

Games, Learning & Society Conference 2005: Call for Papers
June 23-24, 2005 . Madison WI
www.glsconference.com

Recent research has begun to elucidate the key principles of learning that well-designed games can and do embody. At the same time, the broader social significance of gaming culture has become a topic for scholarship across a diversity of fields. Games and simulations do not only reveal new worlds in the virtual realm, they also inspire new worldviews in the physical one. A vast range of videogames and game-related literature has found its way into curriculum, business, entertainment, and government across the country. Millions of people play, both for work and for recreation – and they participate in ongoing economic and social change as a result. As interest in videogames intensifies and the number of events dedicated to their discussion increases, it is crucial that issues of learning and the social role of games do not get lost in the equally worthy cause of industry building.

The Games, Learning & Society Conference to be held June 23-24, 2005 in Madison, Wisconsin will explore such issues. Sponsored by the University of Wisconsin-Madison and the Academic ADL Co-Lab, the GLS Conference will foster substantive discussion and collaboration among academics, designers, and educators interested in how videogames – commercial games and others – can enhance learning, culture, and education. Speakers, discussion groups, interactive workshops, and exhibits will focus on game design, game culture, and games' potential for learning and society more broadly. This two-day conference will be held at Frank Lloyd Wright's Monona Terrace overlooking downtown Madison's beautiful Lake Monona. Conference highlights include a two-day exhibit hall featuring poster presentations and interactive demos of games; a special track of selected, hands-on sessions designed specifically by and for practicing teachers (continuing education credit may be available); and an outdoor dinner party at historic Quivey's Grove. Participants currently include John Seely Brown, Edward Castronova, Doug Church, James Paul Gee, Henry Jenkins, Jesper Juul, Jay Lemke, and Kurt Squire.

We invite submission of proposals on issues, topics and questions related to conference themes. Session formats include:

- **Interactive Workshop:** An interactive workshop lasting 45 minutes or 90 minutes (please specify your preference), the structure of which is entirely up to the discretion of the proposer. We encourage innovative session formats that allow participant involvement, discussion, and collaboration. In your 500-word proposal, please describe your session format in detail. We especially seek hands-on, interactive workshops for practicing educators that focus on the use of and/or implications of games in classrooms. Please specify the content and format of the session you propose.
- **Interactive Exhibit:** This signature session format of the conference provides game researchers, designers, and players a means for displaying their work with games. We are especially seeking exhibits that include (1) a poster presentation briefly explaining the content and context of the research, implementation, and/or design work being presented and (2) an interactive demo of the game project itself. These exhibits will be available throughout the day, with special focus given during afternoon lunches and an evening happy hour (when authors

will be present to discuss their work with attendees). Please include in your 500-word proposal any technical equipment you will need, as resources are limited.

- **Symposium:** A group of three 20-minute papers, proposed by the symposium leader and organized around a central theme, to be presented in a one-hour session (20 minutes per paper, as above), with 30 minutes remaining for discussion (90 minutes total). Please submit both a 500-word overview of the full session, indicating who your discussant will be, and a 350-word abstract from each presenter.
- **Individual Presentation:** Independent 20-minute presentation format. Three papers will be grouped by conference organizers for presentation together in one session, with 30 minutes remaining for discussion (90 minutes total). We especially welcome presentations that maintain a high level of engagement and interaction among participants. For this format, please submit a 500-word abstract of your individual presentation.
- **Round Table Discussion:** A session format allowing informal discussion among smaller groups. An individual at each table functions as discussion facilitator on a given, proposed topic (please specify) on which they have some form of expertise. Conference attendees will circulate freely among tables during the 90 minute session. In your 500-word proposal abstract, please include a statement of interest and a brief bio (200 words or less).
- **Debate:** A 45-minute, moderated debate between two participants on a key issue related to conference themes. In your proposal, please provide: (1) a 500-word overview of the session, including an argument as to why the chosen debate topic is important and relevant, and (2) the names and bios (200 words maximum) of each individual participant (both debaters and the moderator).
- **Discussant:** Discussion facilitators for individual paper presentation sessions (described above). Discussants promote interaction among the authors and audience by guiding discussion of the issues the presentations collectively raise. Please submit a 250-word statement of interest and a brief bio (200 words or less).
- **Propose a format:** Generally, we are looking for engaging, interactive sessions that allow substantive conversation across disciplinary and professional boundaries. If you have another session format that you feel might better serve this goal, please do describe your idea as part of your 500-word proposal. Please keep in mind the 45-minute or 90-minute scheduling format.

Submission Instructions:

Specific directions for session formats are described above. All proposal abstracts (500 words maximum, excluding references) should be formatted using the document template available on the website <www.glsconference.com> and submitted as a .doc attachment to submissions@glscconference.org no later than midnight (CST) on **March 14, 2005**. Please include the name, title, affiliation, telephone number and e-mail address of the presenter(s) and the type of proposed session (see above descriptions). Authors will be notified of acceptance by **March 28, 2005**. Given this tight schedule, we encourage early submission of proposal abstracts. All accepted abstracts will be included in the online program. In addition, selected sessions may also be invited for

later expansion and publication in book chapter or journal article form (to be announced at a later date).

Authors whose proposals are accepted for the conference must register before the early registration deadline of **May 1, 2005**. Registration is limited to two hundred participants and is on a first-come, first-served basis. Please do register early.