

# SAGSET 09 The 39th Annual Conference of the Society for the Advancement of Games & Simulations in Education & Training

# 'Coaching & Learning Through Games'

## Wednesday 22 - Friday 24 July 2009

Old Broadcasting House, 148 Woodhouse Lane, Leeds, LS2 9EN

Leeds Met hosts this prestigious three-day event which promises to amaze, inspire and entertain through an outstanding programme of:

- Keynote speakers from Gamerholix, Numiko and Virtools
- Workshops, tutorials and paper presentations
- Networking opportunities
- Updates on the very latest research findings
- Sharing of best practice

Learning and teaching through games and simulation has great advantages both for the student, teacher and subject including innovation in design, enhanced student engagement and extension of the learning reach.

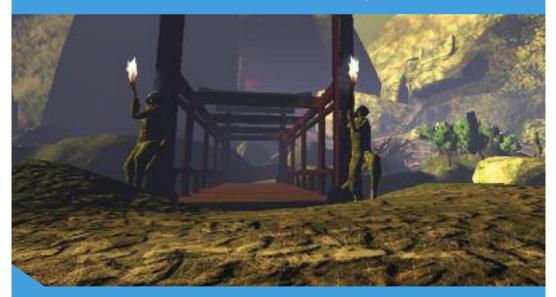
Formed in 1970, SAGSET is a voluntary professional society dedicated to improving the effectiveness and quality of learning through the use of interactive learning, role-play, simulation and gaming in education and training.

Book online at http://www.leedsmet.ac.uk/inn/research SAGSET 2009.htm

For more information email: innevents@leedsmet.ac.uk

www.leedsmet.ac.uk/inn





# **SAGSET 09** The 39th Annual Conference of the Society for the Advancement of Games & Simulations in Education & Training

# 'Coaching & Learning Through Games'

## Wednesday 22 - Friday 24 July 2009

Old Broadcasting House, 148 Woodhouse Lane, Leeds, LS2 9EN

Leeds Met hosts this prestigious three-day event which promises to amaze, inspire and entertain through an outstanding programme of:

- Keynote speakers from Gamerholix, Numiko and Virtools
- Workshops, tutorials and paper presentations
- Networking opportunities
- Updates on the very latest research findings
- Sharing of best practice

Learning and teaching through games and simulation has great advantages both for the student, teacher and subject including innovation in design, enhanced student engagement and extension of the learning reach.

Formed in 1970, SAGSET is a voluntary professional society dedicated to improving the effectiveness and quality of learning through the use of interactive learning, role-play, simulation and gaming in education and training.

Book online at http://www.leedsmet.ac.uk/inn/research SAGSET 2009.htm

For more information email: innevents@leedsmet.ac.uk

# www.leedsmet.ac.uk/inn



# **SAGSET 09 CONFERENCE PROGRAMME**

#### Wednesday 22 July

**Coaching in Education** 

# 09:30 Dean's Welcome & Keynote by Elliot Gay MD, Gamerholix 11:10 Workshops 13:10 Lunch & AGM 14:00 Workshops 16:30 Plenary 17:30 Drinks & Networking

### Thursday 23 July

### Coaching through Games & Simulation in the Arts & Sciences

09:30	Welcome & Keynote by Richard Hilson, Customer Experience Director, Numiko
10:35	Paper Presentations
12:20	Lunch
13:20	Paper Presentations
15:35	Panel & Close of Day
16:00	Close of Conference
18:30	Conference Dinner

## Morning Workshop Choices

- 1. Game Environments for Learning
- 2. Games in the Curriculum of Birmingham University
- 3. From Comics to Games

#### Afternoon Workshop Choices

- 4. Delivering a Learning Idea
- 5. Business Strategy
- 6. 3D Graphics for Games & Simulation

#### Friday 23 July

#### Coaching in the Professions

09:30	Welcome
09:35	Paper Presentations
12:20	Lunch
13:20	Paper Presentations & Voting
15:15	Keynote from Virtools Ltd
16:10	Close of Conference