

MINECRAFTEDU

OPEN SEMINARS ON LEARNING GAMES

On the 15th and 16th of April, the Interaction Lab and the Scandinavian Game Developers project are hosting a series of seminars with Santeri Koivisto - one of the founders of TeacherGaming LLC, a company focused on revamping Minecraft to make it more suitable as an educational tool.

TeacherGaming has collaborated with Mojang in order to modify Minecraft with extra utilities while still keeping the core concepts of the game intact, and if you've been keeping an eye open you've probably seen their work mentioned in the news recently as the increasing need for, and acceptance of, educational adaptations of games have garnered MinecraftEdu in particular lots of attention.

During the 15-16th of April, Santeri will have a series of lectures where he talks about his experiences from working in the field of educational games both from a business perspective and a more broad perspective. He'll talk about the challenges you face as a learning game developer when it comes to catering to educational institutions, how MinecraftEdu is being used by schools and what they're doing to make sure they can remain competitive moving onward as the market for educational games is getting more attention from bigger developers.

Anyone with a general interest in educational games or in getting a peek into the process of making a super successful commercial game and indie darling suitable for educational use, or anyone who wants to find out how their skills as a developer fit into the work processes of companies like TeacherGaming, would be well advised to attend at least one of the lectures or seminars!



Monday, 15th of April
14:00-17:00 | Open seminar | Room D107

This seminar is for students, teachers, legislators, or anyone who wants to find out how MinecraftEdu works and how it can be used in an educational context. This is a general interest seminar, and it will cover the basics of MinecraftEdu and learning games in general. You need to pre-register for this session - in order to register, send an email to per.backlund@his.se no later than the 11th of April.



Tuesday, 16th of April
9:30-12:00 | Focused seminar | Room D107

This session is aimed at a more tech- or game-savvy crowd, and is meant for people who are involved in the craft and study of games in some way. This will be a more in-depth look at what MinecraftEdu is, and Santeri's experiences as a learning game developer. This session is first come, first served.

