

ISAGA2009 – People, technology, learning, games

Rens Kortmann
25 August 2009

“We learn to game and game to learn”. In between gaming and learning are people and technology. These four ingredients were seamlessly blended by the National University of Singapore (NUS) and Nanyang Technological University (NTU) at the 40th ISAGA conference last summer in Singapore.



The programme featured key note talks by, amongst others, Gert Jan Hofstede on cultural aspects of games and Daniel Druckman on how designing a game can teach you more than playing a game. The parallel tracks discussed topics such as ‘EduLearn’, ‘Game Design’, ‘Public Policy making and Politics’, ‘Virtual communities’, and ‘Healthcare’. The afternoons were devoted to interactive sessions, organised by conference attendants, with lots of game play (Colonisation of S-E Asia; Foreign language education; etc) and workshops on game design, facilitation, and other topics. On Wednesday, participants could choose from a range of social activities, among which were visits to several Singapore museums or the Boeing Simulation Centre where pilots are trained to fly several types of Boeing or Airbus aircraft.

It’s been an enriching experience, both for the brain and for the stomach!

More details and pointers to the programme can be found at <http://www.isaga2009.ssagsg.org/index.html> The conference proceedings CD was published under ISBN 978-981-08-3769-3