



GUINEVERE Project Newsletter June

Hello everyone

Lots of activities have been going on in June with Project Partners presenting the GUINEVERE Project abroad or partners being engaged in different workpackages such as finalising the literature review, extending builds in Minecraft and Guinevere Island and more. Questionnaires for teachers and learners have been disseminated for the needs analysis. If you are interested in taking part in one of the surveys you are most welcome to join!

Questionnaire for Teachers En: <https://goo.gl/RkcUjb>

Questionnaire for students En: <https://goo.gl/DiRJ4G>

Questionnaire for students IT: <https://goo.gl/QKATbZ>

Questionnaire for students DE: <https://goo.gl/evCZ2U>

Promising cooperation

with Eldon Primary School, Preston, England which just won by the way Times Education UK Primary School of the Year 2018! First ideas how the Guinevere activities would fit in the school's curriculum have been discussed such as creating an after-school Minecraft club and developing some activities to be integrated in the students' French lessons. They were open to using the club developed by the Guinevere Project or also giving access to some students with learning disabilities or learners who are not engaging.

Minecraft Summercamp

During the summer holidays the Guinevere Minecraft Server will be available for children with their parents to play, learn, build and just try out some of the games and quests that have been created so far.

If you are interested in joining, please get in touch with Carol Rainbow: CARainbow@uclan.ac.uk who will be guiding you through the adventures set up.

The Agency

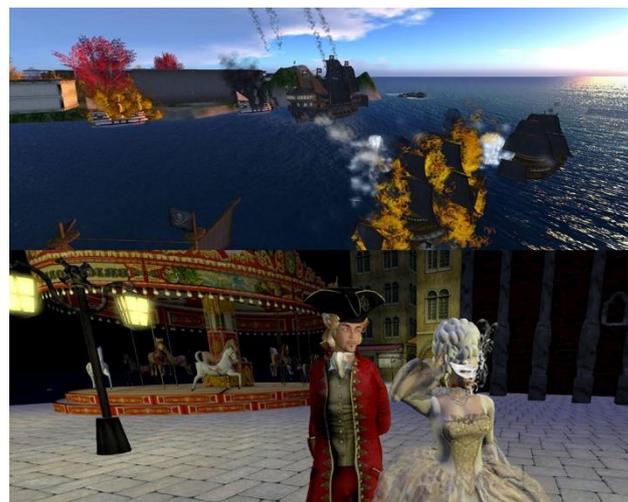


Photo: provided by Brant Knutzen, University of Hong Kong
The Agency – Level 2

We were grateful to have Brant Knutzen PhD, presenting "The Agency" on behalf of the Guinevere Project on Friday 29th June where we met in Brant's Virtual Adobe Room to start the session off. After a short introduction to Brant, he introduced the audience to Venice in 1600 and invited everyone to get dressed accordingly. Those who could not attend in Second Life were able to watch everything from Brant's Adobe room. In case you missed the session, here is the [link](#) to the recording. You will find more information about Brant and his project on www.guinevereproject.eu/webinars including a little photo gallery of the 'Walk Through'.

If you are interested in the project you can join the [Moodle](#) Brant set up and find out more.

The enrolment key is "ISTE".



Photo: C.Schneider during the Walk Through Tour of Virtual Venice

Fabulous feedback

from Dennis Newson attending Brant Knutzen's webinar "I think that was the most amazing presentation I've ever seen and most definitely it is the most amazing site on SL that I've seen. Brant is just brilliant - a virtuoso builder on SL and, clearly, an outstanding academic researcher."

And further comments on Facebook:

Laura Distefano: "I share your comment as I went to Venice and Brant has been a great designer to reach an environment so rich of atmosphere and so similar to real Venice it has been an unforgettable experience".

Susanna Nocchi: "Amazing place really and very sound ideas on how to best use it for education".

We are certainly looking forward to further collaboration with Brant!

Don't miss

our next Webinar 26 July 2018 with Laura Pihkala-Posti, University of Tampere
Time: 6:00pm – 7:00pm UK time
Venue: <http://connect.uclan.ac.uk/minelaura/>

Laura will be talking about "Using Minecraft in Language Classroom for Creating Authentic Communication Occasions."

Save the date

2nd TeCoLa Seminar "Gamified Intercultural Telecollaboration for Foreign Language Learning" to be held on the [19th of September 2018 in Bordeaux](#). Free face-to-face and online attendance possible. If you want to join face-to-face or online, please register [here](#):

Indire/IUL our Italian partner organisation in the Guinevere Project is launching a [Didactic Fair](#) in Florence, Italy, 18-20 October 2018. Among different workshops there will be one on EdMondo, the Italian OpenSim for schools. The Guinevere Project will be presented during this workshop. Everyone is most welcome to attend.

The Call for Papers for the 11th edition of the [Innovation in Language Learning International](#) Conference in Florence, Italy, 8-9 November 2018 has been extended until 8th July.

Congratulations

Heike Philp, co-founder of the Guinevere Project who was nominated for the position of Online Events Organiser and has now been elected to the committee of LTSIG, IATEFL Learning Technologies Special Interest Group. The Guinevere Team is wishing her all the best for her new position.

Please note!

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