How to use Video Games and Virtual Reality in Distance Teaching – Join our Webinar October 14th 2020, 16:00-17:30 CEST

In collaboration with Microsoft, RWTH Aachen University, University of St. Gallen and Arizona State University Center for Games and Impact

Teenagers and young adults spend up to two hours per day playing video games. With a predicted growth by 10%, the global games market will generate revenues of over 135 billion Euro in 2020.

Can we transfer gaming elements to the higher educational teaching context?

For years, Virtual Reality (VR) has been predicted as "the next big thing in tech". While VR is already commonly used in gaming and technical areas, virtual meeting and classrooms promise a bright future for VR.

How could the virtual lecture room of the Smart University of the future look like?

Join this webinar and explore the future of gaming in higher education together with our renowned experts:

- **Using Minecraft in distance teaching** – practical examples brought to you by Bron Stuckey (Arizona State University Center for Games and Impact) and Stephen Reid (Senior Customer Engagement Specialist at Microsoft)
- **Engaging students by a Learning App** – valuable insights by Jaqueline Gasser-Beck (University of St. Gallen) and Ralph Forsbach (Zense GmbH)
- **Teaching in Virtual Reality using Avatars** – a visionary application by Heribert Nacken and Frank Piller (both RWTH Aachen University)

Join our third webinar on October 14th 2020 and learn how to effectively incorporate gaming elements into distance teaching. Our team of professionals from academia and industry will share experiences on:

- The **do's and don'ts of gamification** in your classroom;
- The **pros and cons of VR** in higher education; and
- How to integrate **gaming elements and VR** in your **course design**

Register here and keep in the loop!

What participants of our previous webinars said:

- "Thank you for the inspiring workshop!"
- "This was brilliant, thank you."
- "Instructive, thoughtful, wise and funny."
- "Super interesting and helpful!"

Meet the experts:

Jacqueline Gasser-Beck

is the head of the Teaching Innovation Lab at the University of St. Gallen. Together with her team, she supports faculty in developing innovative teaching formats suited to the digital age.

Ralph Forsbach

is COO of Zense GmbH and Co-Founder of Brian. He uses a plethora of methods, such as storytelling, gamification, and digital media, to make his clients, customers, and users understand and engage.

Heribert Nacken

is professor for Engineering Hydrology at the Faculty of Civil Engineering at RWTH Aachen University and since 2012 the rectorate's delegate for "Blended Learning and Exploratory Teaching Space".

Frank Piller

is a professor of management, Head of the Institute for Technology and Innovation Management at RWTH Aachen University and a pioneer in avatar based learning.

Stephen Reid

works for Microsoft Education and is a passionate advocate of both play as a powerful learning mechanism, and technology as a tool for learning.

Bron Stuckey

is a global consultant specialist in game play, gamification, communities of practice and learning communities and a postdoctoral research fellow of the Arizona State University Center for Games & Impact.

The Webinar will be facilitated by **André Martinuzzi**, co-ordinator of the LIVING INNOVATION project and head of the Institute for Managing Sustainability.

Register here and keep in the loop!

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What is next?

In our November webinar, we will have a deeper dive into

Motivation and Engagement in distance teaching and learning.

We are happy to welcome colleagues from **Bocconi School of Management** (Italy), **BML Munjal University** (India) and **University of St. Gallen** (Switzerland).

Save the Date - November 18th 2020 - 16:00-17:30 CET

Register for the LIVING INNOVATION platform and stay tuned for the webinar!