

David Wortley

From: David Wortley
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To: 'andruddy@yahoo.com'
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This newsletter brings you up to date with our exciting programme for 2010, opportunities for funding and collaboration and a review of some of our activities in 2009.

Wednesday January 13th Second Wednesday Workshop



The Future of Gaming Novel Human-Computer Interfaces for Education and Health 12pm - 6pm at the Serious Games Institute, Coventry, CV1 2TL

Click [Here](#) to book your place

Our workshop programme for 2010 begins in style with leading experts discussing and demonstrating what we believe will be a very significant development area over the next few years, and one in which the SGI has been very active. The development of new interface devices for the games industry, including the Wii controller, balance board and Guitar Hero has made technology more accessible and attractive across all age groups and generations. The commercial success of these new interfaces will open up opportunities to research and develop exciting new serious games applications where these devices can be used to deliver real benefits, especially in the health and education sector.

Next Wednesday at the SGI, our first workshop for 2010 will focus on the use of our brainwaves to control serious games applications, including the Neurosky controller shown above, where the SGI has initiated the use of brainwave interface technologies in such areas as anger management and ADHD.

The event will also include live demos of new human-computer devices.

Speakers include :-

- Ian Glasscock (Games for Life Ltd),
- Prof. Kevin Warwick (Reading University),
- John Ribbins (Roll 7 Ltd) and
- Prof Pamela Kato (University Medical Center, Utrecht, Holland).

Join us next Wednesday for a glimpse of the future of human-computer interfaces for a workshop that will be of particular interest to professionals in the education, health and games development sectors.

Click here to book your places or contact Sophie Bauer at sgi.events@cad.coventry.ac.uk or call 02476 158 201.

Future Events

Click [Here](#) to browse the full list of current planned Second Wednesday events for 2010.

The main events planned for January are :-

Wednesday, 20th January 2010

Unlocking Creativity and Harnessing Innovative Capability

Innovation Management Workshop

9:00am - 3.00pm at the Serious Games Institute, Coventry, CV1 2TL

BOOK AND FIND OUT MORE [HERE](#)

Course Content Includes:

- The Creativity and Innovation Toolset
 - Exploiting new markets for your ideas using the power of Innovation Marketing
 - Developing and Delivering your Innovation Action Plan
 - Measuring your Innovation – an Introduction to Innovation Metrics
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Thursday, 28th January 2010

Online Parent Advice Workshop

Interactive interventions for parents

12pm - 6pm at the Serious Games Institute, Coventry, CV1 2TL

Find out more about new approaches to online parent help and our research into games based therapy. Agenda TBA. There will be an opportunity to play the games and to network with like-minded professionals.

BOOK YOUR FREE PLACE [HERE](#)

Future Dates for Your Diary

You may also wish to pencil in the dates of workshops planned for the first quarter of 2010 :-

10th February 2010	Intellectual Property Rights Workshop
10th March 2010	Artificial Intelligence in Gaming
14th April 2010	Interactive and Immersive parenting advice

Opportunities for Funding and Collaboration

The Serious Games Institute is very proactive in seeking and developing collaborative projects involving immersive

environments such as virtual worlds, serious games and social networks. Since our opening in September 2007 we have successfully collaborated with our industry, university and public sector partners on a range of projects that have generated income and business development opportunities both in the UK and overseas.

In 2010 we will continue to explore new avenues, especially in our core areas of interest which include Technology Enhanced Learning, Health, The Environment and Sustainable Development, Smart Spaces (Integrating physical and virtual environments), Interface technologies, Emergency Planning and Disaster Management, Artificial Intelligence and Robotics, Virtual Commerce, Collaboration and Networking, Mobile and Wireless, and Relationship Management.

Amongst the immediate funding opportunities for collaboration is the HASTAC/MacArthur Foundation call for proposals with a submission deadline of January 15th :-

2010 HASTAC/MacArthur Foundation Digital Media and Learning Competition

All information regarding the 2010 international HASTAC/MacArthur Foundation Digital Media and Learning Competition—including detailed category explanations and guidelines, critical deadlines, application materials, etc.—is now available at www.dmlcompetition.net.

The theme of this year's Competition is **Reimagining Learning** and there are two types of awards: 21st Century Learning Lab Designers and Game Changers.

Aligned with National Lab Day as part of the White House's Educate to Innovate Initiative, the **21st Century Learning Lab Designer** awards will range from **\$30,000-\$200,000**. Awards will be made for learning environments and digital media-based experiences that allow young people to grapple with social challenges through activities based on the social nature, contexts, and ideas of science, technology, engineering and math. **Digital media of any type** (social networks, games, virtual worlds, mobile devices or others) may be used.

The **Game Changers category**—undertaken in cooperation with Sony Computer Entertainment of America (SCEA) and Electronic Arts (EA), Entertainment Software Association, and the Information Technology Industry Council—will award amounts ranging from **\$5,000-\$50,000** for creative levels designed with either LittleBigPlanet™ or Spore™ Galactic Adventures that offer young people engaging game play experiences and that incorporate and leverage principles of science, technology, engineering and math for learning.

Each category will include several Best in Class awards selected by expert judges, as well as a People's Choice Award selected by the general public. The online application system will open on January 15 and will include three rounds of submissions, with public comment at each stage.

