



# **Games to Inspire in Youth Work & Global Development Education**

**Conference Dates: 23rd | 24th November 2017  
Cahir Castle, Tipperary, Ireland**

**The conference aims to showcase and nurture the potential of games to inspire, to motivate and to positively impact on the lives of young people in the context of Youth Work and Development Education.**

**The first day of this conference will bring together Irish and International Youth Workers, Global Development Educators, Academics, and Games Designers with an interest in the use of Games to Inspire and mobilise young people for social change. There will be a mix of practitioners with experience in the use of Games as well as those new to their use.**

**The second day will give young people an opportunity to interact with games designers, to try out some social impact games, to design their own games and to explore the art and the science of games.**

**The conference will look at a broad range of Digital Games, Workshop based Role Play and Simulation Games, Board Games and Virtual Reality.**

**There will be demonstrations on an Alternate Reality Game to look at the Sustainable Development Goals, A Minecraft based game used to explore community development and a workshop based Global Justice Game.**

**The conference is free, the numbers will be limited so book early at: <http://virtualyouthwork.com>.**



## #virtualyouthwork #cahircastlecon

**Nov 23rd | 9:30 - 17:00**

**Day-Long Conference for Practitioners & Researchers  
in Youth Work, Development Education, Social Activism  
& Games Design**

**Nov 23rd | 18:30 – 22.00**

**Evening Reception Hosted by Limerick Institute of Technology  
& Sociological Association of Ireland Cahir House Hotel**

**Nov 24th | 9:30 – 12:30 & 12:00 – 15:00**

**Morning & Afternoon workshops for Young People from  
youth groups and schools.**

# Programme

[Day One - Thurs 23rd]

## Conversations in the Grand Hall      9:30 - 11:00

### 'Games to Create Social Change'

William Gamson (Boston College) | Mary Flanagan (Dartmouth College)  
Simon Johnson (Free Ice Cream)

## Coffee Break

11:00 - 11:30

## Parallel Sessions

11:30 - 13:00

### Games for Youth Engagement (60 Participants) - Media Centre

Paul Keating - Games for Youth Engagement

Andrew Keogh - Gamification & Exploitation

Facilitated Panel Discussion

### 2030 Hive Mind & the Sustainable Development Goals - Grand Hall

2030 Hive Mind simulates the challenges faced by policy makers & campaigners in achieving the Sustainable Development Goals. Simon Johnson will facilitate a game experience delivered by mobile app, touchscreens and TV broadcasts. Originally designed for a gathering of policymakers and development professionals.

## Lunch

13:00 - 14:30

## Afternoon Workshops

14:30 - 17:30

### 1. Gamification in Youth Work

Trainers from Blizzard Entertainment, the creators of popular computer games such as Overwatch, World of Warcraft and Diablo, will introduce you to the use of Gamification in their youth work practice.

Dining Room in the Keep

### 2. Factory Fire in Fabrikastan (30 participants)

A workshop to show how a game can be used to present, analyse and mobilise around an issue of Global Justice.

William Gamson | Grand Hall

### 3. Virtual Youth Work (30 participants)

Showcase of the 'Plan Youhtown' game being developed to engage young people with community development processes under ERASMUS+

YWI Tipp | Model-Exhibition

### 4. VR & Inclusive Game Design (20 participants)

20 participants will work with Adrian Fielding of LIT looking at the use of Virtual Reality and with Dr Lizbeth Goodman and Dr Bo Zhang of UCD on inclusive Game design.

Audio-Visual Room

## Reception Hosted by LIT & SAI

18:30 - 22:00

# Programme

**Morning (60 participants)**      **9:30 - 12:30**

**Registration**      **9:30 - 10:00**

**Workshops**      **10:00 - 11:30**

Andrew Keogh - 'Building in Minecraft' - 'The Siege of Cahir' & 'Plan Youth Town'

John Hannafin - Designing a Game - Getting started on making a game

Donal Kelly - 'Playing a Social Justice Game'

Techspace - Digital Media Workshop

**'Trying Things Out'**      **11:30 - 12:30**

Adrian Fielding - 'Virtual Reality Experience'

Brenda Romero - 'Meeting a Games Designer'

Blizzard Entertainment - 'The Science of Games'

Game Art & Design Students LIT - 'The Art of Games'

Virtual Fury - 'Virtual Reality Games'

Youth Work Ireland Tipperary - 'Digital Games in Youth Work'

**Keynote Talk**      **12:30 - 13:00**

Brenda Romero - 'Making a Difference - Games Can Change the World'

**Afternoon (60 participants)**      **11:30 - 15:00**

**Registration**      **11:30 - 12:00**

**Workshops**      **12:00 - 13:30**

Andrew Keogh - 'Building in Minecraft' - 'The Siege of Cahir' & 'Plan Youth Town'

John Hannafin - Designing a Game - Getting started on making a game

Donal Kelly - 'Playing a Social Justice Game'

Techspace - Digital Media Workshop

Stergiou, K., Filippidis, K., Papoutzis, L. - 'The aspects of Youth Work in Greece.'

