Digital Youth and Participatory Learning Workshop

Friday November 19, 2010

12-1 pm	Registration and Lunch – Donald Gordon Centre

1 pm — **Thomas Axworthy** welcoming address

1:15 – 2:30
DGC Conference Room A

Thinking Historically: What does it mean in the 21st century?
Dr. Stéphane Lévesque

In a school world populated by "digital natives," questions regarding history, education and technology compel educators with greater force than ever. This session explores different ways of approaching and engaging with the discipline in the twenty-first century.

2:30 – 3:30

The Future of History: History Game Canada
Callan Burgess and Mike Claire

By the end of this year, 100,000 Canadian students, ages twelve to eighteen years old, will receive Chapter 1 & 2 of the History Game Canada, free of charge. This has the potential to be one of the world's largest experiments in participatory learning of a national history. How do we best capture the "learning?" Can we engage the teachers to use it in the classroom? How can the impact be measured?

3:30– 3:45 — Refreshment Break

3:45 – 4:45
DGC Conference Room A

Evaluating Educational Games: A Magic Bullet
Dr. Katrin Becker

A simple, yet effective model that can be used to help in the design of games for educational purposes, as well as in evaluating existing games for their learning potential. Further, this model can help educators formulate strategies for using an existing game within a learning context. The model will be presented along with a few examples of assessments produced using it.

5:00 – 6:00
MacArthur Hall B307

Sandbox sessions – optional

Come and play! "The Meeting Place" and "The History Game" will be setup for your use. Game developers will be on standby to assist and answer any questions that you may have.

7:15 — Dinner at the Iron Duke on Wellington

Saturday November 20, 2010

7 am – 8:30 — Breakfast in the Donald Gordon Centre main dining room

9:00 – 11:45
MacArthur Hall B307

Dragons for Democracy – Pillars of Freedom
Don Duchene and Jonas Diamond

Recently nominated for a Gemini in the category, "Best Children's or Youth Fiction Program", Pillars of Freedom reaches a young audience with the adventures of two dragons who want to reclaim lost freedoms. They live in a political world and their challenges are a perfect taking off point for civics education. Co-producers of the series, Don Duchene from Nexus Media, and Jonas Diamond from Smiley Guy Studios will be your guides. Participants are then invited to explore, in small groups, how to harness the educational potential of series. Content producers meet educators; how do we connect?

Noon — Lunch in the Donald Gordon Centre main dining room

1:00 – 2:15
DGC Conference Room A

The Meeting Place: can subjective game testing and clinical health testing co-exist?
Saroj Bains

The nature of game testing is subjective - health testing is not. The Meeting Place, intended for children aged 10+, walks children down paths that they may encounter in their own communities and daily lives, and introduces them to community settings and characters that represent lessons to be learned about making good choices as they encounter bullying, smoking, alcohol, solvents, family violence, suicide drugs, depression and anxiety. Content and functionality helps children identify where to go for help in various scenarios. Each keystroke is an indication of how well the child is picking up the subject matter and how interested he or she is in the subject matter. How do we marry the subjective nature of game testing and the clinical ways of health testing to build a happy, concrete set

2:15 – 2:30 — Refreshment Break

2:30 – 4:00
DGC Conference Room A

Ensuring High Ratings: Games for Learning Perspectives from stakeholders – Interactive Q & A with panel and participants

Moderator: Tom Axworthy	Mike Clare (UOIT)
Don Duchene	Dr. Katrin Becker
Mark Bailey, Upper Grand District School Board Trustee	Christine McGlade, Mgr Interactive & Digital Media, TVO

[Registration](#)

Dr. Thomas Axworthy, President and CEO of the Walter and Duncan Gordon Foundation and Board Chair of the Centre for the Study of Democracy, founded Historica in 1999. As Canada's leading history foundation it helps all Canadians come to know the fascinating stories that make our country unique by providing on-line resources, including Historica Minutes, Historica Fairs and The Canadian Encyclopedia (www.historica.ca). Revolutionary in their accessibility (released free, on-line), The Canadian Encyclopedia and Minutes are now an integral part of the History Canada Educational website and an integral part of Canada's national learning resources and are well known and loved by 35,000,000 Canadians. The vision of an interactive History Canada Game came to fruition when Axworthy partnered with Bitcasters, one of Canada's leading game developers. Bitcasters has been instrumental in the success of interactive departments and initiatives at some of the world's largest media and entertainment companies. Amongst other achievements, Bitcasters co-founded Miramax New Media, created Bitcast.com, one of the world's first user generated content sites, and launched Universal Music's "bluematter", the world's first major-label secure digital music format.

Bitcasters has also been active in technology innovation, Internet-based campaign innovation and policy development in support of international governments and world leaders, including former Prime Minister Paul Martin and former United States Vice President Al Gore. In addition to award-winning animated television and music video products, Bitcasters has more than 20 web and casual games to its credit, having created top-rated and most-played titles for companies such as Disney, The Family Channel and Cartoon Network. These award-winning games have been played in aggregate over 100-million times.