Please see www.dmlcompetition.net for all details

Collaborations in 2010

2010 sees a range of developments in our collaboration with partners in the UK and across the globe including **Oman** where the SGI is working with West Midlands based developers to support the use of immersive technologies that will both help Oman to incubate local start-up companies in immersive technologies and promote the rich cultural heritage of their country. Projects include the visualisation of the UNESCO Heritage site, the Bahla Fort in partnership with The Virtual Experience Company, a Second Life data visualisation and collaboration applications in partnership with Daden Ltd and The Walk in Web, and an advanced visualisation of the new KOM 4 building on the science park in partnership with Alex Jevremovic.

We will also be working with Alex Jevremovic on a new project to create a virtual version of the **Far Gosford Street** development in Coventry to be used initially for consultation and planning.

We are collaborating with John Andrews on the development of the next generation of e-commerce applications and supporting Digital Presence in the launch and ongoing development of their **Virtual Farmers Market**.

Internationally we are working with Professor Chung-Won Cho and the **Seoul National University of Technology** to develop a programme of events and activities to develop the use of serious games and virtual worlds for science museum and health applications.

In Malaysia we will be working with **UNIMAS in Sarawak** and with **SEAMEO in Penang** to develop and promote the use of serious games for technology enhanced learning.

In South East Europe we are involved in the **LUDUS project** and will be helping promote the development of serious games and immersive technologies in **Bulgaria, Slovenia and Romania**.

In Italy, one of our most important collaborative partners is **Milan based i-maginary** led by Lucia Pannese with whom the SGI is working on the e-Vita project using serious games to develop inter-generational understanding of recent European history.

In Canada we will continue to work with **Manitoba** to support their use and development of immersive technologies.

In France we are working with several partners in **Paris and the Valenciennes** region to explore collaborative projects.

In Russia we will once again be supporting the **Moscow e-Learn Expo event** in June with opportunities for UK and international partners to both present and exhibit and Russia's most prestigious learning technology event.

Also in June, we will be supporting the **Digital Earth initiative** and the next ISDE summit in Nessebar, Bulgaria

We continue to work with UK based **SHASPA Research Ltd** to develop smart spaces applications that have already had commercial success in Singapore.

Closer to home, we will continue to collaborate with the **Herbert Gallery in Coventry** on the use of smart spaces for museum applications.

Call for Papers Opportunities in 2010

There are a number of conferences with opportunities to submit proposals for workshops, presentations and posters or take part in these events as delegates. These include :-

Moscow E-Learn Expo 7th Moscow International Exhibition and Conference June 16-17th, 2010

eLearnExpo Moscow has enjoyed the position of being the FIRST and ONLY international exhibition and conference in Russia and CIS for professional training and learning with focus on enterprise but with solutions for academic and public sector. Launched in 2004 and now planning for a it's seventh's edition the event is supported by the government institutions and is widely covered in press. Having proved its critical importance to the e-learning fraternity worldwide, **eLearnExpo Moscow 2010** will be a major event in the field of education and training.

See <http://www.elearnexpo.ru/eng/>

2010 Digital Earth Summit

Digital Earth in the Service of Society: Sharing Information, Building Knowledge
12-14, June, 2010, Nessebar, Bulgaria

ISDE 2010 Digital Earth Summit will be held in Nessebar, Bulgaria in June 2010. The theme of 2010 Digital Earth Summit is "Digital Earth in the Service of Society: Sharing Information, Building Knowledge". This summit is organized by the International Society for Digital Earth (ISDE) and University of Architecture, Civil Engineering and Geodesy, (UACEG) Sofia.

See <http://www.cartography-gis.com/digitalearth>

IE10

6th International Conference on Intelligent Environments

Co-sponsored by the IEEE Systems, Man & Cybernetics Society Technical Committee on Computational Intelligence and the Association for the Advancement of AI

July 20-21, 2010

(workshops: July 18-19)

Monash University (Sunway campus), Kuala Lumpur, Malaysia

The SGI will be co-chairing a workshop on SHASPA smart spaces technologies and we will be inviting participants to join the workshop.

<http://intelligentenvironments.org/conferences/ie10/>

IADIS International Conference

Web Virtual Reality and Three-Dimensional Worlds 2010

Freiburg, Germany

27 - 29 July 2010

<http://www.web3dw-conf.org/>

***NASTEC'2010**

3RD ANNUAL NORTH AMERICAN SIMULATION TECHNOLOGY CONFERENCE

* WEBSITE [<http://85.255.193.245/cms/?q=/cms/%3Fq%3Dnode/1311>]

DIGIPEN INSTITUTE OF TECHNOLOGY [<http://www.digipen.edu>]

REDMOND-SEATTLE, USA AUGUST 25-27, 2010

Organized by ETI Sponsored by EUROSIS Ghent University St.Anne's University

A Personal Note for 2010

I would just like to thank all of you who have been involved with the Serious Games Institute over the last year and wish every one of you every success and happiness in 2010. I very much value contact with you and hope the coming year will bring all you wish for.

David Wortley



January 22nd Steam Train Driving Experience

On January 22nd I have booked a steam train driving experience at the Great Central Railway in Loughborough; Leicestershire and am looking for a steam train enthusiast to share the driving of Britannia class loco Oliver Cromwell with me over a total of 30 miles of track. Anyone interested should email me at davidwortley@hotmail.com.

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