



INTERACTIVE TECHNOLOGIES AND GAMES CONFERENCE

The Council House, Nottingham DAY 1 – Thursday 16 October 2014				
09:00-09:50	Registration and refreshments – The Council House			
09:50-10:00	Welcome to ITAG14 - Professor Yvonne Barnett, Pro-Vice Chancellor for Research and Head of College of Arts and Science (The Ballroom)			
10:00-10:30	Keynote speaker – Dr Mick Doneghan (The Ballroom)			
	Robotics in Education (The Ballroom)		Games, Apps and Artificial Reality for Health (The Dining Room)	
10:30-11:00	María José Gálvez Trigo and David J. Brown	Remote operation of robots via mobile devices to help people with intellectual disabilities	Marcin Czub and Joanna Piskorz	How body movement influences Virtual Reality analgesia?
11:00-11:30	Jessica Roscoe	Using a NAO humanoid robot to enhance the learning of children with learning disabilities	Christos Xenakidis, Antonis Hadjiantonis and George Milis	Alzmindr: A mobile assistive Application for people with cognitive decline
11:30-12:00	Refreshment break			
	Workshop (The Ballroom)		Games, Apps and Artificial Reality for Health...cont'd (The Dining Room)	
12:00-12:30	Manuel Beozzo, Helen Walker and Aoife Breheny	Project R.I.S.E. (Refugee Interactive Skills for Employment): narrative of the piloting phase 1 hour session	Kate Threapleton, Emily Birks, Greg Sutton, Pauline Rowe, Karen Newberry, Avril Drummond and Penny Standen	Developing a virtual environment for discharge planning after stroke; a preliminary study
12:30-13:00			David Brown, Georgina Cosma, Giovanni Acampora, Sarah Seymour-Smith and Alex Close	An Intelligent Serious Game for Supporting African and African Caribbean Men during Pre- and Post- Diagnosis of Prostate Cancer
13:00-14:30	Lunch and Exhibition Demos – The Ballroom and The Dining Room			
14:30-15:00	Day 1 close and refreshments before gathering for tour			
15:00-17:00	Route Mate 4 sightseeing tour - meet at the left lion outside The Council House			

**Interactive Technologies and Games Conference
The Council House, Nottingham
DAY 2 – Friday 17 October 2014**

09:00-09:30	Registration and refreshments – The Council House			
09:30-10:00	Keynote speaker – Associate Professor Sue Cobb (The Ballroom)			
	Games, Apps and Artificial Reality (The Ballroom)		Games based learning (The Dining Room)	
10:00-10:30	Michael P. Craven, Zoe Young, Lucy Simons, Holger Schnädelbach and Alinda Gillott	From SnappyApp to Screens in the Wild: Gamifying an Attention Hyperactivity Deficit Disorder continuous performance test for public engagement and awareness	Adam Gamlin, Philip Breedon and Benachir Medjdoub	Immersive Virtual Reality Simulation Deployment in a Lean Manufacturing Environment
10:30-11:00	Maria Saridaki and Constantinos Mourlas	Flow, Fun And Frame In The Classroom: Redefining The Engagement And Self-Determination Of Students With Intellectual Disability Through Games	Chris Larkin, Reena Valand, Paul Syrysko, Roy Harris, Dominick Shaw, Michael Brown, James Pinchin, Kelly Benning, Sarah Sharples and John Blakey.	“Night Shift”: A Video Game To Improve On-Call Prioritisation, Self-Management, Communication, and Route Planning Skills
11:00-11:30	Refreshment break			
	Games, Apps and Artificial Reality...cont'd (The Ballroom)		Games based learning...cont'd (The Dining Room)	
11:30-12:00	Benoît Bossavit and Alfredo Pina	Designing Educational tools, based on body interaction, for children with special needs who present different motor skills	Endang Panny Wahyuningrum, Denny Yusuf and Ginanjar Ibnu Solikhin	The Use Of An Online Educational Game To Increase Elementary School Students’ Knowledge And Appreciation Upon Indonesian Culture
12:00-12:30	Barry Herbert, Darryl Charles, Adrian Moore and Therese Charles	An Investigation Of Gamification Typologies For Enhancing Learner Motivation	Maria Saridaki, Eleni Kolovou	Urban Games: playful storytelling experiences for city dwellers
12:30-13:30	Lunch and Exhibition Demos – The Ballroom and The Dining Room			
13:30-14:00			Matthew Bates, Aoife Breheny, David Brown, Andy Burton and Penny Standen	Using a blended pedagogical framework to guide the applications of games in non-formal contexts
14:00-15:00	ITAG Hackathon judging and prize presentation (The Ballroom)			
15:00-15:30	Conference close and plenary (The Ballroom)			