

## Multidisciplinary Game Research – Between Theory and Practice

20.08.2018 - 24.08.2018

Course Directors: Stefan Werning, Remco Veltkamp

E-mail: S.Werning@uu.nl, R.C.Veltkamp@uu.nl

**This is a tentative schedule that might be subject to small changes.**

Saturday and Sunday, 18./19.08.2018		
12.00-18.00	Accommodation/ key pick up	You will find the exact key pick up location in the pre-departure information, which becomes available after you have paid the course fee.

Green indicates the Game Studies and Design Track
Orange indicates the Applied Games Track
Purple indicates the Social Program

Monday, 20.08.2017 "Game Analysis"		
9:00-9:30	Administrative	Introduction and Welcome Address
9:30-12:30	Lecture	(Let's) Play as Method <i>Dr. René Glas</i>
12:30-13:30	Lunch	
13:30-17:00	Workshop	Practice-based Research Methods in Game Analysis <i>Dr. Stefan Werning</i>
18.00	Social program	Welcome dinner (location TBD)

Tuesday, 21.08.2017 "Educational Games"		
9:00-12:30	Lecture/Workshop	Games for Learning <i>Prof. Wouter van Joolingen</i>
12:30-13:30	Lunch	
13:30-17:00	Workshop	Communicate! Using games for professional training <i>Prof. Johan Jeuring &amp; Michiel Hulsbergen</i>
18.00	Workshop/Panel	Workshop in collaboration with SETUP (to be confirmed)

## Wednesday, 22.08.2017 "Persuasive Games"

9:00-12:30	Workshop	Eco-Games. Using persuasive games to improve climate awareness and policies <i>Dr. Joost Vervoort/ Astrid Mangnus</i>
12:30-13:30	Lunch	
13:30-17:00	Workshop	Using analytical game vignettes to research and teach persuasive game design <i>Dr. Jasper van Vught, Dr. Stefan Werning</i>
Evening	Optional social program	<a href="https://www.utrechtsummerschool.nl/social-programme">https://www.utrechtsummerschool.nl/social-programme</a>

## Thursday, 23.08.2017 "Games & Narrative"

9:00-12:30	Workshop	Principles of Interactive Digital Narrative (IDN) design <i>Prof. Hartmut Koenitz + colleagues</i>
12:30-13:30	Lunch	
13:30-17:00	Lecture/Workshop	Narrative functions of sound and music in games and IDNs <i>Dr. Michiel Kamp</i>
19.00	Social program	A Murder in Utrecht (location-based game) <i>Sjors Martens</i>

## Friday, 24.08.2017 "Games and the Body"

8:00-9:00	Administrative	Accommodation room key drop off
9:00-10:00	Demo/Tour	Mo-Cap Lab demo <i>Chris Christyowidiasmoro</i>
10:00-12:00	Workshop	Playing games with your body <i>Dr. Ronald Poppe</i>
12:00-13:00	Lunch	
13:00-15:00	Workshop	Movement-based games for health <i>Dr. Monique Simons</i>
15:00-16:00	Administrative	Wrap up, bites and drinks