	10:45 AM
Using Gamedesigner in Year 9 & 10 Mr Andrew Kemp, Wantirna College	11:25 AM
Using Games in English Assoc Prof Catherine Beavis, Deakin University	11:45 AM
Learning Objects Incorporating Games* (*to be confirmed)	12:05 PM
Strategies for Using Games in Mathematics Mr Spiros Tsetsos, Altona Secondary College	12:25 PM
Lunch	12:45 PM
Addressing the Issues Panel Discussion: Mr Ian Woodside (ICTEV), Ms Kathy Harrison (MLC), Mr Roland Gesthuizen (Westall), Ms. Lin Thompson (Facilitator)	1:45 PM
Unpacking Games in Teaching Dr Andrew Stapleton, Swinburne University of Technology Assoc Prof Catherine Beavis, Deakin University	2:15 PM
Afternoon Tea	3:15 PM
Way forward Facilitated Group Discussion	3:45 PM
Close	4:00 PM

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