

International Seminar: Learning Music Through Play in Out-of-School Contexts

April 13 to 15, 2019

Organizers: Université des jeux(nes) musiciens

Saturday, 13 April 2019 THEME: THE PLAYER (LEARNER)				
8:00 – 8:40	Welcoming of the delegates Hall of Salle Henri-Gagnon, room 3155			
8:40 – 9:00	Opening seminar, Salle Henri-Gagnon, room 3155			
Keynote and Spoken Paper Sessions, Salle Henri-Gagnon, room 3315				
9:00 – 10:00	Keynote Speaker: Dr. Jennifer Zosh , USA, Penn State University, researcher for LEGO Foundation <i>Playful learning: A powerful pedagogical approach supporting holistic development</i>			
10:00 – 10:30	Dr. Margarida Romero^{1*} , France, Laboratoire d'Innovation et Numérique pour l'Éducation, Nice Sophia Antipolis University <i>Learning through playing for or against each other? Promoting collaborative learning in digital game-based learning</i>			
10:30 - 10:45	Coffee Break, Hall of Salle Henri-Gagnon, room 3155			
10:45 – 11:15	Dr. Ann Clements[*] , USA, Center for Pedagogy in Arts and Design, Penn State University <i>What do we know regarding learning music through play?</i>			
11:15 – 11:45	Dr. Kari K. Veblen[*] , Canada, University of Western Ontario <i>Online Children's Musical Play: Implications of Convergence</i>			
11:45 - 12:30	Lunchtime, Café Labyrinthe (1735)			
Play Sessions				
12 :30 – 13 :15	Yuval Adler Canada, McGill University, CIRMMT, <i>Pitch Dark – an Ear Training Game</i> Room: 3172	Julie Ferland-Gagnon Canada, Laval University <i>Playful and inclusive group activity for multilevel young string players to improve their playing skills and motivation to learn music</i> Room: 3170	Mirka da Pieva Brazil, Mirka&PianoStudio <i>A fun and engaging approach to learn note reading and note sequence</i> Room: 3174	Néstor Nápoles López & Ichiro Fujinaga Canada, CIRMMT, McGill University <i>Dandelot – Reading Music Game Activity</i> Room: 3271
Workshop Sessions				
13 :30 – 14 :45	Dr. Andrea Creech[*], Keven Larouche, Angelina Lynne, David Fortier , Canada, Laval University <i>Intergenerational music learning through play with creative digital technologies</i> Room : 4835 (LaRFADI) (4 to 24 people)		Michiko Yurko , USA, Music Mind Games <i>Music Mind Games: Creating Music Literacy With Games</i> Room : 4779 (4 to 50 people)	
Coffee Break, Hall of Salle Henri-Gagnon, room 3155				

^{1*} Researcher related to Université des jeux(nes) musiciens

<p>15 :15 – 16 :30</p>	<p>Astrid Marin* (PhD Student) & Dr. Jean-Philippe Després*, Canada, Laval University <i>Co-creating music learning games. How do I start?</i> Room : 4835 (LaRFADI) (8 to 36 people)</p>	<p>Dr. Hélène Boucher*, Canada, McGill University <i>Play as the pillar of the young child's musical experiences</i> Room : 4779 (6 to 50 people)</p>
<p>17 :00 – 17 :45</p>	<p>Roundtables, Salle Henri-Gagnon, room 3155 Create an International Network on Learning Music Through Out-of-School Context: A New Online Platform <i>What are the needs of the users (young musicians, music teachers, researchers, game designers, etc.) to valorize and integrate playful games in music learning context? What does this new online platform have to offer to meet these needs?</i> Rooms for dialogue: 3172, 3170, 3174 (3271)</p>	

