



O'É Gaillimh
NUI Galway

Blackstone LaunchPad

NUI Galway
THURSDAY 26th
OCTOBER 2017

INNOVATION AT PLAY...

9:00 Breakfast and Registration

10:00 Opening Remarks

Dr James J. Browne

Keynote Speakers

Brenda Romero, Game Designer, Writer, Course Director, CSIS, University of Limerick

Brenda Romero is an award-winning game designer, artist and Fulbright scholar who entered the video game industry in 1981. As a designer, she has contributed to many seminal titles, including the Wizardry and Jagged Alliance series and titles in the Ghost Recon and Dungeons & Dragons franchises. Away from the machine, her analog series of six games, The Mechanic is the Message, has drawn national and international acclaim, particularly Train and Síochán Leat (The Irish Game) which is presently housed in the National Museum of Play. In 2017, she was awarded the Development Legend award at the Develop conference in the UK. In 2015, she won the coveted Ambassador's Award at the Game Developers Choice Awards. In 2014, she received a Fulbright award to study Ireland's game industry, academic and government policies. Romero co-owns Romero Games.

Dr Iain MacClaren, Director, Centre for excellence in Learning and Teaching

Iain is a graduate of the University of Edinburgh (BSc, Astrophysics) and Durham (PhD, Cosmology) and has worked at several universities in Scotland, England and Ireland, researching and lecturing in physics, computing, multimedia, and education. He is the Director of NUI Galway's Centre for Excellence in Learning & Teaching, which he established in 2002 and is passionate about learning and the value of creative approaches to the challenges we all face when learning new and sometimes difficult concepts, skills, and ideas.

11.00 Hands-on, Minds-on Workshops (choose one)

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“
A one day experiential symposium which
focuses on learning how to let your
imagination guide your creativity”

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Hands-on, Minds-on Workshops

Creativity Through Mask Making

This workshop offers a facilitated experience using mask making as a tool for reflection on the process of the person as inventor and innovator of self. The workshop uses creativity to explore and critically discuss the challenges and learning issues that arise in the life/work environment. Participants will have the opportunity to make a mask, be involved in understanding the process of this therapeutic creative approach and discuss the output.

Innovation Through Lego Play

A hands-on workshop in Lego play to enhance your innovation in communication, creativity and building shared mental models. "Our Lego Serious Play experiences at NUI Galway resulted in increased creativity in terms of our approach to design, it also facilitated the advancement of our new product design process" (Tom O'Donnell, Vice President, R&D, Advanced Engineering & Technologies Europe, Merit Medical).

Story Telling Through Sound

During this workshop, participants will use various ordinary, everyday items to create a myriad of sounds to imbue story with a richer, more coherent narrative; so much so, that words are no longer necessary to tell the story. As part of this workshop we shall explore how once differing sounds are placed together, the mind can perceive them to infer different meanings. For example a piece of cellophane can be used to make the sound of ice creaking, the flames of a fire, or the sound of a bone about to be broken. A lot of the techniques demonstrated are used by foley artists around the world in the sound design for the film, game design and radio drama industries.

Innovation through Performance: a Practice-based workshop

This workshop explores how participants can use theatre skills to inspire and foster creativity in themselves and the people they work with. We will consider how play, improvisation, and other rehearsal techniques have applications in the worlds of education, business and beyond. No acting skills or experience are needed.

13.00 LUNCH & ENTERTAINMENT

14.00 **Ada.Ada.Ada**

Ada Lovelace wrote the world's first complex algorithm in 1843 and then was written out of history. In the performance, Ada.Ada.Ada, Lovelace tells her story using an LED dress which she operates – live on stage – using her wearable tech satin glove. Ada.Ada.Ada exists to help people, especially girls and women, engage with technology and stem as a career.

15.30 **Fireside Chat**

Dr Iain MacClaren, Director, Centre for excellence in Learning and Teaching.

Zoe Philpott, Writer, Director, Designer, Ada.Ada.Ada.

Brenda Romero, Game Designer, Writer and Course Director, CSIS, University of Limerick

16.30 **END**