

**I Workshop on:
Electronic Games and Learning Processes:
Experiences and Prototypes.**

27 November 2009

Sala del palazzo degli Uffici dell'Università di Napoli "Federico II",
Via Giulio Cesare Cortese n. 29, Naples, Italy

Organized by:

*Laboratorio per lo studio dei processi cognitivi naturali e artificiali,
Università degli Studi di Napoli "Federico II"*
www.nac.unina.it

*Dottorato di ricerca in Scienze Psicologiche e Pedagogiche,
Università degli Studi di Napoli "Federico II"*
www.psy.unina.it

*Laboratorio di Robotica Autonoma e Vita Artificiale,
Istituto di Scienze e Tecnologie della Cognizione, Consiglio Nazionale delle Ricerche, Roma*
<http://laral.istc.cnr.it>

Video games, robots, software and hardware embedded systems can be used to support learning processes in various areas (school, training, cognitive rehabilitation, edutainment). The *Natural and Artificial Cognition Laboratory* of the University of Naples "Federico II" and the *Laboratory of Autonomous Robotics and Artificial Life* of the Institute of Cognitive Sciences and Technologies, CNR of Rome promote a series of workshops dedicated to the critical analysis of experiences of research, prototypes and ideas in the field of learning technologies.

The first workshop is organized within the event of scientific divulgation Futuro Remoto 2009 (www.futuroremoto.it).

In the morning session of the workshop, will present the final results of EUTOPIA-MT, an European Project of Research funded by the "Long Life Learning Programme - Leonardo Da Vinci".

In the afternoon, the researchers of the NAC (Natural and Artificial Cognition Laboratory, University of Naples "Federico II") and LARAL (Laboratory of Autonomous Robotics and Artificial Life, Institute of Cognitive Sciences and Technologies, CNR Rome) show some prototypes of "electronic games" they made and applied in contexts of corporate training, scientific divulgation and school.

Program
Morning Session from 10:00 – 13:00

Final Conference of the EUTOPIA-MT Project
(<http://www.lanas.unina.it/eutopia>)

10:00 -10:20

Introduction of the I Workshop.

Prof. Orazio Miglino

Natural and Artificial Cognition Laboratory, University of Naples “Federico II”

10:20 -10:40

The Project EUTOPIA-MT.

Alessandra Delli Veneri

Natural and Artificial Cognition Laboratory, University of Naples “Federico II”

10:40 -11:00

EUTOPIA: the platform of online role playing games used in Eutopia-MT.

Andrea Di Ferdinando

Natural and Artificial Cognition Laboratory, University of Naples “Federico II”

11:00 - 11:30 Break

11:30 -11:50

Cyprot scenario: The Future of the Akamas Peninsula – To Develop or to Conserve?

Youly Taki, David Officer

Index - Research and Dialogue, Nicosia - Cyprus

11:50 - 12:10

Northern Irish scenario: Young people on the Interface.

Neil Jarman, Ulf Hansson

Institute for Conflict Research (ICR), Belfast - Northern Ireland

12:10 -12:30

Italian scenario: A micro social urban conflict.

Vincenzo Pala, Davide Berruti

Passaggi, Naples - Italy

12:30 -13:00

Achievements and future directions.

Barbara Benincasa, Richard Walker

University of Naples “Federico II”, XiWrite s.r.l

Afternoon Session from 14:30 – 17:00

Presentation of prototypes.

14:30 -15:00

Dread-Ed. Make decisions in emergency situations.

A serious game to learn soft skills in emergency management.

www.dread-ed.eu

Maria Luisa Nigrelli

Natural and Artificial Cognition Laboratory, University of Naples “Federico II”

15:00 - 15:30

Palma. Dialogue and argue with an "artificial" coworker.

A serious game to learn managerial skills with an artificial bot.

Roberto Vardisio

Entropy Knowledge Network

15:30 -16:00

BestBot. Learning evolution with robots.

A game in which the evolution is the key to becoming the “best bot”

Massimiliano Schembri

Laboratory of Autonomous Robotics and Artificial Life ISTC - CNR, Rome

16:00 - 16:30

WandBot

How to “lord it over” a robot!

Angelo Rega

Natural and Artificial Cognition Laboratory, University of Naples “Federico II”

16:30 – 17:00

Sinapsi. A platform for the desing and development a Psychological Role Playing Games.

Improving the quality of continuing professional education through online role plyaing games.

Alberto Venditti

Laboratory of Autonomous Robotics and Artificial Life ISTC - CNR, Rome