



EduRob



NOTTINGHAM
TRENT UNIVERSITY

INTERACTIVE TECHNOLOGIES AND GAMES CONFERENCE

The Council House, Nottingham DAY 1 – Wednesday 26 October 2016	
09:00-9:50	Registration and refreshments – First floor, The Council House
09:50-10:00	Welcome to ITAG16 – Professor Martyn McGinnity, Head of College of Science and Technology, Nottingham Trent University (The Ballroom)
10:00-10:30	Keynote speaker - Fiorella Operto, 'Robotics, A New Science' (The Ballroom)
10:30-10:45	Refreshment break
	Robotics and Education – EduRob Project Results Launch (The Ballroom) <i>Session Chair: Penny Standen</i>
10:45-13:00	Educational Robotics for Students with disabilities 10:45 Introduction to the EDUROB Project (Professor David Brown) 11:00 Robotic Learning Demos (Andy Burton, Nick Shopland, Steve Battersby) 11:30 Robots in Schools – initial findings (Joanna Kossewska, Lorenzo Desideri) <i>See also 'Education of children with disabilities using NAO robot mediation – the Polish experience' - Joanna Kossewska, Elżbieta Lubińska-Kościółek, Tamara Cierpiałowska, Sylwia Niemiec-Elanany, Piotr Migo, Remigiusz Kijak (Pedagogical University of Krakow, Poland)</i> 12:00 Interactive hands-on sessions with the robots 12:30 Discussion with attendees re: potential impact on educational practice and pedagogy (led by Penny Standen/Tom Hughes Roberts/Andrean Lazarov)
13:00-13:30	Lunch - served in The Dining Room
13:30-14:00	Exhibition viewing and demos – The Dining Room Exhibitors will present their work in 5 minute introductions <i>Session Chair: Karen Moss</i>
	Robotics and Education – Paper sessions (The Ballroom) <i>Session Chair: Stevie Vanhegan</i>
14:00-14:20	Learning Through Play: the Role of Learning and Engagement Theory in the Development of Educational Games for Intellectually Challenged Children (Andriani Piki, Markos Markou and Anna Vasiliou) REF19
14:20-14:40	A comparison of humanoid and non-humanoid robots in supporting the learning of pupils with intellectual disabilities (Sarmad Aslam, PJ Standen, Nick Shopland and Andy Burton) REF05
14:40-15:00	Can Computer-Assisted Training of Prerequisite Motor Skills Help Enable Communication in People with Autism? Data from a New Feasibility Study (Matthew Belmonte, Emma Weisblatt, Alicia Rybicki, Beverley Cook, Caroline Langensiepen, David Brown, Manuj Dhariwal, Tanushree Saxena-Chandhok and Prathibha Karanth) REF13
15:00-15:15	Refreshment Break
	Robotics and Education – Paper sessions / Workshop (The Ballroom) <i>Session Chair: Nigel Newbutt</i>
15:15-15:35	Playing games with observation, dependency and agency in a new environment for making construals (Meurig Beynon, Rene Alimisi, Russell Boyatt, Jonathon Foss, Elizabeth Hudnott, Ilkka Jormanainen, Piet Kommers, Hamish Macleod, Nicolas Pope, Steve Russ, Peter Tomcsányi and Tapani Toivonen) REF14
15:35-16:20 (45 mins)	WORKSHOP - Making Construals as a New Literacy? "Finally, we did some serious programming!" (Meurig Beynon and Jonathon Foss) REF15
16:20-16:40	Me, My Game-Self, and Others: A Qualitative Exploration of the Game-Self (Nikolaos Kartsanis and Eva Murzyn) REF10
16:40	End of day one



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The Council House, Nottingham DAY 2 – Thursday 27 October 2016	
10:00-10:30	Registration and refreshments – First floor, The Council House
10:30-11:00	Keynote speakers – Dom Martinovs and Rachel Barrett, 'No One Left Behind' project (The Ballroom)
	Games, Assistive Technology and Virtual Reality for Health - Paper sessions (The Ballroom) <i>Session Chair: Penny Standen</i>
11:00-11:20	User involvement in design and application of virtual reality gamification to facilitate the use of hearing aids (Sue Cobb) REF16
11:20-11:40	Virtual Reality Exposure Therapy to Benefit Those Who Stutter and Treat Social Anxiety (Gareth Walkom) REF03
11:40-11:50	Refreshment break
	Games, Assistive Technology and Virtual Reality for Health - Paper sessions (The Ballroom) <i>Session Chair: Karen Moss</i>
11:50-12:10	Game features of cognitive training (Michael P. Craven and Carlo Fabricatore) REF02
12:10-12:30	Support Dementia: using wearable assistive technology and analysing real-time data (Fehmida Mohamedali and Nasser Matorian) REF11
12:30-12:50	Increasing Awareness of Alzheimer's Disease through a Mobile Game (Beverley Cook and Philip Twidle) REF04
12:50-14:00	Lunch and ITAG exhibition viewing/demos - The Dining Room From 13:00-14:00, ITAG delegates also have the opportunity to attend the 'Medical Technologies and Systems Special Interest Group Launch Event', hosted by Medilink, in partnership with NTU at the Nottingham Conference Centre (5 minute walk). Please ask at the registration desk for directions.
	Games, Assistive Technology and Virtual Reality for Health - Paper sessions (The Ballroom) <i>Session Chair: Stevie Vanhegan</i>
14:00-14:20	Breast Cancer Diagnosis using a Hybrid Genetic Algorithm for Feature Selection based on Mutual Information (Abeer Alzubaidi, Georgina Cosma, David Brown and Graham Pockley) REF12
14:20-14:40	Our virtual selves, our virtual morals – Mass Effect players' personality and in game (Eva Murzyn and Evelien Valgaeren) REF09
14:40-15:00	Enhancing the measurement of clinical outcomes using Microsoft Kinect choices (Philip Breedon, Bill Byrom, Luke Siena and Willie Muehlhausen) REF01
15:00-15:15	Conference close and presentation of best student paper award