Stergiou K., Moraitakis N., Tachou I. - 'Role playing in Youth Work and Digital Games'

**'Trying Things Out'**      **13:30 - 14:30**

Adrian Fielding - 'Virtual Reality Experience'

Mary Flanagan - 'Meeting a Games Designer'

Blizzard Entertainment - 'The Science of Games'

Game Art & Design Students LIT - 'The Art of Games'

Virtual Fury - 'Virtual Reality Games'

Youth Work Ireland Tipperary - 'Digital Games in Youth Work'

**Keynote Talk**      **14:30 - 15:00**

Mary Flanagan - 'Making a Difference - Games Can Change the World'

# Speakers

**Mary Flanagan** is an inventor, artist, writer and designer whose quirky games, engaging installations, wild poetry and critical essays forge a unique vision of technology, pop culture & avant-garde art. With five scholarly books, over fifty essays and chapters, and a collection of poetry to her credit, Flanagan also publishes in Salon, USA Today, the San Francisco Chronicle, and Gamasutra. Her internationally recognized artwork ranges from game-inspired systems to computer viruses, embodied interfaces to interactive texts exhibit at museums around the world. She lives in New York and New Hampshire, and in 2016 was honored as a 'Vanguard' from Games for Change and received an Honoris Causa in Design, Illinois Institute of Technology. Flanagan has served on the White House Office of Science and Technology Policy (OSTP). Flanagan founded the award winning design research laboratory Tiltfactor and the publishing company Resonym.



**William A. Gamson** is a Professor of Sociology and co-directs the Media Research and Action Project (MRAP) at Boston College. He has written a number of books & articles on political discourse, the mass media and social movements. He is a past president of the American Sociological Association and a Fellow of the American Academy of Arts and Sciences. His current work involves the development of game simulations as a tool for social change.

**Brenda Romero** Brenda Romero is a BAFTA award-winning game designer, artist and Fulbright scholar who entered the video game industry in 1981. As a designer, she has worked on 47 games and contributed to many seminal titles, including the Wizardry and Jagged Alliance series and titles in the Ghost Recon, Dungeons & Dragons and Def Jam franchises. Away from the machine, her analog series of six games, The Mechanic is the Message has drawn national and international acclaim, particularly Train and Siochán Leat (often called "The Irish Game") which is presently housed in the National Museum of Play. Most recently, she received the 2017 Development Legend award at the Develop: Brighton. In 2015, she won the coveted Ambassador's Award at the Game Developers Choice Awards. In 2014, she received a Fulbright award to study Ireland's game industry, academic and government policies. In 2013, she was named one of the top 10 game developers by Gamasutra.com and Develop magazine listed her among the 25 people who changed games in 2013. Romero co-owns Romero Games based in Galway and is Program Director at the University of Limerick MSc in Game Design & Development.



# Speakers [contd]

**John Hannafin** lectures on the BSc's in Game Art & Design, Digital Animation Production and Creative Media & Design in Limerick Institute of Technology. He is a researcher within the Digital Arts Lab research group and is currently a principal investigator on a European INTERREG project exploring innovation within the Cultural and Creative Industries. He is the founding member of CoderDojo Clonmel and is passionate about engaging young people in technology. John is currently programme leader for the BSc in Game Art & Design.



**Sam Howey Nunn & Simon Johnson** run Free Ice cream, a company that uses play, agency and game design to communicate big ideas and complex systems. 2030 Hive Mind was their first game for the development sector. They also run IGLAB, the interesting games lab for real world games

**Prof. Lizabeth Goodman** is Full Professor of Inclusive Design for Education and Chair of Creative Technology Innovation at University College Dublin, where she directs SMARTlab and the Inclusive Design Research Centre of Ireland at UCD, and is an Executive Board member of the Innovation Academy (member institutions: Trinity College, UCD and Queen's University, Belfast).

Previously, she was Director of Research for Futurelab – Lord David Puttnam's thinktank for the future of education in the UK- and served in that capacity on the Prime Minister's SHINE Panel. For RITSEC in Cairo, she serves as Director of the Genius Award Programme.



In 2008, she was awarded the top industry prizes for Best Woman in the Academic and Public Sectors, and Outstanding Woman in Technology by Blackberry Rim. Most recently, she was selected by a global panel of industry, academic and NGO experts as one of the CSR Global Top 50 Most Talented Social Innovators: awarded in Mumbai in February 2015.

# Speakers [contd]

**Paul Keating** lectures in community work in Limerick Institute of Technology. He is principal researcher in the ENGAGE research group in Applied Social Sciences and is completing doctoral research on the use of Games in Development Education. Paul is currently chairperson of Youth Work Ireland Tipperary and is the programme leader for the MA in Global youth work with Games and Digital Media being delivered as part of the ERASMUS+ Virtual youth work project.



