



Multiplier event report BIBA

Digital Competences and Intercultural Values in e-Learning Environments (e-Civeles) project



Description of the multiplier event

The multiplier event for e-Civeles was organised on October, 24 in BIBA, Hochschulring 20. The foci of the event were, besides presenting the overall objectives and aims of eCiveles, to specifically focus on the game development and the approach of using low poly for realizing as well to discuss how this could be embedded in different learning situations. This is in our view of specific relevance for BIBA since we have no game scenario for Bremen (i.e. local) or Germany. We therefore also had a set of non-local participants. The invitation to the event was distributed to our network as well as published on the web site. The Agenda is in Fig. 1.

BIBA GAMING LAB  With the support of the Erasmus+ Programme of the European Union

e-Civeles 24.10.2019

The e-Civeles project focuses on competence in awareness and cultural expressions, as well as on social and civic competences; moreover, it will enhance skills to learn to learn, train in communication and practical skills in the digital environments. It will improve knowledge and raise awareness of the cultural heritage in Europe. The core to achieve it are games. These game has the implementation of four historical city centres, where the players has to orientate themselves through the streets and squares in downtown in order to find the main monuments. Players are able to learn about the historical timeline of the city and exploring them the way they want.

If you are interested in getting to know the main outcomes of this project and have the opportunity to network with other European and international professionals/experts of the field of serious games and gamification, then this Conference is the event to attend to!

Agenda

08:30 - 09:00	Registration and coffee/tea
09:00 - 09:15	Welcome to BIBA and BIBA GamingLAB
09:15 - 10:30	Keynotes: The usage of games and simulations as learning support in formal and informal learning in VET and LLL
10:30 - 10:45	e-Civeles introduction to the project outcome
10:45 - 11:00	WELD 4.0 introduction to the project outcome
11:00 - 12:30	Presentation and hands on different games used for training & education by BIBA
12:30 - 13:30	Lunch
13:30 - 15:30	Parallel sessions: a) e-Civeles detailed outcomes b) WELD 4.0 detailed outcomes
15:30-16:00	Closing session and coffee/tea

Are you interested?
For a free registration, please write us via email

mail@biba-gaminglab.com
<http://www.biba-gaminglab.com>

Fig.1 Agenda multiplier Event

Final event

The multiplier event started with a short introduction to Bremer Institut fuer Produktion und Logistik as well as at to the BIBAGamingLab by Dr.-Ing. Jannicke Baalsrud Hauge, who is head of the BIBAGamingLab. This was followed by two different impulse speeches related to the main issues in the eCiveles project- the usage on games and simulations as learning support in formal and informal learning as LLL (Fig.2) . The first impulse held by Dr. Boyle from University of Western Scotland was on Psychology and serious games were as the second held by Mr. Harper was on games and people at risks.

These impulses were followed by the introduction to the project and the project outcome, in order to frame the hands-on session and the afternoon workshop and to give the participants the right scope .



Fig.2 Impulse talks

The hands-on session was held in the BIBAGamingLab itself. Here the participants had the opportunity to explore a set of different games, which we regularly use for teaching, and vocational training, but which also in some cases has the possibility to be used in a more informal setting.

Pictures from that part of the session is seen in fig. 2.





Fig3. Hands-on session of different types of games in the BIBAGamingLab

The afternoon session was focusing on the specific outcomes in eCiveles. Main focus for us were to explain how we have designed the game and how this can be transferred to other cities (i.e. which steps required to change the unity models and where to put the attention). For this part, we used the part of the handbook and the user guide.

Figure 3. shows different groups of participants trying out the game both alone and with an instructor.

