

Serious Gaming Open Learning Lab 2011

The Serious Gaming Open Learning Lab is an online laboratory.

The registration is open to all interested students without any fees. All activities and materials will be available online *from 1st March to 1st May 2011*.

The **Lab** aims at supporting participants in improving their knowledge and competencies in Serious Games through theoretical and experiential sessions.

Some on line practical support sessions will be organized through 

Students will be required to attend experiential and practical exercises. The Lab will also support participants for the **2nd Best Learning Game Competition**



Serious Games are software applications following a game like design that are intended to be used for learning. Although serious games can be entertaining, their main purpose is to train, investigate, or advertise in several fields like education, health care, emergency management, defense, engineering, politics, etc.

LUDUS (www.ludus-project.eu) is an international project that involves 6 different countries from the European Union. LUDUS project's aim is the creation of a European network for the transfer of knowledge and dissemination of best practices in the innovative field of Serious Games.

To register to the lab and get more information:

send an email to: antonio.ascolese1@unimib.it
by 25th February 2011

Add our  account: *luduscompetition*

For info:

<http://www.cescom.info/>
<http://www.serious-gaming.info/>



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