LUDUS Partner CESCOM - University of Milan-Bicocca organized within the European project LUDUS the Serious Gaming Open Learning Lab 2011. All interested students were invited to participate without any fees. The Lab was aiming at supporting participants in improving their knowledge and competencies in Serious Games through theoretical and experiential sessions. Some on line practical support sessions were organized.

The lab has been also particular useful in supporting participants to submit game ideas and Serious Game storyboards to the 2nd competition EBLGC 2011.

It’s worth mentioning that Prof. Albena Antonova from Faculty of Mathematics and Informatics – University of Sofia St. Kliment Ohridski has been involved in the SGOLL 2011 activities as lecturer in Second Life classroom.

The dates and locations will be announced on the project’s Knowledge Node (http://www.serious-gaming.info/).

The 2nd European Conference: Serious Games, Education and Economic Development (SGEED, 25-27 May 2011)

The “Serious Games, Education and Economic Development – SGEED 2011” Conference was held in Milan, Italy, in May 25th–27th, 2011, at the METID Centre of the Politecnico School of Milan. It was the 2nd European conference organised in the context of the LUDUS Project.

The SGEED 2011 Conference tried to stimulate debates on the learning potential of serious games and their impact on the regional economy. The aim was to bridge the business perspective with the expectations of institutional actors, resting on the latest research findings. Participants had the opportunity to interact with their peers and explore potential synergies.

Several international speakers participated: Mr. David Wortley, Mr. Alessandro De Gloria - University of Genova, Mrs. Sonia Hettner - Universität Erlangen-Nuremberg, Mr. Luigi Anolli, - University of Milano-Bicocca, Mrs. Albena Antonova - University of Sofia St. Kliment Ohridski and others.

The Conference was open to all interested parties; organisations, companies, public administrations, policy makers, educators, academics, researchers, students and learners, developers and designers, innovators and other stakeholders in the field of serious gaming.

Interesting materials related to conference presentations and workshop can be downloaded from the LUDUS Knowledge Node at http://www.serious-gaming.info/sg_b_SGED-2011.

The analytic program of the conference can be found in: http://www.serious-gaming.info/5b_SGEED-2011/Conference_programme

LUDUS Factsheet

LUDUS is a project co-funded by the SEE Programme

Duration: 01.05.2009 – 30.04.2010.

Budget: Ca. 1.5 Mio Euro

Lead Partner: BIC OF EPIRUS, Ioannina, GREECE

LUDUS brings together 8 partners from 6 countries (EL, BG, IT, RO, HU, SI)

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The 4th newsletter issue:

2nd EU Conference (SGEED 2011)…………… P.1

2nd EU Best Learning Game Competition (EBLGC 2011)………………………………… P.2

About 30 Italian and Bulgarian students attended lessons on Skype or in Second Life regarding theoretical backgrounds and applicative hints on the design of Serious Games and their potentialities in several fields.

The goals of the KSRTC are:

• To act as a collaborative information workshop about Serious Gaming.
• To demonstrate good practice.
• To facilitate local development of capabilities.
• To bring together pedagogy experts, teachers, story tellers, developers.
• To support participants in improving their game design skills.
• To discuss and comment on SG design of competition entries from local / regional SG actors.

Regional Networking Workshops

The Regional Networking Workshops represent a 3 - 4 hour session within the Knowledge Sharing Regional Training Course (KSRTC) in the upcoming months.

The main objectives are:

• To promote networking among participants.
• To facilitate the exchange of opinions and views.
• To facilitate the investigation of potential synergies.
• To offer roundtable open discussion and individual discussions.
• To connect those looking for talent with those who have it.
• To connect those with talent or production resources on offer to those seeking it.
• To connect investors with new opportunities.

LUDUS is supported by the Knowledge Sharing Regional Training Courses (KSRTC) project LUDUS

The South East Europe Transnational Cooperation Programme (SEE Programme) aims to develop transnational partnerships on matters of strategic importance, in order to improve the territorial, economic and social integration process and to contribute to cohesion, stability and competitiveness of the region. For this purpose, the Programme seeks to realize high quality, result oriented projects of strategic character, relevant for the programme area.

More information: http://www.southeast-europe.net/en/

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• To discuss and comment on SG design of competition entries from local / regional SG actors.
The LUDUS project is glad to announce the winners of the 2nd European Best Learning Game Competition (EBLGC-2011). There was a high level of interest since the organizers received more than 25 submissions.

In the category “Best Professional Game with a Budget over 40,000 Euros” the game “GlobStrat” has been awarded with the 1st Prize within the category. Author is Paul Gael and the company CEO-Academy, located in France.

“GlobStrat” is a state-of-art business game that develops strategic management skills through experiential learning. Whether seasoned executives or business school students, GlobStrat is a Strategic Corporate Management business game that covers all major business functions.

In the category “Best Professional Game with a Budget under 40,000 Euros” the game “WildChords” has been selected as winner. Author is George Kalmouptzis from the Aristotle University of Thessaloniki - White Tower Studios (Greece).

“WildChords” combines the initial desire and the enduring pleasure of playing music instruments, with the addictive characteristics of computer games. “WildChords” motivates the students to practice more on their instrument, because the exercises themselves are more fun.

In the category “Best functional learning game” the game “Nebulosity” has been selected as winner. Author is George Kalmouptzis from Aristotle University of Thessaloniki - White Tower Studios (Greece).

Nebulosity is a game based on training misconceptions about the Millennium Development Goals (MDGs) but also issues troubling our societies. The main objective of this game is that the players understand that their actions affect the world they live in. This way, they try to improve their reactions by observing problems that may arise and think of possible solutions to these problems. However, sometimes the answer is a bit cloudy... like the real world... like Nebulo Island...

In the category “Best education game” the game “Ladybug Box” has been selected as winner. The winning author is also George Kalmouptzis from Aristotle University of Thessaloniki - White Tower Studios (Greece).

“Ladybug Box” is an innovative approach of teaching mathematic concepts to children of the kindergarten and the first classes of primary school.

The submitted games were judged upon the following main points:

- Problem and Solution / Impact of topic on its field and on society.
- Excellence in Game and Learning Design
- Playability
- Technical Excellence

More details can be found in the Knowledge Node website: http://www.serious-gaming.info/61_2Best_Learning_Game_Competition/3_Awards

On the 2nd of June 2011 BIA held a meeting with members from the serious game club. During this meeting the Bulgarian winners in the first and second LUDUS competition have been specially greeted by the President of BIA.

The participants of the meeting were also introduced to a Bulgarian national television team which is developing a soon-coming broadcast of a TV contest (reality show). This reality show envisages a simulation of business plans by using serious games. The team took the chance to involve some of the participants in the preparation of the TV programme.

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