



GUINEVERE Project Newsletter May

Hello everyone

May has been a very busy month for all GUINEVERE Project Partners to prepare for the Virtual Round Table Web Conference on 28 April 2018 to present the highlights of the project's developments. The presentation included the development of spaces in OpenSim and Minecraft.

Big surprise in the morning

We were quite happy to have our Minecraft enthusiasts spend endless hours in building and creating fun games on the Guinevere Minecraft server, when two griefers destroyed most of the builds like the quests with the stranded space-ship and other games over night.

Certainly not a nice thing to happen, but a good learning point for us all to take precautions to make the environment safe so that this could not happen again.

Just on time

We were happy that the various learning environments that had been created for the Guinevere Project were up and running again to showcase at the Guinevere Symposium at the Virtual Round Table Web Conference on 28 April 2018.

Great feedback on our May Webinar

Chris McGuirk, a lecturer in ESOL/EFL at the University of Central Lancashire gave a very inspiring and thought provoking talk on *The Quest for Learning: discussing learner motivation paradigms in an online gaming space* which triggered a lot of interest and discussion. The webinar was delivered in cooperation with SIG Virtual worlds & Serious Games Eurocall/Calico on 11th May 2018. For those who missed it, you can still watch the [recording](#)

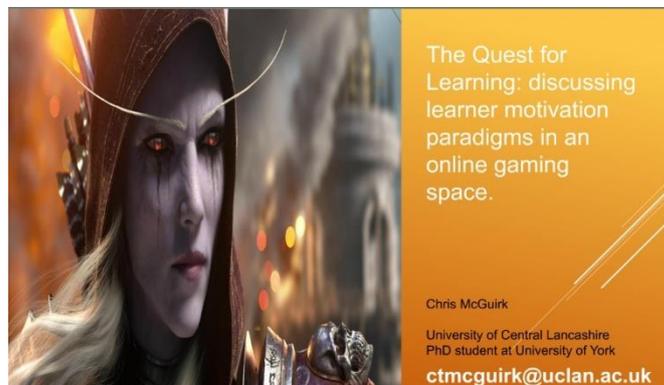


Photo by Chris McGuirk, University of Central Lancashire

For more information check the Guinevere Project [website](#).

Pirate Battle in Venice

We are excited about our upcoming webinar in June by Brant Knutzen PhD who works as an Educational Consultant at the University of Hong Kong. To learn more about Brant's interest and professional background check his [website](#).

In his talk Brant will demonstrate how psycho-motor skills such as camera controls, zoom, pan, etc play an essential role in the smooth production of digital storytelling using immersive 3D virtual environments. Attendees will get a flavour of the exciting Pirate Ship Battle Game and learn about Venice in 1600 when someone is changing the timeline from the past, to rewrite the future.

Time and Date: 29th June 1:30 pm UK Time

Venue: <http://connect.uclan.ac.uk/brant/>

Guinevere presented in Greece

Dr Tuncer Can and Dr Irfan Simsek from Istanbul University, partners in the Guinevere Project, took part at the 25th ICC Conference on 4-6 May 2018 in Thira, Kikladhes, Greece, where they presented two EU funded projects, one of which was the Guinevere project.



Photo provided by Dr Tuncer Can
Dr Tuncer Can (left) and Dr Irfan Simsek (right) at the ICC
Conference in Greece.

Guinevere Symposium

The Guinevere Project consortium took the opportunity to present the project at the 10th Virtual round Table and 9th vLanguages Web conference 27-29 April 2018.



Project partners shared their achievements in the Guinevere Project (2017-2019) so far. Dr Michael Thomas ([UCLan](http://uclan.ac.uk)), project coordinator, moderated the session and gave a project overview and some insights into the work done. Other partners informed us about the literature review, categorizing of games, guidelines for teachers, field-testing and teacher training. Carol Rainbow showed the audience around the 3D immersive buildings and games provided on the Guinevere Minecraft server and the Guinevere Island. For further information check the recording (1h44min): <http://lancelot.adobeconnect.com/p5xjlgue8ac/>

EU Recommendations

The European Commission has launched a set of initiatives towards the so-called "European Education Area" by 2025, including a new Recommendation on language learning: specific reference has been made to game-based learning and technology-enhanced language learning. We are delighted that Dr Letizia Cinganotto was quoted in the Staff Working [Document of the Recommendation](#).(p.29)

Spot on



Photo: Film – Screenshot, Draxtor Despres

The documentary "Our Digital Selves, my Avatar is me. Embodiment and Placemaking in Virtual Worlds" has been produced by Bernhard Drax. It is based on research, conducted by Donna Davis (University of Oregon) and Tom Boellstorff (University of California, Irvine) funded by the National Science Foundation. The Video is 1 hr. 15 min. long and can be viewed [> here](#)
For more information on this project, please see the project website: [Our Digital Selves](#). Alice Krueger, Chairperson of the Board, and the founder of Virtual Ability [interviewed Tom Boellstorff](#) about the project:

Please note!

At UCLan, we are committed to ensuring that your data is safe. Given the emergence of the European Union's General Data Protection Regulation (GDPR), we are more committed than ever to protecting your information. You can let us know if you want to hear from us. If you would like to unsubscribe from our email updates please get in touch with: Christel Schneider: CSchneider1@uclan.ac.uk