GUINEVERE Project Newsletter February 2018

Hello everyone

Our first webinar was held on Friday, 2nd February 2018 by Matthew Ward, founder of Club Minecraft. Matt gave an introduction to Club Minecraft and a number of mini games.

Pictures used with permission of Matthew Ward, Club Minecraft 2018

Matt's enthusiasm and passion for working with young minds is reflected in the snapshots demonstrating the fascination and engagement of the kids and their playful learning with technology.

Matt and his colleagues Amy and Chris responded to all questions raised during his presentation. Everyone who attended the session thought it was worthwhile. The many requests about a recording we received after the meeting demonstrated the great interest in the topic.   For those who missed the webinar you can watch the recording here: http://guinevereproject.eu/webinars

New Minecraft Server for Guinevere

Our project partner, Nick Zwart (3DLES.com) provided a Minecraft server for the Guinevere Project. Matthew Ward was invited to give tips and some demonstrations of building: https://youtu.be/0gYN_hmklmo

Matt's build on Guinevere Minecraft

Some other project partners followed the example and played around while reflecting on what kind of games might be interesting for kids in this environment.

Photo: C. Schneider on the Guinevere Minecraft server

Photo: C. Schneider. Planting flowers in front of Carol's new house Guinevere Minecraft server

Some project partners, inspired by the recent webinar and by participating in the recent EVO * sessions on Minecraft, started getting acquainted with Minecraft, building their own little houses with gardens, ponds and trees and even started with farming pig, cattle and chicken.

Photo: C. Schneider. Farming on the new grounds of the Guinevere Minecraft server

*EVO stands for Electronic Village Online

Presentation at Utrecht University

Photo: Kristi Jauregi, Utrecht University

Nick Zwart is demonstrating Guinevere Island as part of a presentation of the TeCola project at the University of Utrecht, 22nd February 2018, entitled: *Games and Gamification for education in Virtual worlds*

Upcoming Events

The 11th Annual Virtual Worlds Best Practices in Education on the Theme: VRevolutions is coming up soon. The conference will take place online March 15-17, 2018. Check the program for interesting events : https://vwbpe.org/conference/vwbpe-calendar

7. DaFWEBKON 2018
Webkonferenz für Deutschlernende
Thema: Global vernetzt - lokal aktiv!
https://dafwebkon.com/
1. - 3. März 2018
For the Programme click here

We are looking forward to the upcoming **Webinar** with **Dr Alina Horlescu**, Dublin City University*: Infusing Digital Literacies into World Language Teacher Education TPACK with Machinima*. The webinar is organized by SIG Virtual worlds & Serious Games Eurocall/Calico in cooperation with the University of Lancashire on behalf of the Guinevere Project.
10th March 2018 at 2:00pm - GMT/UTC . Venue:
http://connect.uclan.ac.uk/sigweb1/

Call for Papers

OEB 2018, the global, cross – sector conference on technology supported learning and training will take place in Berlin, Germany at Hotel InterContinental, Budapester Strasse 2, December 5-7. Theme of this conference is: Learning to love learning. The call for paper is now open.
https://oeb.global/programme#submit-a-proposal
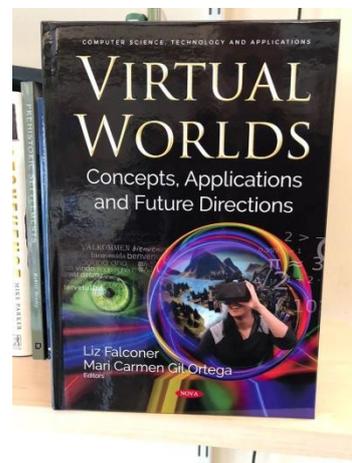
New publication on Virtual Worlds

Photo: Liz Falconer

Liz Falconer and Mari Carmen Gil Ortega, the editors of this new publication, have been involved as Associate Partners in the CAMELOT Project and the Euroversity Association. Mari Carmen is also Associate Partner in the Guinevere Project. The book: *Virtual Worlds: Concepts, Applications and Future Directions* explores the rich and fascinating topic of virtual worlds by bringing together research findings and discussion pieces from an international group of leading practitioners in the field. Enjoy reading!