

# 12<sup>th</sup> Intel Education Summit: Gaming and Education



The programme for the Summit can be viewed [here](#) hashtag #inteledsummit15. The photos are uploaded on the SchoolNet Gallery site <https://goo.gl/vqFSAo> and a video is available from this link <https://summit.intel.co.uk/video.html> Presentations are linked from their titles as they occur in the report but are also available from this link to [all Intel Summit presentations](#).

## Day 1: 1<sup>st</sup> December 2015 – London City Hall – United Kingdom

### Opening Ceremony

The Opening of the [Intel Summit](#) was held at the prestigious [London City Hall](#). [Roz Hudnell](#), Vice President, Corporate Affairs at Intel Corporation and President of the Intel Foundation opened the first day of the Intel Summit on *Gaming and Education*. Roz gave the overview of Intel's long commitment to improving education in over 100 countries. She mentioned that Intel has a holistic approach to education. However she emphasised the economic aspects, focusing on the fact that currently 50% of jobs require technical skills and within a decade this would rise to 77%. Therefore, versatility was going to be key to effective education in the future and it was the all-important role of the teacher to encourage and develop this aptitude. Roz specifically referred to the Maker Movement as well as the future of learning being play-based. Roz announced the 'Next Big Thing in Professional Development', the new Intel ICT online platform for teacher professional development. She referred to it as the Intel Learning Studio; we were to hear more about this innovation from the developers at Arizona State University on Day 2.



Roz mentioned Intel's partnerships with the OECD (Organisation for Economic Co-operation and Development) as well as UNESCO. The OECD's Andreas Schleicher was to speak on gaming in education on Day 2. Roz also mentioned the Intel transforming learning Series as well as Intel's role in connecting policy makers.

The next speaker was Catherine Knivett who represented the Mayor (Boris Johnson) and the Greater London Authority. She spoke of the London schools of excellence as well as an emphasis on girls' education. The vast number of projects that the GLA was involved with was impressive indeed. As part of their Schools of Excellence programme, they had launched the Digital Schoolhouse programme

connecting schools with industry and providing professional development particularly in computing, play-based learning and the creation of apps. The Digital Schoolhouse programme provides teachers with workshops on STEAM subjects – Science, Technology, Engineering Art and Maths. She spoke of the innovative research being conducted at Queen Mary College, London University into the use of robots. This research had captured the public imagination and helped to raise awareness of computer science research for the public and students in schools. Catherine gave a link to the tech map of London - <http://www.techmap.london/> - an amazing resource! This map had made it easy for London to identify which businesses could work with which schools in order to fulfil their plans for nurturing future digital talent.

The remaining speakers at the City Hall opening were from the summit sponsors; so [Acer](#) and [Lenovo](#) representatives were next up and were surprisingly relevant. Who knew that both companies had professional development programmes? It was Sam Morris from Lenovo who mentioned the group Gamification UK and their interesting [analysis of intrinsic motivation](#).

For the Day 1 afternoon, delegates were transported to Canary Wharf. The Summit was very well planned from the point of view of breaks and opportunities for networking; it was called 'shuffle time'



on the programme. The first parallel sessions were hard to choose from – they included our own favourite, [Stuart Ball](#), representing Microsoft, as well as [Tony Gilbert](#) speaking about Galileo (which is Intel's version of Raspberry Pie) [projects in Further Education](#). I opted for Shahneila Saeed's [Playful Computing](#). Shahneila is from UKIE <http://ukie.org.uk/> which stands for UK Interactive Entertainment and is the only trade body for the UK's games and interactive entertainment industry. It is not-for-profit and funded through a range of government and industry initiatives. The workshop aimed to demonstrate how easy it can be to learn through play. So we had play dough and smarties for our first activity. The trick was that only one person was creating while the other had to

provide direction. This illustrated how clear communication of instructions is essential for programming.

There were panel discussions after each set of parallel sessions when delegates could listen to Q and A sessions with each of the previous presenters and thus gather what the other breakaway sessions were about. It was a good strategy although obviously not as good as being there for the actual presentation. This is a photo of the first panel discussion with Stuart answering questions.



Next up was Doğa Schools' Birkan Kiliç from Turkey who made a presentation entitled [Gaming, Maker and new technologies](#). He was followed by the most dynamic presenter of the Summit, Jo Twist. She is the CEO of UKIE and proceeded to show slides that were all relevant to play and games. Her stated mission was to make the UK the world leader in game creation.



Her presentation was amazing but sadly it was not made available from the Summit site.

