

CLIMATE CHANGE, DIGITAL TOOLS & SCHOOLS WORKSHOP: AGENDA

Friday October 14, 2016

MORNING SESSION

GOAL: Share experiences and research findings in youth engagement/education, and explore various tools and approaches to climate change communication, games and education

Opening Remarks: 8:45 – 9:20am

- **Dr. Stephen Sheppard, Director of CALP** - Welcome and review agenda for the day
- **Keynote: Susan Gold** - Professor of the Practice, Associate Director of Games at Northeastern University. Founder of the Annual Global Game Jam (GGJ)

Future Delta 2 videogame experience and Panel: 9:20-10:30am

FACILITATOR: **Dr. Stephen Sheppard**

Overview and Research Results Synthesis (20 min)

- **Alicia LaValle, CALP Research Scientist** - Overview, gamification process and results
- **Jeanette Angel Fox, Centre for Culture & Tech.** – Evaluation of play in classrooms

Panel (40 min)

- **Neil Stephenson, Director of Learning Services, Delta School District**
- **Michael Iachetta – Seaquam Secondary School**, Social Science Teacher and Operation Green student club sponsor
- **Favian Yee – North Delta Secondary**, Science Teacher
- **Taranveer Hayer, Felix He, Colin Leitner, Christine Soares** - Co-design students
- **Dr. Stephen Sheppard** – wrap up with further development/next steps: Teachers Guide, AR app, other school districts, new prototypes, Partnership Development Grant etc.

Key Partners and their work: 10:30 – 10:55am

- **Samsara Mariott**, Science World, Youth Program Specialist
- **Kirsten Dallimore**, Sierra Club, Environmental Educator
- **Jeanie Suparman and Gowtham Mohan**, AMS Game Development Association
- **Abnash Bassi, Abhayjeet Sachal, Parvin Malhi, Khushi Bimbrawh**, Seaquam Secondary Operation Green Leaders

COFFEE BREAK: 10:55- 11:10am

“Cool Tools” experts & lessons learned: 11:10am – 12:30pm

- **David Fracchia, Center for Digital Media** - industry perspectives, climate change games/criteria
- **Kate Sherren, Dalhousie University** - testing art elicitation with Grade 4 students
- **Dargan Frierson, University Washington** - Earth Games, climate science and game development
- **Sandrine Han, UBC Faculty of Education** - 3D gaming for both academic and vocational education
- **Sion Lanini, DreamRider Productions** - Planet Protector Academy
- **Cynthia Girling, UBCSALA elementsLab** – Tools for engagement

MORNING EMCEE: *Emme Lee*. AFTERNOON EMCEE: *Alicia LaValle*

FACILITATORS: *Stephen Sheppard, Sara Muir -Owen, Emme Lee, Daniel Kreeger*

NOTE TAKERS: *Jenalee Klutz, Jon Salter, Cindy Cheng, Jeanette Angel Fox*

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AFTERNOON SESSION

GOAL: Identify priorities and strategies for mainstreaming effective gaming tools for education and youth engagement

LUNCH: 12:30pm – 1:45pm

Featuring tables/interactive activities with:

- QuestUpon ,Augmented Reality
- elementsLab a) urban design visualization and engagement touch tables c) Climate and Community
- DreamRider Production, Planet Protector Academy
- AMS Game Development Association
- Collaborative for Advanced Landscape Planning, Community Energy Explorer

Teacher Resources for Climate Change Education with games: 1:45-2:30 pm

- **Dr. Jordan Shapiro** - Temple University, Associate Director for Digital Innovation and Joan Ganz Cooney Center at Sesame Workshop Senior Fellow. Author of *Mindshift* and *Freeplay*
- **Emme Lee, Research Associate (CALP)** - Literature review and categorization of teacher support resources
- **Jenalee Kluttz, Research Associate (CALP)**- Teacher Toolkit framework and examples
- Discussion/ Q & A

Afternoon Breakout Discussions & reporting out: 2:30 – 3:30 pm

Priorities, research gaps, strategies and partnerships: *Table topics* =

- Instructional resources and embedding games in schools & curricula
- Development and testing of Game Companion Apps, Augmented Reality, & other tools:
- Expanding place-based experiential games across school districts (eg. IT/Comp Sci. classes, self-student-built games, open-source coding, templates, etc.)
- Industry relations and building partnerships

Summary Discussion: 3:30pm – 4:00 pm

Wrap up of learnings, surveys, priority action items, and potential partnerships moving forward

MORNING EMCEE: Emme Lee. AFTERNOON EMCEE: Alicia LaValle

FACILITATORS: Stephen Sheppard, Sara Muir -Owen, Emme Lee, Daniel Kreeger

NOTE TAKERS: Jenalee Klutz, Jon Salter, Cindy Cheng, Jeanette Angel Fox