

acmi
Teacher Summit 2022

4 October 2022 Onsite at ACMI Federation Square

9am – 4pm

Keynote Speaker



ARANA SHAPIRO - Managing Director & Chief Learning Officer Games. For Change USA

Arana joined G4C in 2019 and oversees the organisation's day-to-day operations and provides strategic and programmatic support on all learning initiatives. As the former Executive Director of the Institute of Play (IOP), Arana led strategy, development, and operations in addition to major initiatives concerning school design, leadership, and school-based partnerships. She was part of the founding team that opened IOP's flagship project, NYC public school, Quest to Learn, and is co-author of *Quest to Learn: Growing a School for Digital Kids*. She has 20+ years of experience in education and non-profit management as a teacher, educational technologist, curriculum developer, and organizational leader. Arana received an M.A. in Education from Pepperdine University and a Masters of Education in Leadership for Educational Change from Bank Street College of Education.

Choose from 3 Masterclasses

Masterclass 1

***On the Morning You Wake (At the End of the World)* VR Documentary**





XR for Change is an initiative from Games for Change to develop a community of practice to use immersive media to address real-world challenges, create empathy, and drive social change. The initiative seeks to encourage dialogue, foster collaboration between content creators, industry, and cause-based organisations, advance equity and inclusion, and inspire creative use of emerging technologies for social impact. *On the Morning You Wake (to the End of the World)* is a virtual reality documentary that immerses the audience in the first-hand experience of citizens in Hawai'i, who for thirty-eight minutes experienced a false ballistic missile alert, to make clear the fundamental injustice of a world where nuclear weapons exist.

Michaela Ternasky-Holland
Michaela Ternasky-Holland is an Emmy, Webby, and Sheffield Doc/Fest award-winning XR/metaverse storyteller. Recently named as one of the 100 Original Voices of XR, she creates non-fiction and socially impactful stories by using immersive and interactive technology. She focuses on the impact of the projects to move beyond the project itself. When she isn't creating her own original projects, she consults for socially conscious companies and non-profit organizations on creative strategy and impact production. Her work has been featured by TIME, Forbes, The Guardian, Cannes Film Festival, Sundance Film Festival, Tribeca Film Festival, and The New York Public Library.

Masterclass 2

AR Location Based Games - *Eastern Market Murder*





Eastern Market Murder is a unique, augmented reality game you play on your mobile phone at the actual locations where the events happened in Melbourne's laneways. Investigate a shocking true crime from 1899 as you explore crime scenes, question witnesses and collect evidence to outsmart the killer and reclaim justice for the victim's family. This session will showcase the game, the world's first augmented reality true crime game, and its many features. You'll also see how to use it in (or out!) a classroom situation as we unpack one of the "ACMI Game Lessons". These lesson plans, from ACMI's dedicated lesson database, show how to use video games to improve student outcomes. Nothing screams engagement like video games, smartphone AR, murder and history all rolled into one!

Ben Lawless – Secondary Teacher

Ben Lawless is head of Humanities at a P-12 college in Melbourne, Australia. His passions involve creating engaging, interactive learning experiences and developmental assessment. He has created a number of international political simulation games putting students in the role of world leaders to solve various political, environmental and social challenges. He has presented widely on the topics of developmental learning, assessment, well-written rubrics, and using assessment data to target teaching. He has won a number of awards, including Hume's Graduate Teacher of the Year and being a finalist for ResourceSmart teacher of the year. He provides professional development on assessment and develops unique games.

Emma Ramsay – *Eastern Market Murder* AR game developer

Emma Ramsay is the Co-Founder of 10Tickles Animation & Design and indie games studio True Crime Games. She is the writer and producer of a series of augmented reality games, based on true historical crimes. These games have won or been a finalist in a host of awards across games, history, mixed reality, accessibility, non-fiction storytelling and knowledge & innovation. Emma is passionate about telling historical stories, using the latest technology, in an accessible, intriguing and interactive way.