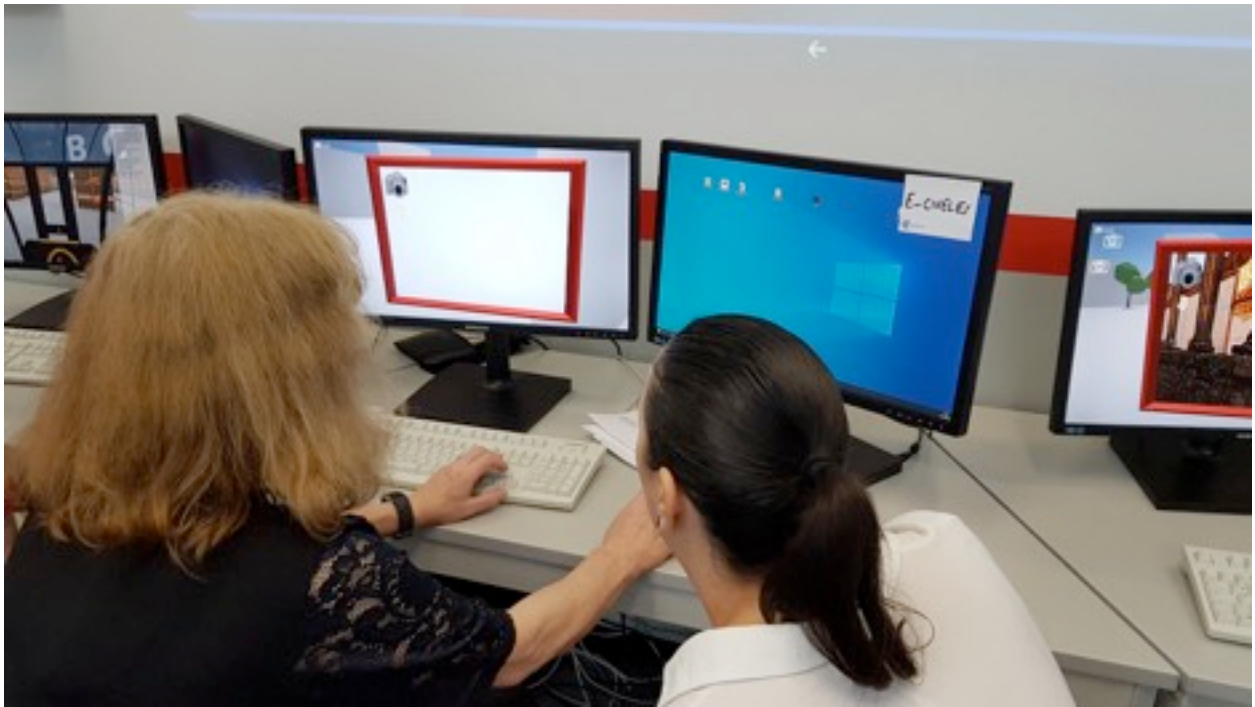




Figure 3: participants assessing the game

The guidelines developed were found very useful for the participants. They managed well to play the game scenarios as well as to see how these could be used in order to track the different skills improvement related to ICT skills in an informal way, as a sort of self-assessment for the players. As already reported in the evaluation form, the overall feedback was very positive and the game scenarios were found appealing. However, since we had a number of game developers there, we also discussed the feasibility for normal teachers to adapt and change the unity models. The conclusion there was, after looking into the Unity project structure, was that that is possible in the case of using it for ICT trainings- there we expect that the teachers will have enough skills. However, using it in a cultural awareness setting or even for geospatial training, the main understanding was that this would be too difficult, and thus only the Unity builds would be used. This would require that the teaching would emphasize on using the existing scenario and then perhaps add on with different material.

We had 42 registered participants prior to the eCiveles event, but only 28 participated in the afternoon workshop.

The background of the participants varied comprising VET training institutions, game developers, industrial companies and people from higher educational institutions. We also had one authority represented.

The background of the people ranged from psychology, game design, game development, educational science and engineering science.

The signed participants' lists are available upon request, but due to privacy reasons not added to this deliverable.

All pictures are taking with consent of the depicted persons.