

Interactive Technologies and Games: Education, Health and Disability 23 - 24 October 2012 Nottingham Conference Centre, Nottingham Trent University DAY 1				
08.30-09.15	Registration – Nottingham Conference Centre			
09.15-09.30	Introduction – Pro Vice Chancellor Professor Yvonne Barnett (Adams Room)			
09.30-10.00	Keynote speaker – Professor Pamela Kato: The games and gamification in revolutionizing healthcare: Risks and benefits (Adams Room)			
10.00-10.30	Refreshments and Choice of Session (Coffee pods)			
	Games based learning (Adams Room)		Discourses of disability and social aspects (Bowden Room)	
10.30-11.00	Maria Saridaki, Constantinos Mourlas	Integrating serious games in the educational experience of students with intellectual disabilities: towards a playful and integrative model	David Charnock, Penny Standen	Second-hand masculinity: Do boys with intellectual disabilities use computer games to pursue a masculine ideal?
11.00-11.30	Andy Burton, Vilma Butkute	ViPi desktop and mobile games to develop ICT skills for people with disabilities	Lewis et al	Working with migrants and refugees to develop games to tackle discrimination in the workplace
11.30-12.00	Daniel E. Shub, Emma Gore	Using audio-visual games to improve the understanding of degraded speech	Anna Claydon, Paul Reilly, Barrie Gunter	Is it a disability thing? Community interactions and the BBC's Ouch!
12.00-12.30	Maria Saridaki, Nick Shopland	Pirates, Firemen and Ninjas: Enhancing a location aware travel training tool	Lavinia McLean, Dr Mark Griffiths	Female Video Game Players: A Different Type of Player?
12.30-13.00	John Norgaard	The All Abilities ePlayground - Innovative interaction design for children with a disability	Dr Anne Emerson, Dr Jackie Dearden	MORE: Means, Opportunities, Reasons and Expectations
13.00-14.00	Lunch – The Old Library			
14.00-14.30	Keynote speaker – Dr Mark Griffiths: The role of context in online gaming playing: Implications for education, therapeutic intervention, and addiction (Adams Room)			

	Games for well-being (Adams Room)		Intellectual disability and assistive technologies (Bowden Room)	
14.30-15.00	Andreas Oikonomou	Real-Time Biometric Data Monitoring in Games: Using Player Heart Rate to Drive Game Experience	DJ.Brown, T.Welton, S.Roberts, L.Evett, N.Sherkat, P.Standen	A Brain Control Interface for the Dasher Text Entry System
15.00-15.30	Stefan Rennick-Egglestone	Approaches to movement therapy and their relevance to the design of interactive rehabilitation systems	George M. Milis, Kosmas Petridis, Panagiotis Tsoris, Karel Van Isacker	Semantic Web embraces inclusion in learning with enhanced discovery of accessible learning objects
15.30-16.00	Damien Brown	Overcoming the Barriers to Uptake – a study of 6 Danish Health-based Serious Games Projects	Dr. John Gilligan, Prof. Peter Smith	Modelling AT systems using representation techniques from Serious Games
16.00-18.30	Exhibition Opens – Forum area, Newton building			
18.30 onwards	GAME CITY EVENT (TBC)			

Interactive Technologies and Games: Education, Health and Disability 23 - 24 October 2012 Nottingham Conference Centre, Nottingham Trent University DAY 2				
09.00-09.30	Registration – Nottingham Conference Centre			
09.30-10.00	Keynote Speaker – Professor Monica Whitty: Is all virtual play psychologically healthy? (Adams Room)			
	Mobile Apps and Spatial Mental Models (Adams Room)		Participatory Design (Bowden Room)	
10.00-10.30	Lindsay Evett, Malcolm Harrison, Allan Ridley, David Brown, Nick Shopland	Spatial Mental Models and Navigation Support Apps for People who are Blind – a Case Study	Matthew Bates	A shared design facilitation approach to co-designing games for learning
10.30-11.00	Jacqui Lewis, Camelia Popescu, Penny Standen, Maria Saridaki	Evaluation of route learning software on Android for people with disabilities	J. Henderson, M. Taylor, H. Wharrad, M. Brandreth, M. Ferguson,	Making learning fun: Participatory design of multimedia interactive educational videos for first time hearing aid users
11.00-11.30	Break			
11.30-12.00	Steven Battersby	The mobile virtual cane	Marjolein Herps	Inclusive design to develop a serious game for people with intellectual disabilities
	Stroke rehabilitation (Adams Room)		Games for well-being (Bowden Room)	
12.00-12.30	L Shires, DJ Brown, N Sherkat, J Lewis	Using Kinect for markerless upper limb tracking as an input method for virtual reality games for stroke rehabilitation – a proof of concept implementation	Samantha Clarke, Sylvester Arnab, and Alex Woolner	PR: EPARE: Developing Practitioner and Student Motivation in Relationship and Sex Education (RSE), through a Game Based Learning Approach
12.30-13.00	Michael Bowler	Comparisons of Interaction Techniques between Stroke Survivors and Healthy Subjects in a Haptic Collaborative Task	TBC	TBC
13.00-14.00	Lunch – The Old Library			
	Workshop		Workshop	
14.00-15.00	Guy Dartnell, Chisato Minamimura, Dirk Püschel	Shaping Sounds 2	Dr Andy Pierson	Using Assistive Technologies to Make Music

	Stroke rehabilitation (Adams Room)		Games for well-being (Bowden Room)	
15.00-15.30	PJ Standen, S Battersby, DJ Brown, L Connell, F Platts, A Richardson, K Threapleton	Can a home based virtual reality system improve the opportunity for rehabilitation of the upper limb following stroke?	Imoh Udoh and Simon Schofield	Virtual Reality and Patient Recovery/well-being
CONFERENCE END and PLENARY				