

The lively final C2Learn workshop

Ellinogermaniki Agogi, Dimitriou Panagea Street, 15351 Pallini, Athens, Greece

Friday 30th October 2015, 10:00 – 15:00

Event format

- A lively stakeholder workshop on the crossroads of creativity, games and learning
- Lively short, informal talks followed by reflective discussions - based on a 'two-minute-elevator-pitch' format:

“Make your point in the time span of an elevator ride - two minutes maximum is the time you have available!”

An inclusive approach and visibility

‘What’s your take on creativity or games in the ecosystem of technologies for learning? Have your say!’

‘Elevator pitches’ will be included in:

‘Creativity, Games, Learning: Messages for Europe. A Grassroots White Paper’

Don’t miss the chance to include your message. Make your voice heard and your work visible! We are going to deliver the White Paper to the European Commission and circulate it widely in Europe.

** Cannot attend in person? You can still share this lively experience with us and make your voice heard. There will be a video stream of the event, and you can send in your elevator pitch(es) for the White Paper in writing, before the workshop. Each pitch should not exceed 250 words. For more details please contact us at info@c2learn.eu.*

Event programme

09:30-10:00 Arrivals – welcome – introduction

‘Elevator pitches’ and reflection are structured in 5+2 parts:

10:00-10:20 ‘Elevator pitches’ I: C2Learn in a nutshell: who, what, why

- Co-creativity I: Creative emotional reasoning
- Co-creativity II: Wise humanising creativity
- Gameful learning design for co-creativity
- AI for co-creativity I: Knowledge acquisition and representation
- AI for co-creativity II: Mixed-initiative procedural content generation
- Games and play for co-creativity

Five minutes for questions and answers

10:20-10:45 ‘Elevator pitches’ II: C2Play: let’s get creative! Short demonstrations

- C2Space: Your space for co-creativity!
- 4Scribes: Tell a story together!
- Creative Stories: Write creatively!
- Iconoscope: Draw and guess the concept!

- Guess What: Draw and guess the concept – again!
- House of Emotions: Show and guess emotions!
- Explore and Expand: Explore related concepts!

Five minutes for questions and answers

10:45-11:00 ‘Elevator pitches’ III: C2Learn for everyone

- C2Challenges: Let’s dare!
- C2Practices: Let’s teach and learn!
- C2Academy: Let’s develop!

Five minutes for questions and answers

11:00-11:15 Break

11:15-11:45 Discussion I: First reflections on C2Learn

Thirty minutes for reflection and debate

11:45-12:45 ‘Elevator pitches’ IV: C2Learn in the ecosystem

- ‘Elevator pitches’ by participants:

“What’s in C2Learn for us? What’s in our work for C2Learn? What are next steps to take?”

Areas of viewpoint to choose from:

- ✓ Games (Entertainment, Serious)
- ✓ Creativity (Human, Computational)
- ✓ Learning (Practices, Technologies)

Fifteen minutes for questions and answers

12:45-13:45 Lunch

13:45-14:30 ‘Elevator pitches’ V: Creativity, games, learning: The wider picture

- ‘Elevator pitches’ by participants:

“Creativity, games, learning: visions, challenges, opportunities – messages for Europe”

Areas of viewpoint to choose from:

- ✓ Games (Entertainment, Serious)
- ✓ Creativity (Human, Computational)
- ✓ Learning (Practices, Technologies)

14:30-15:00 Discussion II: Final reflections on the crossroads of creativity, games, learning

Thirty minutes for reflection, debate and conclusions

News and updates @ www.c2learn.eu, facebook, twitter

The event on Facebook: <https://www.facebook.com/events/415101485366857/> Please ‘like’ and share!

