

The experimental ground of game design and online communities in education (working title)

Contribution to

**"Experimentierfelder für KunstlehrerInnen" –
KunstlehrerInnen als Experten in fächerübergreifenden medienspezifischen
ästhetischen Bildungsprozessen – Zukunftsmodule für die Kunstlehreraus- und -
weiterbildung" (Fach Bildende Kunst der Universität Flensburg)**

DRAFT

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In the workshop the issue of game design is addressed in the context of interdisciplinary education scenarios. The potential of kids/learners as designers, bringing together a variety of skills by developing interactive prototypes is scrutinized in the framework of virtual communities and the learning through game play. The workshop is linking the field of game design to the issues of the social web/online communities and non formal learning.

Part 1

Part one gives an introduction to game design in education [Keywords: interdisciplinary approach, research, kids/learners as designers, competences, prototyping]. Further it addresses Mixed Reality games in the context of media art works. The work shop looks at design research strategies to be developed in education scenarios, using interactive, mobile and hypermedia systems for prototyping in shaping processes. What are the opportunities opening up for interdisciplinary education crossing the borders of curriculum? The work shop will be linked to media practice (a hands on work shop, e.g. development of interactive characters, 3D-space)

Part 2

Part 2 will look at recent developments in the area of Open Educational Resources (OER). It will draw on work from the OECD OER project and the European Union elearning programme Bazaar and OLCOS projects. An opposed to the prevailing practice of 'experts' and publishers producing educational materials to be consumed by learners, the idea of an ecology of learning materials based on removing the divide between producers and consumers will be explored. The workshop will also examine barriers to such a development, how such barriers might be overcome and what the implications of such developments are. This will include a presentation of cutting edge work in the development of Personal Learning Environments and their relation to Communities of Practice.

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Graham Attwell is the founder and director of Pontydysgu, a south Wales based research and development organisation focused on the use of ICT for knowledge sharing and development. Pontydysgu is a partner in the Open Source Bazaar project. Graham Attwell is a Visiting Researcher at the Institute Technology and Education (ITB) at the University of Bremen and a member of the OECD Open Educational Resources programme Advisory Board. Graham's research practice includes knowledge development, informal learning, knowledge sharing in SMEs, elearning and the development of Open Source software. He is

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