VIRTUAL
YOUTH WORK

Games to Inspire in Youth Work & Global Development Education

Conference Dates: 23rd | 24th November 2017

Cahir Castle, Tipperary, Ireland

LIT
ACTIVE LEADERSHIP IN
EDUCATION, ENTERPRISE
AND ENGAGEMENT

Youth Work Ireland
Tipperary

Erasmus+

ENGAGE

Trócaire

The conference **aims** to showcase and nurture the potential of games to inspire, to motivate and to positively impact on the lives of young people in the context of Youth Work and Development Education.

The first day of this conference will **bring together** Irish and International Youth Workers, Global Development Educators, Academics, and Games Designers with an interest in the use of Games to Inspire and mobilise young people for social change. There will be a mix of practitioners with experience in the use of Games as well as those new to their use.

The second day will give young people an opportunity to **interact** with games designers, to try out some social impact games, to design their own games and to explore the art and the science of games.

The conference will look at a **broad range** of Digital Games, Workshop based Role Play and Simulation Games, Board Games and Virtual Reality.

There will be **demonstrations** on an Alternate Reality Game to look at the Sustainable Development Goals, A Minecraft based game used to explore community development and a workshop based Global Justice Game.

The **conference is free**, the numbers will be limited so book early at: http://virtualyouthwork.com.

#virtualyouthwork
#cahircastlecon

Nov 23rd | 9:30 - 17:00
Day-Long Conference for Practitioners & Researchers
in Youth Work, Development Education, Social Activism
& Games Design

Nov 23rd | 18:30 – 22.00
Evening Reception Hosted by Limerick Institute of Technology
& Sociological Association of Ireland Cahir House Hotel

Nov 24th | 9:30 – 12:30 & 12:00 – 15:00
Morning & Afternoon workshops for Young People from
youth groups and schools.

Conversations in the Grand Hall   9:30 - 11:00

'Games to Create Social Change'
William Gamson (Boston College) | Mary Flanagan (Dartmouth College)
Simon Johnson (Free Ice Cream) | Stephen Howell (Microsoft)

Coffee Break   11:00 - 11:30
Parallel Sessions   11:30 - 13:00

Games for Youth Engagement (60 Participants) - Media Centre

Paul Keating - Games for Youth Engagement
Sonja Gabriel - Games and Human Rights
Andrew Keogh - Gamification & Exploitation

Facilitated Panel Discussion & VR Experience

2030 Hive Mind & the Sustainable Development Goals - Grand Hall

2030 Hive Mind simulates the challenges faced by policy makers & campaigners in achieving the Sustainable Development Goals. Simon Johnson will facilitate a game experience delivered by mobile app, touchscreens and TV broadcasts. Originally designed for a gathering of policymakers and development professionals.

Lunch   13:00 - 14:30
Afternoon Workshops   14:30 - 17:30

1. Gamification in Youth Work

Trainers from Blizzard Entertainment, the creators of popular computer games such as Overwatch, World of Warcraft and Diablo, will introduce you to the use of Gamification in their youth work practice.

Dining Room in the Keep

2. Factory Fire in Fabrikastan (30 participants)
A workshop to show how a game can be used to present, analyse and mobilise around an issue of Global Justice.

William Gamson | **Grand Hall**

3. Minecraft-Virtual Youth Work (30 participants)
Showcase of the 'Plan Youthtown' game being developed to engage young people with community development processes under ERASMUS+

YWI Tipp | **Model-Exhibition**

4. Inclusive Game Design (20 participants)
Stephen Howell of Microsoft and students on the Virtual youth Work MA will demonstrate how games and VR can be developed and used to engage young people with Autism, ADHD, Dyslexia and other conditions in collaborative developmental activities.
Audio-Visual Room

Reception Hosted by LIT & SAI   18:30 - 22:00

Programme

Morning (60 participants)   9:30 - 12:30
Registration   9:30 - 10:00
Workshops   10:00 - 11:30

Andrew Keogh - 'Building in Minecraft' - 'The Siege of Cahir' & 'Plan Youth Town'
John Hannafin - Making a Game - Getting started on making a game
Donal Kelly - 'Playing a Social Justice Game'

'Trying Things Out'   11:30 - 12:30

Adrian Fielding - 'Virtual Reality Experience'
Brenda Romero - 'Meeting a Games Designer'
Blizzard Entertainment - 'The Science of Games'
Game Art & Design Students LIT - 'The Art of Games'

Keynote Talk   12:30 - 13:00

Brenda Romero - 'Making a Difference - Games Can Change the World'

Afternoon (60 participants)   11:30 - 15:00
Registration   11:30 - 12:00
Workshops   12:00 - 13:30

Andrew Keogh - 'Building in Minecraft' - 'The Siege of Cahir' & 'Plan Youth Town'
John Hannafin - Making a Game - Getting started on making a game
Donal Kelly - 'Playing a Social Justice Game'

'Trying Things Out'   13:30 - 14:30

Adrian Fielding - 'Virtual Reality Experience'
Mary Flanagan - 'Meeting a Games Designer'
Blizzard Entertainment - 'The Science of Games'
Game Art & Design Students LIT - 'The Art of Games'

Keynote Talk   14:30 - 15:00

Mary Flanagan - 'Making a Difference - Games Can Change the World'
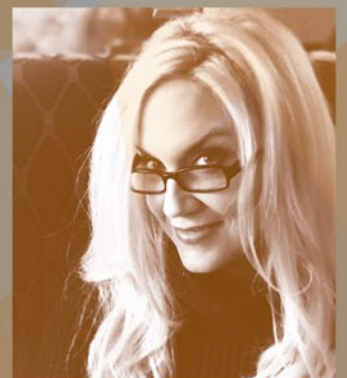
Speakers

