



VIDEOGAMES 4 TEACHERS
A theoretical and practical tool for a new school available to future teachers
Accademia di Brera
Milano, Italia, 29/10/2019

Programme

9:00	<p>Introduction</p> <p>The current phase of the digital revolution with respect to the ongoing transformation of the classical paradigms of knowledge transmission, in schools but also in high schools.</p> <p>A. Cioffi – Accademia di Brera</p>
9:45	<p>The V4T project activities and results</p> <p>Description of the different development phases of the project, in relation to the results obtained evaluated in the practical teaching perspective.</p> <p>R. Carraro – Accademia di Brera</p>
10:15	<p>Presentation of IO 1: The Repository of Videogames and Apps reviews</p> <p>Discussion on the actual usability of digital technologies and Gamification procedures in relation to the artistic subjects taught in Italy in secondary school</p> <p>Moderation of A. Cioffi</p>
10:45	<p>The video game: simple language or new system of representation?</p> <p>Presentation of the IO3: Videogames For Teachers: E-Learning course</p> <p>A. Cioffi – Accademia di Brera</p>

Coffee break

11:15	<p>A professional experience of video game production in a global marketplace between artistic expression and entrepreneurial needs</p> <p>J. Rovida</p>
11:45	<p>How the world of work changes: new professions and digital technologies</p> <p>Starting from the presentation of the IO2: Videogames For Teachers: From Research To Action Manual</p> <p>R. Carraro – Accademia di Brera</p>
12:15	<p>Virtual Reality and Augmented Reality as a teaching aid for tomorrow's school</p> <p>R. Carraro – Accademia di Brera</p>
12:45	<p>Role of artistic disciplines in the transition to new educational models</p> <p>R. Carraro – Accademia di Brera</p>

