

## Digital Game Based Learning – 4th Symposium for Information Design

- 10:00 – 10:15      **Welcome**  
Frank Thissen, Michael Burmester, Daniela Edinger, Stuttgart Media University, Germany
- 10:15 – 10:45      **A curiously challenging fantasy: towards an understanding of learning environments as games**  
Michael Begg, Learning Technology Section, College of Medicine and Veterinary Medicine, University of Edinburgh, UK; Fiona Littleton, Hamish Macleod, School of Education, University of Edinburgh, UK
- 10:45 – 11:15      **An interactions approach for analysing collaborative games**  
Philip Bonanno, University of Malta
- 11:15 – 11:45      Coffee break
- 11:45 – 12:15      **Youngnet: learning community for collaborative gaming and learning**  
Fabian Kempf, Fraunhofer IAO Stuttgart, Germany
- 12:15 – 12:45      **Learning with digital agents – integration of simulations, games, and storytelling**  
Ulrike Spierling, University of Applied Sciences Erfurt, Germany
- 12:45 – 14:15      Lunch break
- 14:15 – 14:45      **Games and learning – starting from the learning perspective**  
Chris Brannigan, Caspianlearning, UK
- 14:45 – 15:45      **Dramaturgic e-learning strategy**  
*Theory:* Frank Thissen, Stuttgart Media University, Germany  
*Evaluation:* Michael Burmester, Daniela Edinger, Stuttgart Media University, Germany  
*Application:* Babak Aghajani, Stuttgart Media University, Germany
- 15:45 – 16:15      Coffee break
- 16:15 – 16:45      **Storytelling based edutainment applications for museums**  
Anja Hoffmann, ZGDV Darmstadt, Germany
- 16:45 – 17:15      **Learning by fooling (around)**  
Lotte Krisper-Ullyett, factline Webservices GmbH, Germany/Austria & FH Burgenland, Austria
- 17:15 – 17:45      **Knowledge pool for game based learning**  
Maja Pivec, FH Joanneum, Austria
- 17:45 – 18:00      End of Symposium