**Donal Kelly** is coordinator of the ERASMUS+ Virtual youth work project, he is a Graduate of UCD and NUI Maynooth has worked at Youth work Ireland Tipperary in a range of roles including Youth Activation, Education and International Project Development. Donal is currently completing the MA in Global Youth Work with Games and Digital Media and has been particularly active in the adoption of Technology and Games to engage young people in the activities of YWIT.

**Andrew Keogh** is an artist and a writer. He works as a Digital Youth Worker at BRYR Ballymun in Dublin. Andrew is also an Assistant Lecturer on the MA in Global Youth Work with Games at LIT currently lecturing in Games in Youth Culture and Designing Digital Content. He is also a feature film producer with his company Bread&Circus and has published a satirical prose poem novella entitled 'Children of the Stale Chocolate'. Andrew's current areas of research interest are digital rights & exploitation, digital archiving and emergent narrative forms with new technologies.



# Speakers [contd]

**Konstantinos Stergiou** is an Economist holding a PhD from the University of Western Macedonia. His professional activity focuses on both formal and non-formal education. Since 2007, he has worked as an economist – business consultant, trainer, educator and career consultant. As a Youth Trainer, he has provided non-formal learning education services in 21 countries around the world in the fields of social entrepreneurship and youth work. Konstantinos has several scientific publications related to Youth, Social Entrepreneurship, Entrepreneurship Education, Youth Unemployment, Efficiency and Effectiveness of Education. He is member of the Council of Europe Pool of Trainers, member of the British Council Greece pool and SALTO pool of trainers, he is also a member of the Erasmus+ Greek pool of trainers, the Council of Europe Pool of European Youth Researchers (PEYR) and Manager of the Europe Direct Information Center (EDIC) of Western Macedonia, in Greece.



**Lazaros Papoutzis** studied in the Democritus University of Thrace from where he took his first degree in Physical Education and Sports in 2006. His second bachelor degree was in Early Childhood Education at 2013, University of Western Macedonia. He mastered at the University of Western Macedonia, Department of Early Childhood Education, in Cultural Studies: Semiotic Structures and Practices on 2010. He also is a PhD Candidate in the Department of Italian Language of the School of Philosophy of the Aristotle University of Thessaloniki with a thesis entitled: "Semiotic readings of fan subculture. Study of fan practices of Thessalonikis' football teams". His academic and research interests consist of: football fanship, football culture, citizenship, identities, visual semiotics and socio-semiotics. Since 2009, he is working as a research associate in the Research Committee of the University of Western Macedonia, coordinating and applying secretarial support in Lifelong Learning Programs of the University of Western Macedonia, conducting research on the fields of semiotics and cultural studies.

**Nikolaos Moraitakis** is Information and Communication manager of the Europe Direct Crete. He graduated from the Department of Political Science and Public Administration of National and Kapodistrian University of Athens, with postgraduate studies in Public Policy specializing in eGovernment and Reform Policies. He has been involved in several European programs and projects, thus broadening his knowledge and professional training. His main work areas are to inform citizens about the European Union's policies, to provide information, advice and answers on the European Union's institutions, legislation, policies and programs. Finally, he participates in scientific conferences and events with topics related to European and Public Policy.



# Speakers [contd]

**Konstantinos Filippidis** is Founder and Head of Association of Active Youth of Florina, Holds a BA in Business and a Master of Science in European & International Studies at Loughborough University (UK). He is PhD candidate in Political Economy and Globalisation in SE Europe in University of Macedonia (GR). He is working in Piraeus Bank in Greece in the development sector. From 2007 until 2010 he was working as a coordinator in the Europe Direct Center of Western Macedonia. He has also worked as external expertise in several European projects as INTERREG and MEDITERITAGE. He is research fellow of the Greek European Center of Research (EKEME) and he has participated in several conferences concerning Youth Unemployment, Fiscal Policy and Globalization. He has also publications in scientific journals in the same field. He is the president and the founder of Association of Youths of Florina and Member of Team Europe.



**Iason Tachou** holds a Bachelor's Degree in English Language and Literature by the National & Kapodistrian University of Athens which includes courses from the Psychology and Education Department. Currently a MA student at the Limerick Institute of Technology at the department of Business & Humanities/ Applied Social Sciences (Master of Arts on Youth Work with Games and Digital Media), active member of an NGO (Active Youths of Florina) with a keen focus on youth work, been part of training courses/seminars offered through the Erasmus+ programme which focused on peace building (emotional management, risk management and solving & prevention of escalations of conflicts), usage of digital tools in youth work, training for future trainers, learning of project-management skills, social entrepreneurship and also leadership training too.

# Venue [Cahir Castle]



The Grand Hall, left, will hold an audience of 80 and will be used for the opening session and as a workshop space.

Tower Room, below, will be ideal for small group discussions and will be equipped with bean bags for seating with a laptop and projector.



The Dining Room in the Keep, above, will be used for a workshop for 20-30 people.  
The Exhibition Room, below right, will be equipped as a VR space.



The Model Room is also available for game play sessions.



## Organisers



## Supporters



[www.virtualyouthwork.com](http://www.virtualyouthwork.com)

Design by Andrew Keogh