Masterclass 3

#3 STEAM games in Primary Classrooms



Join Megan several and lesson Megan will hands-on practical *InBento* and titles Megan lesson plans teacher- Game



and Garry as they discuss classroom-ready ideas plans the classroom. illustrate how to get with games through activities and the games *Contraption Maker*; two has produced detailed for as part of ACMI's community supported Lessons program. Garry meanwhile will showcase one of ACMI Education's programs, where students turn themselves into videogame characters, and explore level design using the easy-to-use GameFroot online game development tool.

Megan Pusey

Megan is a STEM educator and UX Designer who is passionate about video games and game-based learning. She has just finished a PhD investigating how puzzle video games can help improve resilience. As a teacher Megan used video games such as Minecraft, Universe Sandbox and Portal 2 to teach science. She has written game-based learning resources for ACMI and Microsoft. Megan has worked in STEM education around the world for places like Questacon and is now working in the tech industry. She enjoys playing video games and making costumes in her spare time.

Garry Westmore

Garry Westmore is a Producer of School Programs at ACMI and a former Secondary teacher of English and Literature. He has studied Screenwriting at RMIT and was selected for Film Victoria's intensive screenwriting Feature Lab in 2016. Garry has a keen interest in storytelling and narrative forms across film, television, novels, and videogames. He is an avid gamer and has produced various student programs and resources at ACMI that focus on videogames narrative, industry, design and development.

Primary Stream

Mini Melbourne - amazing prebuilt learning platform in Minecraft

Mini Melbourne is 600,000 square metres of Melbourne's city centre, also featuring the underground major Metro Tunnel project, all recreated in Minecraft. It is a joint Education department and the Melbourne Metro Project purpose built to motivate learning and innovation in and out of the classroom. In this session you'll be inspired use the amazing Mini Melbourne in Minecraft Education Edition and share great ideas on how to use this resource in the classroom.

Ingrid Noack

Ingrid is the Digital Learning Leading Teacher at Watsonia Primary School. With 15 years teaching experience, Ingrid's passion is experimenting with new digital classroom initiatives and learning alongside her students. Ingrid embraces digital technology in the classroom, including video games and eSports to drive engagement, teamwork and creativity. Ingrid is a Microsoft Innovative Educator Expert and Minecraft mentor.

Easy game-based learning

Noly will show how video games provide a springboard for integrating Media Arts across the Victorian Curriculum, and how video games can provide transformative educational experiences under the lens of differentiation and student engagement. In this presentation, participants will play the indie-comedy hit game *Untitled Goose Game* by Melbourne-based studio, House House, and have a chance to see how easy game-based learning can be implemented into classroom practise."

Noly Noble

Noly Noble is a Primary Educator and Team Leader at a school nestled in the multicultural hub of St Albans. He has taught both as a Classroom and Specialist teacher, honing his passion for curriculum integration through the lenses of Media Arts, Drama, Languages, The Stephanie Alexander Kitchen Garden Program and STEM. Noly is a competitive gamer, over the years entering numerous game tournaments. Remote learning provided an exciting opportunity for him to introduce videogame play to the online classroom to reengage students to literacy. Noly then used the opportunity to procure a transportable videogame kit which is now a whole school shared resource, and he is now integrating videogames to his LOTE classroom. He is an invited member of the ACMI's Teacher Advisory Group, a network of expert teachers advising on the development, delivery, and evaluation of ACMI's school programs and Teacher Professional Development sessions."

Videogame adaptations

In this session, Bridget and April explore the overlapping and intertextual nature of videogame content across screen platforms to support the development of primary students' digital literacy. Using contemporary character development and story building pre-production processes we explore how teachers can use Australian children's television programs as inspiration when developing videogame storylines and characters with primary students.

Bridget Hanna, ACTF Creative Learning Manager

Bridget is an enthusiastic creative arts producer, artist, author and educator who is passionate about creating inspiring digital learning experiences for all learners. She has extensive experience working in the museum and creative arts sector where she champions audience-driven experience design. Bridget believes collaboration is at the centre of all creative screen processes and strives to create meaningful multi-platform engagement opportunities that encourage learners to open the connection between their hands, head and heart.

