morning program

breakfast  8:30 AM
welcome  9:00

games for health, chair: Anthony Elam  9:20
Nithin O. Rajan  Methodist Hospital
Time After Time: Development of a Serious Video Game to Reduce Uncertainty in the Treatment Choices of Men with Localized Prostate Cancer

Pierre Elias  Rice University
The InSpire System: Developing a Novel Application Suite for Improvements in Self-Management Behaviors of Youth with Asthma

Pradeep Buddharaju  University of Houston
A Novel Way to Conduct Human Studies and Do Some Good

ludology, chair: Anthony Elam  10:20
Clayton Whittle  Games as Moral Systems
Dept. Communication | TAMU

coffee break  10:40

lab tours  11:00

opening remarks
travel to labs (5 minutes)  11:10
1st lab tour slot  11:15
travel between labs (5 minutes)  11:35
2nd lab tour slot  11:40

break for lunch  12:00 noon–1:00 PM

afternoon program

educational simulation & games, chair: Vinod Srinivasan  1:00 PM
Susan Pedersen  Dept. Educational Psychology
TAMU
Rigglefish: A Virtual Environment on Genetics for Middle School Students

Don Gilman  Advanced Gaming Systems
Computer Harpoon, An Original Serious Game

Jim Wall  Texas Center for Applied Tech. TEES
Simulation for Disaster Response Training

Zachary O. Toups  Interface Ecology Lab | TAMU
Teaching Team Coordination to Fire Emergency Responders with Non-Mimetic Simulation Games

game design & development, chair: Scott Schaefer  2:20
Dan Hoyt, Carlos Monroy  Rice University CTTL
Skin It and Spin It: Designing Games for Reuse, and Deploying them across Different Learning Platforms

William A. Hamilton, Cody Green  Interface Ecology Lab | TAMU
Multimodal Rummy: Designing Multimodal Games

coffee break  3:00

applied gaming, chair: Andruid Kerne  3:20
Vinod Srinivasan  Dept. Visualization | TAMU
What Zombies have to Teach us about Energy and the Environment

Vinod Srinivasan  Dept. Visualization | TAMU
Developing Educational Games for Engineering Education

panel: Game Design in the Classroom, chair: Zachary O. Toups  4:00
Andruid Kerne ~ Interface Ecology Lab | TAMU
Vinod Srinivasan ~ Dept. Visualization | TAMU
Scott Schaefer ~ Dept. Computer Science & Engineering | TAMU
Patrick Burkart ~ Dept. Communication | TAMU

games & entrepreneurship, chair: Zachary O. Toups  4:40
Joel Hobbs  ViaVivo, Inc.
Developing Entrepreneurship with Serious Games

Anthony Elam  Elam Consulting
Exploring Gaming Technologies for Industrial Education, Training and Business Application

closing remarks  5:20
break for dinner  5:35
board games meetup (Richardson 912b, see map)  7:00