

Playful by Design

Challenges in the era
of Digital Education

January 8th

**# 9h30 Opening
- Playful by Design**
GLOW - INTERNATIONAL JOURNAL
OF GAMES AND SOCIAL IMPACT,
Vol. 1 Issue no. 3 launch

**# 9h45 Technology
in the classroom**
KEYNOTE by Maria Horta

**# 10h15 The pedagogical
-technological transformation**
Round table - the educational
potential of new trends: artificial
intelligence, machine learning, virtual
reality, etc. How can we evolve teaching
and learning the same as our societies
are evolving?

11h15 Coffee Break

**# 11h45 Learning with
Computers how not to be
a robot**

Round table - The good, the bad
and the ugly of technology and screen
time. How Teachers, Students and
Psychologists and the public in general
react to technology in schools and
different contexts, what are the
benefits and what can we expect
from our mental health

12h30 Lunch Break

**# 14h30 The value of
gamification and the
potential of serious games**

Round table - Digital games
and learning/Gamification in class
and beyond schools. How can inclusive
gamified experiences help us teach
and learn, from technology based
experiences to role playing
analogue larps

**# 15h30 Production of digital
educational resources**

Round table - Challenges and good
practices in creating digital educational
resources, some of the industry most
important stakeholders and creators
share their experiences.

16h30 Closing

January 9th

9h30-11h00 Doctoral Consortium
Presentations of the work in progress
projects of Lusófona University
PhD students

11h30 - 13h00 - Workshop
Engaging gamified learning
experiences on and beyond screens
Workshop by Joshua C. Juvrud

11h30 - 16h30 - Workshop
Writing Your Own Attention-Based
Transformers in Python: Modelling
General Sequences From Credit
Scoring to Game Analysis
Workshop by Rense Lange

11h30 - 13h00 - Workshop
The Power of Making - Broadening
engagement with digital technologies
Workshop by Lisa Bievenue,
Iona Hopping, David A. Hopping

14h00 - 16h30 - Workshop
Establishing Common Ground: Using
Role-playing Games to Foster
Interdisciplinary Collaboration
Larp Workshop by Sarah Lynne Bowman

14h00 - 16h30 - Workshop
Make a Game With Me! Game Design
for Non-Designers
Workshop by Katryna Starks

**08-09TH
JAN.
2024**

9h30 - 16h30

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**PLAYFUL BY
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Transformative approaches
to game studies



Playful by Design

Challenges in the era
of Digital Education Main Speakers

PhD Sarah Lynne Bowman
Uppsala University

PhD Filipe Luz
U. Lusófona

PhD Lisa Bievenue
Illinois University

PhD Micaela Fonseca
U. Lusófona

PhD João Alves de Sousa
U. Lusófona

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