

INTERNATIONAL WORKSHOP PROGRAM / WEEK 6th-10th May 2019, Florence, Italy

	Monday 6 May DESIGN CAMPUS - Calenzano (Classroom 3)	Tuesday 7 May S.TERESA - FLORENCE (Aule Seminari)	Wednesday 8 May S.TERESA - FLORENCE (Aule Seminari)	Thursday 9 May S.TERESA - FLORENCE (Aule Seminari)	Friday 10 May S.TERESA - FLORENCE
8.30 9.30	Florence - Calenzano Transfer				CONFERENCE
9.30 10.45	START WS UNIFI Welcome Speech ITU Presentation Pudcad Project Ozge Cordan, PUDCAD project Coordinator UNIFI Presentation Unifi/LED Franscesca Tosi BAU/UNIFI Program and Schedule	LECTURE BAU Storytelling in Games, <i>Barbaros Bostan</i> BAU Level Design in Games, <i>Çetin Tüker & Ege Kumralı</i> POLIMI Game Scenarios <i>Michela Rossi</i>	LECTURE BAU Fundamentals of Game Design <i>Güven Çatak</i> BAU Game Mechanics <i>Bertuğ Benim</i>	LECTURE ITU How UX enhances the design students' learning experience <i>Elif Oksuz</i> BAU New Techs in Game Design <i>Kutsal Mustafaoglu & Ecehan Akan</i>	E3_Universal Design Practice Conference III Design and Ergonomics DESIGN FOR INCLUSIVE LEARNING EXPERIENCE
10.45 11.00	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	First session DESIGN FOR INCLUSION
11.00 13.00	WK SESSION Icebreaker Game	LECTURE BAU Game Jam 101	LECTURE BAU Fast Prototyping	WK SESSION Combo Jam	Second session GAME AND GAMIFICATION EXPERIENCE
	LECTURE BAU Games for Change UNIFI Universal Design Principles	WK SESSION System Design Jam	WK SESSION System Design Jam		
13.00 14.00	LUNCH TIME	LUNCH TIME	LUNCH TIME	LUNCH TIME	12.30 13.30 WORKSHOP RESULTS Presentation
14.00 15.00	LECTURE BAU PUDCAD Game Design Process (<i>Çetin Tüker, Güven Çatak</i>)	LECTURE GUEST - ATISB "Alice's House": A Residence Designed for the Autonomy of People with Disabilities	WK SESSION System Design Jam	WK SESSION Combo Jam	E3_Universal Design Practice Conference III Design and Ergonomics DESIGN FOR INCLUSIVE LEARNING EXPERIENCE
15.00 15.10	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	COFFEE BREAK	Third session DESIGN FOR LEARNING
15.15 16.30	WK SESSION Forming Groups for the Jam	WK SESSION Story Design Jam	WK SESSION System Design Jam	WK SESSION Combo Jam	
16.30 19.30		WK SESSION Story Design Jam ending with Presentations & Discussion	WK SESSION System Design Jam ending with Presentations & Discussion	WK SESSION Preparations for the Conference	

Practicing Universal Design Principles in Design Education through a CAD-Based Gam

[PudCad]