

What everyone needs to know about games

MIL-day about games and gaming

Games are one of the most important cultural expressions of our times.
How good is our knowledge and literacy when it comes to games? As design, teaching tool, media format and cultural expression? How good is our capability to evaluate and examine games and gaming? Welcome to a full day of Media and Information Literacy

Date: Thursday October 31, 2019 Time: 09:00 to 16:00
Place: Gothenburg University Street: Universitetsplatsen 1
City: Gothenburg Room: Torgny Segerstedtsalen

09:00 - 09:30 Coffee and registration

09:30-09:50

Gothenburg University welcomes you - Kristina Lindahl.
Filmpedagogerna - Introduction on MIL, Media and Information Literacy - Fredrik Holmberg.

9:50-11:00

What everyone needs to know about games - Basic game literacy in the light of current debates in society
Jonas Linderöth, Professor of Media Arts, Aesthetics and Narration, **University of Skövde**

11:00-11:20 Short break

11:20-11:50

Serious games and gamification.
Adam Palmqvist, Industry-employed Doctoral Student, **University of Skövde**

11:50-13:00 Lunch

13:00-14:00

When our worries get bigger than the problem - about the importance of a balanced approach to media use among young people.
Ulf Dalquist, head of research, monitoring, and analyst at **Statens Medieråd**.

14:00-14:30

Games in education.
Marica Grudeborn, Special education teacher, MIL-pedagogue, **Kvibergsskolan**.

14:30-14:50 Coffee and fruit

14:50-15:50

E-sports as competition, sports and culture. A conversation about e-sports with gamers.
Torbjörn Svensson, Game researcher - **University of Skövde**
Anna-Sofia Alklind Taylor, Game researcher - **University of Skövde**
Liza Lind, gamer, **Female Legends**

15:50-16:00 Final words

Organizers:

Folkets Bio Filmpedagogerna, University of Skövde och Gothenburg University
In cooperation with Kultur i Väst.

Have any questions?:

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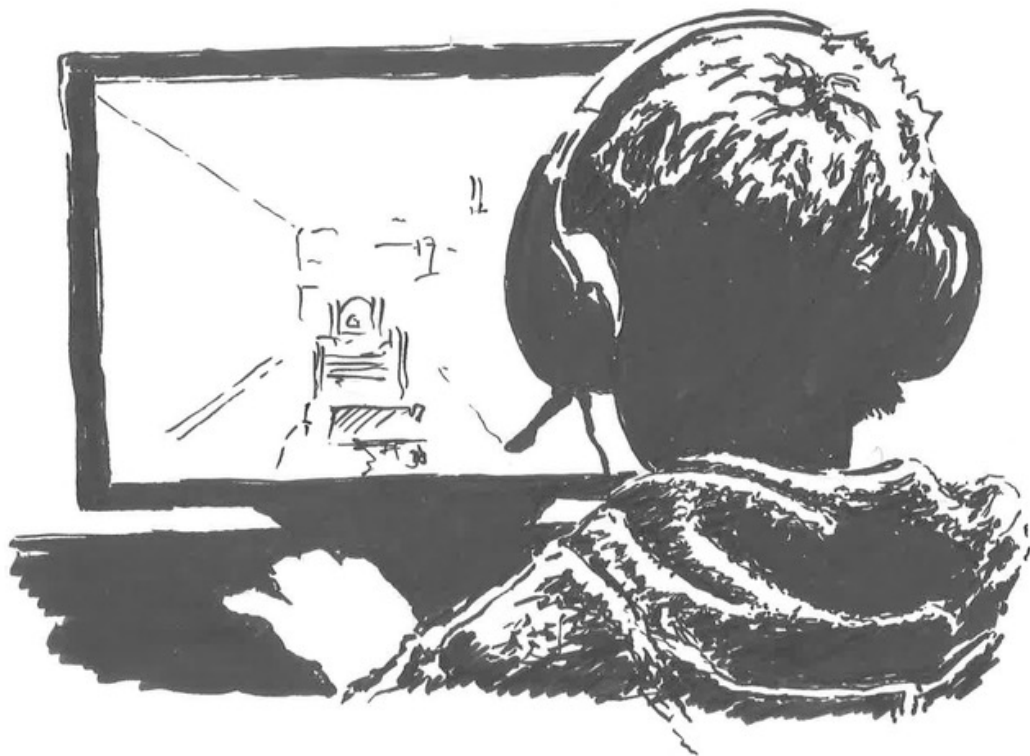


Illustration: Jonas Linderoth

