

THURSDAY 23 APRIL 2015

8H30 - 9H00	Opening of the Barcamp and welcoming of the participants.
9H00 - 9H30	Activity 1 « Ice-breaker » <ul style="list-style-type: none">• Aim - The participants get to know one another.• Task - the participants write their expectations on post-it notes and stick them to the board .
9H30 - 9H45	Activity 2 « Me and everyone else » <ul style="list-style-type: none">• Aim : Demonstrate the links between the participants as a group and community.• Task : Probing the themes in general and then orientating them to the theme of the Barcamp. For each question, participants become linked with coloured string.
9H45 - 10H45	Activity 3 « The key to serious games » <ul style="list-style-type: none">• Aim : Unpacking the key concepts behind serious games.• Task : Using images related to concepts, participants identify the key words.
10H45 - 11H15	Coffee break
11H15 - 11H45	Activity 4 « Brainstorming » <ul style="list-style-type: none">• Objective : Outline the fundamental notions of the field.• Task : Show two introductory videos on serious games. Participants collate and discuss their reflections on the questions raised in the videos.
11H45 - 13H15	Activity 5 « debate » <ul style="list-style-type: none">• Aim : Justify the integration of serious games in courses.• Task : After matching a series of tables representing common perceptions of serious games in the university community, two groups prepare arguments based on predefined questions to convince the audience on whether or not to integrate serious games in university courses. A spokesperson for each group presents their main points of view in a debate overseen by the facilitators.
13H15 - 14H30	Lunch break
14H30 - 16H30	Activity 6 « Hands-on activity » <ul style="list-style-type: none">• Aim : Conceptualize an innovative serious games project.• Task : The groups present a game scenario in its various stages. After, the participants judge the feasibility of each project and discuss their evaluations.
16H30 - 17H00	Activity 7 « quiz » <ul style="list-style-type: none">• Aim : Recap the day's learning points.• Task : Teams respond as quickly as possible to the quiz prepared by the facilitators. The winning team wins a prize. <p>Participants evaluate the barcamp to see if it has fulfilled expectations set out on the post-it notes filled out at the beginning of the day.</p>
17H00	The barcamp ends.