

2012 Games+Learning+Society Educators Symposium

Call For Proposal (CFP): Workshops

The fourth annual GLS Educators Symposium will be held on Tuesday, June 12, 2012 at the University of Madison-Wisconsin's Memorial Union. GLSES celebrates and deepens educators' use of games in various educational settings, fosters collaboration among teachers, designers, researchers and others throughout the elementary to higher education continuum; sets an exciting tone for the annual GLS conference, and provides a forum for educators to network and participate in professional development.

Workshop (Peer-reviewed)

GLSES seeks interactive, two-hour long workshop in a single session, during which facilitators engage the audience directly; they are highly participatory and creative, featuring a variety of hands-on activities and include discussion and debriefing following the activity. Previous GLSES workshop topics have featured rapid game prototyping, mobile game development, early literacy learning, civic engagement and gaming, and digital storytelling and media.

Submission

When you are ready to submit a workshop proposal please visit the GLS secure submission site: <https://precisionconference.com/~gls/>

Submissions for GLSES workshops are due by 11:59 P.M. Thursday, March 15, 2012.

Workshop Proposal Guidelines

Please include the following in all workshop proposals:

- Workshop Title
- Workshop facilitator name(s)/number of facilitator(s)
- 500 words maximum description
- Overview of workshop procedures and format
- List of learning objectives
- Description of special requirements for technical needs
- Description of possible dissemination of tools used in workshop
- Description of the target audience
- Range of number of participants required

Additional Information

Workshops that outwardly promote a specific program or commercial product will not be accepted.

Please send questions and inquiries to
GLSES Chair Remi Holden at remi.holden@gmail.com.