Mary Flanagan is an inventor, artist, writer and designer whose quirky games, engaging installations, wild poetry and critical essays forge a unique vision of technology, pop culture & avant-garde art. With five scholarly books, over fifty essays and chapters, and a collection of poetry to her credit, Flanagan also publishes in Salon, USA Today, the San Francisco Chronicle, and Gamasutra. Her internationally recognized artwork ranges from game-inspired systems to computer viruses, embodied interfaces to interactive texts exhibit at museums around the world. She lives in New York and New Hampshire, and in 2016 was honored as a 'Vanguard' from Games for Change and received an Honoris Causa in Design, Illinois Institute of Technology. Flanagan has served on the White House Office of Science and Technology Policy (OSTP). Flanagan founded the award winning design research laboratory Tiltfactor and the publishing company Resonym.

William A. Gamson is a Professor of Sociology and co-directs the Media Research and Action Project (MRAP) at Boston College. He has written a number of books & articles on political discourse, the mass media and social movements. He is a past president of the American Sociological Association and a Fellow of the American Academy of Arts and Sciences. His current work involves the development of game simulations as a tool for social change.

Brenda Romero Brenda Romero is a BAFTA award-winning game designer, artist and Fulbright scholar who entered the video game industry in 1981. As a designer, she has worked on 47 games and contributed to many seminal titles, including the Wizardry and Jagged Alliance series and titles in the Ghost Recon, Dungeons & Dragons and Def Jam franchises. Away from the machine, her analog series of six games, The Mechanic is the Message has drawn national and international acclaim, particularly Train and Siochán Leat (often called "The Irish Game") which is presently housed in the National Museum of Play. Most recently, she received the 2017 Development Legend award at the Develop: Brighton. In 2015, she won the coveted Ambassador's Award at the Game Developers Choice Awards. In 2014, she received a Fulbright award to study Ireland's game industry, academic and government policies. In 2013, she was named one of the top 10 game developers by Gamasutra.com and Develop magazine listed her among the 25 people who changed games in 2013. Romero co-owns Romero Games based in Galway and is Program Director at the University of Limerick MSc in Game Design & Development.

Speakers [contd]

Dr. Sonja Gabriel works at the Department of Religious Education in Vienna and Krems in Education and the Institute for Research and Development. Her research focuses on digital media, but above all the use of digital games for teaching and learning.

Sam Howey Nunn & Simon Johnson run Free Ice cream, a company that uses play, agency and game design to communicate big ideas and complex systems. 2030 Hive Mind was their first game for the development sector. They also run IGLAB, the interesting games lab for real world games

Stephen Howell is a PhD Candidate in SMARTlab, School of Engineering, University College Dublin. His research focuses on Inclusive Design and Intelligent Cloud – including AR/VR/MR applications for users with physical and intellectual challenges. His software and research on Computational Thinking education with kinaesthetic learning is used by thousands of researchers and educators worldwide to build gestural user interfaces for therapeutic games and interactive art. He is a graduate of DCU and the Institute of Technology Tallaght and has a worked as a software engineer, Computing lecturer (Games Development) and AR technology consultant.

Speakers [contd]

Paul Keating lectures in community work in Limerick Institute of Technology. He is principal researcher in the ENGAGE research group in Applied Social Sciences and is completing doctoral research on the use of Games in Development Education. Paul is currently chairperson of Youth Work Ireland Tipperary and is the programme leader for the MA in Global youth work with Games and Digital Media being delivered as part of the ERASMUS+ Virtual youth work project.

Donal Kelly is coordinator of the ERASMUS+ Virtual youth work project, he is a Graduate of UCD and NUI Maynooth has worked at Youth work Ireland Tipperary in a range of roles including Youth Activation, Education and International Project Development. Donal is currently completing the MA in Global Youth Work with Games and Digital Media and has been particularly active in the adoption of Technology and Games to engage young people in the activities of YWIT.

Andrew Keogh is an artist and a writer. He works as a Digital Youth Worker at BRYR Ballymun in Dublin. Andrew is also an Assistant Lecturer on the MA in Global Youth Work with Games at LIT currently lecturing in Games in Youth Culture and Designing Digital Content. He is also a feature film producer with his company Bread&Circus and has published a satirical prose poem novella entited 'Children of the Stale Chocolate'. Andrew's current areas of research interest are digital rights & expolitation, digital archiving and emergent narrative forms with new technologies.

Venue [Cahir Castle]

The Grand Hall, left, will hold an audience of 80 and will be used for the opening session and as a workshop space.

Tower Room, below, will be ideal for small group discussions and will be equipped with bean bags for seating with a laptop and projector.

The Dining Room in the Keep, above, will be used for a workshop for 20-30 people. The Exhibition Room, below right, will be equipped as a VR space.

The Model Room is also available for game play sessions.

VIRTUAL
YOUTH WORK

Organisers

Erasmus+

Youth Work Ireland
Tipperary

LIT
ACTIVE LEADERSHIP IN
EDUCATION, ENTERPRISE
AND ENGAGEMENT

Supporters

Trócaire

OPW
The Office of Public Works
Oifig na nOibreacha Poiblí

free
Ice
Cream

momentum WORLD
EDUCATION AND TRAINING

Sociological Association of
Ireland (SAI)

ACTIVE
YOUTHS
ASSOCIATION
OF ACTIVE YOUTHS OF FLORINA

www.virtualyouthwork.com

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