



Game dev teachers' Pre-Konsoll workshop

Welcome to the Game dev teachers' Pre-Konsoll workshop on October 16 at the Bergen offentlige bibliotek / public library. We will have workshops from Grendel Games and from Epic games.

Grendel Games, with Tim Laning, will be giving more insight into the world of serious games.



Epic games will be giving an introduction to the Unreal engine and educational perspectives on the use of it.

In addition, we would like to have the participants come up with ideas for future collaboration (research, teaching, ...) and also – if time – we should discuss a bit on the topic of assessing project based courses.

Tentative schedule

- 11:00: Lunch, including a short intro by Robin Isfold Munkvold
- 12:00: Epic games, demonstrating the Unity Engine and giving pedagogical advice
- 14:30: Coffee break, cakes and fruit
- 15:00: Grendel Games, giving insight into the world of serious games - and their experiences
- 16:30: Coffee break, cakes and fruit
- 16:45: Group discussions / presentations on given topics
- 18:00: End of workshop

Workshop is free, including lunch, coffee, etc. 😊.

Sign up here:

<https://mmt.hoopla.no/sales/pre-konsoll2019>

Hosted by:

