THURSDAY, OCTOBER 29 2015

MELBOURNE CONVENTION & EXHIBITION CENTRE

For Primary & Secondary Teachers
Cost $90 (ex-GST) (Includes access to Day One of PAX Australia)

REGISTER @ http://bit.ly/1K0bFCt
The Summit will provide:

- A snapshot of the game development industry and a strong focus on the broad range of creative careers open to Victorian students.
- Stories behind successful game developers and their impact here in Victoria and internationally.
- Clear links to the Digital Technologies curriculum and STEM in Primary & Secondary schools, including an overview of the resources and support available to teachers.
- Workshops presented by classroom teachers, game developers and academics. Examples of game development, game playing, serious games and gamification being used in the classroom.

**Summit Keynote Speaker – Dr Steffen Walz**

Dr Steffen Walz is an Associate Professor at RMIT University and the founder–director of RMIT’s Games & Experimental Entertainment Laboratory, the GEElab. At the GEElab, an international team of researchers scrutinizes the potential (and pitfalls) of play, games and game design elements for non-entertainment purposes. Steffen is inspiring and teaching the next generation of game-developers and problem solvers.

**Workshops**

Workshops will be run by classroom teachers, academics and games industry experts, including from Google, Microsoft, Intel, Unity and the Game Developers Association of Australia.

Areas covered will include: Minecraft, Virtual Reality & Kerbal Space Program Coding with Scratch, Unity Games Curriculum, Literacy through Game Book Adventures, Gamification & Creating Games, Microsoft TouchDevelop, Intel Galileo, Games as Text, Curriculum Links and Engaging Students through Games.

**Registration includes access to Day One of PAX Australia – October 30**

As part of their Summit ticket participants will also be eligible to attend the first day (Oct 30) of PAX Australia held at the Melbourne Convention & Exhibition Centre.

PAX is a festival celebrating games culture and it connects the world’s leading game publishers with their most avid fans. The first day of PAX will involve a number of education related panels & speakers from around the world.

**Networking Event (including refreshments)**

Join game developers and presenters to build your professional learning network after the Summit.