Mark Bailey is a first-term public school trustee for the Upper Grand School Board who chaired the province's discussion on 21st century learning technologies – a working group of trustees from around the province who worked to determine the appropriate role of technology in schools, particularly studying the changing nature of communication and entertainment technologies, and whether such technologies can potentially be employed to engage student learning. The result of our work, 'What If?', was so well received that it led to speaking engagements around the province, including CBC and Global News interviews, and participation in this workshop. The work of this committee prompted the Ministry of Education to set up a working table to continue the exploration of this topic.

Saroj Bains is a multimedia producer who has worked with The Montreal Gazette, CBC, Global TV, and the Centre for Addiction and Mental Health (CAMH). As a game designer and producer for CAMH, Saroj developed, produced and directed The Meeting Place, a video game for the One Laptop Per Child program, and acted as production coordinator for five photnovellas dealing with mental health and addiction.

Katrin Becker teaches Computer and Information Science at Mount Royal University in Calgary, Alberta and holds a PhD in Educational Technology. Her research interests include serious games, game design, teaching with games, instructional design and technologies, data architecture, and computer science education. She also holds both a BSc and MSc in Computer Science and taught Computer Science at the University of Calgary from 1983-2006. During that time, she was responsible for many innovations in computer science education research including: methodologies for comprehensive coordination of first-year CS major's courses, application of inquiry-based and learner-centered approaches in freshman CS programs and large class settings, and methodologies for facilitating cutting-edge research with undergraduate students. She's been using digital games to teach since 1998, taught one of the first Digital Game Based Learning courses for an Education faculty, and now spends some of her time helping others become familiar with the educational potential of games. Her primary research work focuses on game design and on exploring methodologies for incorporating instructional design into rather than onto the game design process.

Callan Burgess is the Chief Game Designer at Bitcasters. He has been responsible for the design on the History Game: Canada, a project that recently won the prestigious MacArthur Award. Callan has also been a lead designer on Storm Hawks Squadron and Hollywood Tycoon and has contributed additional work to Storm Hawks the MMO. Callan, who lives in Toronto, is from Sydney Australia and has a degree in microbiology from the University of Sydney.

Mike Claire, former head of history in three different high schools, has been teaching Canadian History and economics for over 35 years with the York Region District School Board and is currently working part time in the Faculty of Education at The University of Ontario Institute of Technology. Mike's area of interesting is the integration of digital technology in the teaching of Canadian History, and in that capacity, worked as a consultant with Historica in the launching of Historica's YouthLinks program. Mike is currently on the executive of The Ontario History and Social Science Teachers Association.

Jonas Diamond is Executive Producer at Smiley Guy Studios. Since Jonas joined up with the Guys in the fall of 1999, he has been instrumental in growing the company's production business as well as arranging financing for its original properties. Jonas currently manages all aspects of the company's business development, sales, marketing, human resources and finances. Jonas serves as Executive Producer on all Smiley Guy productions, including Odd Job Jack - an animated TV / Web series airing on The Comedy Network in Canada.

Don Duchene has over four decades of experience in the film and television industry. He began his career in a motion picture lab (Eastern Film Labs) and then, after graduating from Dalhousie University with an English degree, spent seven years with the National Film Board of Canada with postings in Halifax, Charlottetown, and Calgary. He left the NFB to pursue a career as an independent producer and director of documentaries.

In 1989, he was one of three producers from across the country to graduate from the National Screen Institute's Dramalab program. Don is a past president of the Nova Scotia Film Producer's Association, and is a founding member of the Atlantic Film Makers Cooperative and the Calgary Film Makers Coop. A feature length documentary, <u>Exporting Democracy</u> is due to be completed in October 2010. This will be broadcast on iChannel, Vision TV and SCN. It was filmed in Canada, Tanzania, Indonesia and Ukraine.

Other screen credits include:

The Rain Forest, a Report from Costa Rica (Producer)	Not by Choice (NFB short drama) (Associate Producer)
A Child's Guide to Government (Animation/Live Action) (Writer/Producer/Director)	Alana (Producer)
Walter (Producer)	Coral Divers Say No to Cyanide (Producer/Director)
People of the Reefs (Producer/Director)	In the Village (Producer Director)
Guru in the Arctic (Writer/Producer)	Pillars of Freedom (Creator of series broadcast by TVO)

Stéphane Lévesque is Associate Professor of History education and director of the Virtual History Lab at the Faculty of Education, University of Ottawa. Dr. Lévesque is a leading scholar on the teaching of history. He has pioneered the development and use of innovative web-based technology in history teaching as seen in his award-winning *Virtual Historian/L'historien virtuel*. He is an active member of the THEN/HiER history education research network and board member of the Virtual Museum of Canada.

Christine McGlade, Manager, Interactive & Digital Media, TVO