April Phillips, ACTF First Nations Learning Designer

April is Wiradjuri-Scottish educator, researcher, digital artist and audience specialist with ancestry to the Galari people of regional NSW. She is passionate about fun and innovative approaches to learning such as multi-modal resources, and live virtual delivery. April has worked for peak arts and cultural institutions, and organisations with a focus on engagement and fun in the classroom

Secondary Stream

Lifting the Toy Box Lid: How games, game engines, and esports are transforming education

Join internationally renowned game developer and educator Lynne Telfer to explore how Wyndham Tech School is transforming education using games, game engines and esports. This session demonstrates how to incorporate the videogame Florence into the classroom at a variety of year levels and subjects. Whether you wish to teach Florence for a full learning sequence, or a weeklong lesson, this seminar will equip you with accessible lessons you can use tomorrow regardless of experience with video games!

Lynne Telfer

Lynne Telfer is an internationally renowned game developer and educator who works with Wyndham Tech School to inspire and excite students as they undertake STEM programs, interact with advanced technologies and experience new career opportunities. As Facilitator and Curriculum Coordinator, Lynne is dedicated to enhancing engagement and learning of students using video games and creating curriculum and units of work using the concepts of game based learning to learn using 21st-C education with design thinking to engage our students through the demands of the future workplaces. Lynne has ran practical workshops, presentations and online challenges based on game-based learning in the classroom in a number of conventions including Games for Change, Minefaire, Digicon, ACCE2020, Sharjah Reading Festival in the UAE and the Fatih Etz.

Teaching with RPG Maker

Want to harness the awesomeness of video games into your classroom? Depressed by the lack of any real educational games out there? Make your own! In this session award winning author, educator and game designer Ben Lawless will showcase this extremely easy to learn game making engine. He will demonstrate the Year 7 History learning game he has created “TimeScape: Ancient Greece.”

Ben Lawless

Ben Lawless is head of Humanities at a P-12 college in Melbourne, Australia. His passions involve creating engaging, interactive learning experiences and developmental assessment. He has created a number of international political simulation games putting students in the role of world leaders to solve various political, environmental and social challenges. He has presented widely on the topics of developmental learning, assessment, well-written rubrics, and using assessment data to target teaching. He has won a number of awards, including Hume’s Graduate Teacher of the Year and being a finalist for ResourceSmart teacher of the year. He provides professional development on assessment, and develops unique games.

Using the Melbourne made game *Florence* across Media and Drama

This session demonstrates how to incorporate the videogame Florence into the classroom at a variety of year levels and subjects. Whether you wish to teach Florence for a full learning sequence, or a weeklong lesson, this seminar will equip you with accessible lessons you can use tomorrow regardless of experience with video games!

Brett Jenkins

Brett Jenkins is an experienced Media and Drama teacher at Upper Yarra Secondary College with a passion for engaging students through innovative and contemporary lessons. He is a member of the education committee with the Australian Teachers of Media (ATOM) and has presented a variety of professional learning seminars for teachers and students.

Plenary Playtime!

Mario Kart Relay – Games, communication, collaboration and teamwork

It's important to also celebrate the importance of unstructured play in building a sense of community and belonging in our schools and in our professional learning networks. To finish the day, we will be hosting a team-based Mario Kart tournament where players of all levels of experience can play together, connect with their fellow attendees and hopefully develop new professional relationships. Players will be supported to form teams of three in a relay-style race that emphasises fun and collaboration.

Dr Matt Harrison



Dr. Matthew Harrison is an experienced teacher, researcher and digital creator with a keen passion for utilising technology to enhance social capacity building, belonging and inclusion in education. He has taught in Australia, South Korea and the United Kingdom at primary, secondary and tertiary levels. Matthew research explores how cooperative video games can be used as spaces for developing social capabilities for students with disabilities and neurological differences. Building from this innovative research he co-founded the social enterprise Next Level Collaboration, an inclusive community for neurodivergent children that uses cooperative video games to build confidence and social capabilities.

Stay and join the

Networking Drinks

