

EduTalks@Council of Europe – Video game culture for teachers

Friday, 8 October 2021 17.00 - 19.00 CET

Programme

17.00 Opening remarks

Michael REMMERT, Head of the Education Policy Division, Council of Europe (tbc)

17.05 Introducing the guide *Video game culture – A map for teachers and parents*

Alessandro SORIANI, Author and Council of Europe Expert

17.20 [The Games in Schools 2019](#) “Exploring the opportunities and challenges offered by integrating games into teaching and learning”

Viola PINZI, Project Manager, [European Schoolnet](#)

Daniela HAU, Secondary School Teacher, Luxembourg

17.40 Q&A

17.45 Insight into educational experiences of videogames in schools: video game open archive of the City of Bologna

Andrea DRESSENO, Curator of the video game archive of the City of Bologna

18.05 Q&A

18.10 [Mostascene – Urban Histories Reloaded](#): exploring the city through a digital game

Stefano CASELLI, Collaborator, Italian Videogame Programme ([IVIPRO](#))

18.30 Q&A

18.35 Panel discussion

19.00 End of the event