



# Enterprise-specific workshop: Designing mobile Game-Based Learning

Call for Participants

**CALL** for participants in an enterprise-specific Workshop – Designing mobile Game-Based Learning (mGBL) models.

**Ultralab**

(<http://www.Ultralab.net>) is a learning technology research centre at Anglia Ruskin University (<http://www.anglia.ac.uk>). We are pleased to announce a Workshop in connection with the EC-supported mGBL project and in collaboration with the Learning Patterns Design project in Kaleidoscope.

**U L T R Δ L Δ B**  
learning • technology • research



**learning patterns**  
for the design and deployment  
of mathematical games



## Workshop

### September

### 13th-14th,

### 2006

#### Context

Mobile Game-Based Learning is a European project supported under the 6th Framework (<http://www.mg-bl.com>). The project sets out to support the development of decision-making skills for use in the content fields e-commerce, e-health and career guidance. It creates learning models and templates based on mobile games. Target audiences are largely students aged 16-24 and their teachers.

Ultralab's role is to design the games. In this workshop we will explore the first draft prototypes of the mGBL game concepts from education industry perspectives. This exploration will be set in context by sessions introducing the emerging field of mobile game-based learning and the potential of current and emerging mobile technologies to support learning.

#### Scope

This Ultralab workshop is a continuation of similar initiatives in the mGBL project. The purpose of the workshop is to provide opportunities for researchers who do research and development on m-learning and on mobile games to enhance their understandings and competencies in the field. It will also provide timely feedback to mGBL game designers in respect of user requirements and user experiences.

Time in the workshop is divided between critically examining mGBL prototype games and jointly exploring data and methodologies made available by the Kaleidoscope project 'Learning Patterns for the Design and Deployment of Mathematical Games' (<http://lp.noe-kaleidoscope.org>) and the London Knowledge Lab (<http://www.lkl.ac.uk>). The Learning Patterns project aims to address the hard issues of creating and using games for education by developing an innovative design-based research methodology.

The goal of the workshop is to share and enhance understandings and methodologies in mobile game-based learning and build a community that can support both practice and research in the field.

## Format

The workshop schedule will consist of a small number of invited presentations and data sessions. The invited presentations will be delivered by established scholars in the field of mobile game-based learning. There will also be opportunity for presenting doctoral work. Presenters will be asked to present an example of their best work for discussion and critique. We will also discuss emerging methodological and theoretical issues.

Participants will meet at 19:00 GMT on the evening of 13th September for a drinks reception where they will be allocated a topic for discussion. This will be followed by dinner and a chance to talk about the allocated topic. The following day the workshop will be opened at 09:30 by Alice Mitchell, who will introduce an opportunity to present outcomes from the previous evening's discussions.

During the rest of the day a substantial time-slot will be allowed for each workshop session and the sessions will be audio-recorded to increase their usefulness for the presenters and streamed to support those who are unable to attend the workshop. Workshop will include refreshments and a buffet lunch. It will conclude at 5.00 pm.

Workshop delegates will have the option of continued participation in research communities via on-line collaboration tools presented at the workshop by the Learning Patterns team and via an interactive website facilitated by Ultralab. There will also be the opportunity to join the mGBL Community of Practice.

## Participants

Senior researchers and doctoral students/candidates and invited experts. The number of participants will be a maximum of 25.

## Location

The workshop will take place at Anglia Ruskin University – Ultralab (in Chelmsford, Essex. Chelmsford is located within easy reach of London (trains leave roughly every half hour from Liverpool St. Station). It can also easily be reached by air: express buses leave on the hour from Stansted airport (<http://www.stanstedairport.com/>), which has many worldwide connections including several low-cost companies operating over Europe.

## Expenses

The cost for workshop participation will be 95 Euros (£65), including workshop and food. The organizer will help delegates find hotel accommodation.

## Contact

For a workshop programme and related information, please contact workshop coordinator:

Alice Mitchell,  
Ultralab  
[alice@ultralab.net](mailto:alice@ultralab.net)

For organisational issues, you may contact

Maureen Gurr,  
Ultralab  
[maureen@ultralab.net](mailto:maureen@ultralab.net)

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Deadline for applications:  
September 10th 2006.