The theme of the next breakaway session was *Policies for Gaming in Education*. Deidre Hodson from the EU gave a substantial presentation entitled, [Solid Policies to Modernise Education](#) which outlined the valuable educational programmes the EU has initiated over the past two years. Other Parallel sessions were:

- Policies enabling innovation in Education – David Atchoarena, UNESCO and Martina Roth, Intel
- [We're just not doing enough; Working together to meet the digital skills challenge](#) – Charlotte Holloway, TechUK
- [What does it take for 20,000 schools to be good at teaching computing?](#) – Bill Mitchell, British Computer Society

Day 1 concluded with a summation plenary from Danny Arati and then a cocktail event until 8pm.

## Day 2: 2<sup>nd</sup> December 2015 – Level 39 Canary Wharf



Day 2 kicked off with an interesting welcome message from Sir George Iacobescu, who is the Chairman and Chief Executive Officer of Canary Wharf Group. He was followed by a flying visit from Andreas Schleicher from the OECD (Organisation for Economic Cooperation and Development). Andreas delivered a most professional presentation entitled [Gaming in Education](#) – it is well worth clicking on that link to learn about future classrooms – not to mention future society, changing demands

for skills, the race between technology and education<sup>1</sup>, robotics, augmented reality and findings of the *OECD 2015 Education for All* report

The theme for the next parallel workshops was *Pedagogies for Gaming* and I attended the [Intel presentation by Professor Sasha Barab](#), Director of the Centre for Games and Impact at Arizona State University. In the programme, "[Designing Projects for Impact A teacher led journey to unlock the promise of project-based learning](#)" was described as a 'Game-infused Platform to level up teacher engagement'. After a good deal of explanation around the rationale and design of the platform, which links to Intel's [Teachers Engage](#), delegates were given access to use the tool. It was possible to navigate a customised learning pathway by means of answering questions about one's educational needs. Gamification elements had been introduced that were not unlike our ICT4Red and our Learning Gains professional development programmes. As you will see from the presentation slides, there were many aspects of this teacher education platform that had to be considered and some that are still under construction. Professor Barab had to answer a number of questions in the panel discussion. Delegates asked about introducing gamification as well as games in their teaching. There are two videos of him answering these questions on the SchoolNet YouTube Channel. [Here](#) and [Here](#).

Other Parallel sessions were:

- [Education on the edge of gaming: dangers and boundaries of capabilities](#) – Prof [Roman Komarov](#), Moscow University
- [Playing the curriculum: using game mechanics as a motivator](#) – [Pål Luthman](#), Secondary School Teacher, City of Stockholm
- Using GameMaker to develop interactive computer games – [Gerard Duffy, St. Pius X College, Belfast](#) This session was proficiently facilitated by Gerard's learners!

The panel discussion afterwards made me wish that these had not been parallel sessions. Here is a [video of Mark Yorke](#) answering a question about training teachers or allowing students just to use the software.



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<sup>1</sup> Goldin and Katz, *The Race between Technology and Education* (Harvard) 2012



**Sanna Lukander** from Rovio presented in the next plenary session, entitled, ***A Finnish Innovation: Fun Learning in ECD.*** It was clear from Sanna’s handbag accessory that Rovio is the creators of Angry Birds. Sanna is from Finland, the top-performing country in terms of international educational achievement – she called Finland a Super Power in Education. Her presentation explained the philosophy that contributed towards the creation of Angry Birds Playground, an ECD-focused game. They work with the University of Helsinki and a surprising feature of the presentation was the extent of educational theory and planning involved in the development of their software and how ongoing and rigorous their research and development is. Fun and Play are central to their theories of learning. For me, Sanna gave the quote of the Summit when she asked, “Are we aiming to develop happy children who know that they can learn?’ This statement was in stark contrast to the speakers who emphasised economic considerations and educating learners with the sole purpose of contributing to the economy. Intel’s Danny Arati tweeted, ‘Is education to develop a workforce or to develop fully rounded individuals?’



Delegates then had the opportunity to experience Minecraft, hands-on in the next Sandpit session. This was facilitated by Mark Yorke and even though hardware and software preparations had been made perfectly, it still proved to be very taxing on patience: [Minecraft in Education](#)

The closing message of the Summit was given by **Günther Jünger**, Director Corporate Affairs EMEA, and Intel and then it was time to be transported to some of the UKIE Digital Schoolhouse Schools. I went to Highgate Wood School and was most impressed with its relationship with the local primary school. The model involves high school students mentoring primary school students in the creation of robots using the Galileo board. Here below are some of the photos of the visit with more on the [SchoolNet Gallery](#).

