



Project “Cultural and Creative Industries  
Cooperation and Innovation in the Northern Dimension Countries”

On-line Experts’ Focus Group

## “Serious Games and Gamification – Everything to Play for?”

### Date and time:

**14 January, 2021**, from **11.00 to 13.00** (Riga time, CET +1, GMT +2)

### Programme:

- 11.00 - 11.15** Welcome and the Context of the Project – Dace Resele, Head of NDPC and Introduction – Terry Sandell, Team Leader and Petya Koleva, Key Expert
- 11.15 - 11.25** Context for the Serious Games and Gamification theme and introduction of the four break-out group presenters
- 11.25 - 12.25** Break-out Group Presentations & discussions
- 12.25 - 12.30** Return to plenary session/the general room
- 12.30 - 13.00** Feedback from the groups and wrap-up

### Focus of group discussions:

#### **Group 1. Games/Gamification and the Cultural Heritage Sector**

Introductory Presentation by Lissa Holloway-Attaway who teaches in the Division of Game Development at the University of Skövde in Sweden and is leader of the Media, Technology and Culture research group there. Current research interests include emergent media (AR/VR/MR) and cultural heritage games.

**Discussion:** What stage is games/gaming at in terms of cultural heritage? Where is it going and what are, or should be, the ‘big’ questions? Is gaming and gamification a fashion or is it impacting fundamentally on the mission of cultural heritage institutions, for example in terms of building new, younger audiences?

#### **Group 2. Games/Gamification and the Education Sector**

Introductory Presentation by Tobias Staaby who is a teacher, advisor, researcher and author from Bergen in Norway focussed on games and learning. His recent work includes a co-authored book on teaching with games.

**Discussion:** Games Based Learning (GBL) – where is it in relation to the traditional educational systems and syllabuses in the Northern Dimension countries? To what extent is COVID-19, distance learning and a GBL revolution leading to a revisiting of the de-schooling ideas of the 1960’s and accelerating thinking on the nature of the schools of the future?

#### **Group 3. Incubating Games Start-ups and Projects and Fostering Talent**

Introductory Presentation by Natasha Skult who is from Finland and CEO and Creative Director of game development company Mi Tale Ltd. She is a co-founder The Hive-Turku Game Hub. She is simultaneously involved in research and teaches game design at Turku University. She was the Chair of IGDA Finland and is currently on its board.

**Discussion:** Entertainment games and Serious Games – two faces of the same industry or two separate industries with different needs? Whichever, what is needed in terms of SG incubation? What are the main factors inhibiting the growth of SG start-ups?