



GUINEVERE Project Newsletter January

Past events and activities

8-9 December 2018: The OpenSimulator Community Conference 2018 featured a great variety of short presentations and panels that demonstrated the best of the OpenSimulator platform and community. Prof. Michael Thomas, Nick Zwart and Heike Philp presented the GUINEVERE project discussing the highlights of the project's outcomes after one year of hard work.



Photo: GUINEVERE panel at OCC. Screenshot by Michael Thomas

8-9 November 2018: Dr Letizia Cinganotto presented a paper on behalf of the GUINEVERE Project at the 11th edition of [Innovation in Language Learning](#) in Florence, Italy.



Photo: Pixel, Florence with Letizia Cinganotto.

The paper presented at the conference, entitled *“Digital Game-Based Language Learning in 3D Immersive*

Environments: The GUINEVERE Project” by Prof. Michael Thomas *et. al.* has been published in the Conference Proceedings e-book entitled “Innovation in Language Learning”.

The Secret of a Really Good Learning Game

Dr Ahmed Morsy, associate professor at Imam Abdulrahman Bin Faisal University, Saudi Arabia, explains his view on successful game creation in an [interview with Checkpoint eLearning](#). He was also part of a panel discussion at [OEB Conference Berlin](#), a unique cross-sector conference on technology supported learning and training, sharing his ideas on *“How to Design an Engaging Educational Game: Process, Challenges and Best Practices”*.



Photo: C. Schneider with Prof. Robert Strzebkowski, Dr. Maaly Mostafa Nassar, Dr. Ahmed Morsy.

The overarching topic of the panel chaired by Christel Schneider (Senior Research Assistant and Project Manager for the GUINEVERE project at the University of Central Lancashire, UK) was *“Game-Based Learning: Across the Breadth of the Use Spectrum”*. The focus was on the way technology is changing society and how the development of artificial intelligence will have an impact on education.



Prof. Robert Strzebkowski (Beuth University of Technology, Berlin, Germany) discussed AR/VR/Game-based Edutainment Applications and Real-Time Data Visualisation Technologies for Discovery Learning in the Industry and Distance Education. Dr. Maaly Mostafa Nassar (Freie Universität Berlin, Germany) shared the results of her research based on a study to explore the neurocognitive correlates of diagnostic training within a gamified simulation, entitled “Equine Virtual Farm” with some amazing results. We hope to hear more from these panellists in one of our GUINEVERE webinars later this year.

Highlights in January ...

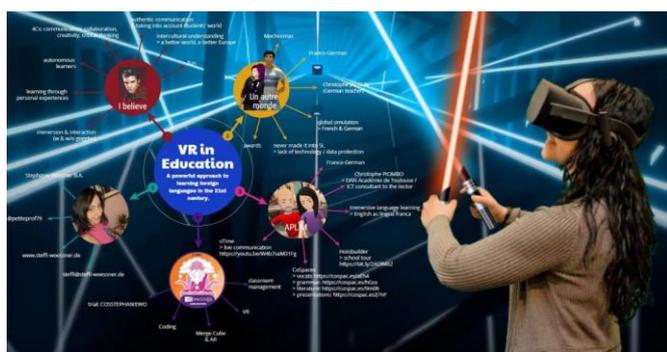


Photo: Stephanie Wössner

This year's first webinar with [Stephanie Woessner](#) who teaches English and French in Germany and is also an ICT in education consultant for the Landesmedienzentrum Baden-Württemberg, was a great success. Stephanie gave some practical insight into *Immersive Language Learning* discussing the advantages of CoSpaces in education. In her hands-on [webinar](#) Stephanie demonstrated how Virtual Reality offers the possibility to open the classroom to the world and to invite the world into the classroom. She provided the opportunity to experience how easy it is to make your own VR content. For more information check the [GUINEVERE website](#).

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Upcoming webinar

We are happy to announce our next webinar on 28th February 2019 being co-hosted by SIG Virtual worlds & Serious Games Eurocall/Calico and the [GUINEVERE project](#). Presenter: Margherita Berti
"You can almost feel like you are in the place presented": Implementing Virtual Reality in the Language Classroom.
 Date: 28 February 2019, Time: 6:00pm GMT
 Venue: <https://connect.uclan.ac.uk/r8xi6screij>

Experiencing an Escape Room at BETT

Carol Rainbow reports from her visit to this [year's BETT Show](#) 22-25 January 2019, EXCEL London, the biggest Educational Technology show in the UK: *"I really enjoyed the experience of an escape room. The exercise was made up of three rooms, the first was three levels of quizzes set in Minecraft, we had to produce 3 sets of 4 digit codes to open a chest to get the key to the next room. The second room had a maze laid out on the floor and two floor robots. One had to be driven and one programmed to push a box outside the maze. The final room was a VR exercise where the leader asked questions and four people wearing the VR headsets had to watch information to find the answers, these four answers gave us the code for the last chest to escape the room! We were joint winners on day one of the show".* If you want to experience what it is like, visit the escape pyramid in GUINEVERE Minecraft. To play it, just type /warp escape.

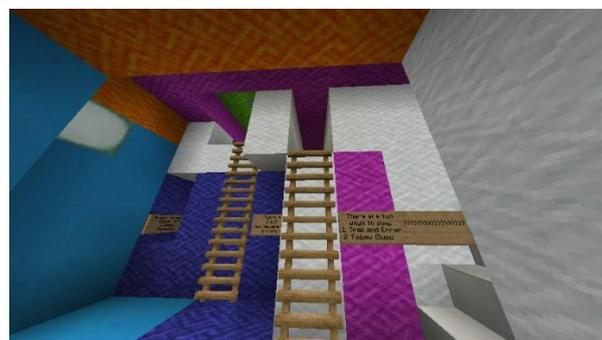


Photo: C. Rainbow