Sunday, 14 April 2019				
THEME: THE EDUCATIONAL GAMES (TOOL TO LEARN)				
Keynote and Spoken Paper Sessions, Salle Henri-Gagnon, room 3155				
9:00 – 10:00	Keynote Speaker: Dr. Fares Kayali , Austria, Centre for Teacher Education, University of Vienna <i>Game design and playful music interaction as methods of project-based teaching</i>			
10:00 – 10:30	Avery Rueb² , Canada, Affordance Studio <i>A History of Serious Games: Learning through Play is Fun and Effective</i>			
10:30 – 10:45	Coffee break , Hall of Salle Henri-Gagnon, room 3155			
10:45 – 11:15	Dr. Alex Ruthmann^{3*} , USA, MusEDLab, New York University <i>Designing for creative frictions and freedoms in digital music learning experiences</i>			
11:15 – 11:45	Dr. Leslie Stewart Rose , Canada, OISE, University of Toronto <i>What makes a good game?</i>			
11:45 – 12:30	Lunchtime , Café Labyrinthe (1735)			
Play Sessions				
12 :30 – 13 :15	Dr. Brian D. Meyers USA, Miami University <i>Video Games as Inspiration for Music Creation</i> Room: 3170	Néstor Nápoles López & Ichiro Fujinaga Canada, CIRMMT, McGill University <i>Musical Tic-Tac-Toe</i> Room: 3174	Cristiane Soares Gonçalves & Francisca Antonia Marcilane Gonçalves Cruz Brazil, Federal University of Ceará <i>Musical Games with Brazilian Parlandas</i> Room: 3171	Thomas Rieppi & Catherine Bouthillette Canada, Espace sans mesure <i>Utilization of games in a non-formal music school: How, when, what?</i> Room: 3172
Workshop Sessions				
13:30 – 14:45	Dr. Denis Laurendeau , Canada, Laval University, Quebec <i>Virtual and augmented reality in the context of music learning: An Overview of technology and interaction metaphors</i> Room: Salle de réalité virtuelle (CAVE) du Laboratoire de vision et systèmes numériques, Pavillon Pouliot, local PLT-00118 (2 to 10 people)	Dr. Alex Ruthmann[*] , USA, New York University <i>Using LEGO blocks and the MusEDLab Design Kit to co-design digital learning experiences with young people</i> Room: 4779 (5 to 20 people)	Avery Rueb[†] , Canada, Affordance Studio <i>Designing a Serious Game with the GameStorm Cards</i> Room : 4835 (LaRFADI) (4 to 50 people)	
14:45 – 15:15	Coffee Break			

² Digital Learning Game Industry related to *Université des jeux(nes) musiciens*

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<p>15:15 – 16:30</p>	<p>Dr. Denis Laurendeau, Canada, Laval University, Quebec <i>Virtual and augmented reality in the context of music learning: An Overview of technology and interaction metaphors</i> Room: Salle de réalité virtuelle (CAVE) du Laboratoire de vision et systèmes numériques, Pavillon Pouliot, local PLT-00118 (2 to 10 people)</p>	<p>Michiko Yurko, USA, Music Mind Games <i>Music Mind Games: Creating Music Literacy With Games</i> Room : 4779 (4 to 50 people)</p>	<p>Dr. Margarida Romero*, France, Nice Sophia Antipolis University <i>Learning and game mechanics for collaborative play</i> Room: 4835 (LaRFADI) (4 to 16 people)</p>
<p>17:00 – 17:45</p>	<p align="center">Roundtables, Salle Henri-Gagnon, room 3155</p> <p align="center">Create an International Network on Learning Music Through Out-of-School Context: A New Online Platform. <i>What should this platform offer to help users (young musicians, music teachers, researchers, game designers, etc.) to develop new playful music learning games? What are the resources needed to support this? How could this online platform facilitate discussions and collaborative work between all users (young musicians, music teachers, researchers, game designers, etc.)?</i></p> <p align="center">Rooms for dialogue: 3172, 3170, 3174 (3271)</p>		

Monday, 15 April 2019			
THEME: THE NETWORK			
Keynote and Spoken Paper Sessions			
Salle Henri-Gagnon, room 3155			
9:00 – 9:30	Keynote Speaker: Charlotte Wieder, Denmark, Innovation and Engagement Expert (Former PlayFutures Manager @LEGO Foundation) <i>Recommendations to design, operate and engage a successful international network</i>		
9:30 – 10:00	Dr. Kari K. Veblen^{4*}, Canada, University of Western Ontario <i>How to Build a Music Community Network Based on Pedagogical Innovation</i>		
10:00 – 10:15	Coffee Break, Hall of Salle Henri-Gagnon, room 3155		
10:15 – 11:00	Fran Hannan, United Kingdom, Musical Futures <i>How does the organization Musical Futures build their networking to promote and disseminate their innovative music approach in the community?</i>		
11:15 – 12:15	Innovative Music Learning Tools		
	La Galerie Symphonique, Quebec Symphonie Orchestra Room: 4779	The Fonofone, Yves Daoust, Montréal, Canada <i>Fonofone, a playful and intuitive app for sound creation in school.</i> Room : 1531	École préparatoire Anna-Marie-Globenski, Mathieu Boucher <i>New Table Top Games to Learn Music</i> Room : 4835 (LaRFADI)
	Lunchtime and Poster Session Café Labyrinthe (1735)		
12:15 – 13:15	Lucas Pitwak Menezes Rosa, Brazil, Federal University of Paraná <i>Trumpet Hero's Sound: Strategy for Trumpet Learning for a 6 year old Child</i> Francis Dubé, Laval University, Quebec, Canada. <i>Gamifying music rehearsals for young violinists with a serious digital game</i> Astrid Marin, Laval University, Quebec, Canada. <i>Co-creation of music learning games with young musicians as a pedagogical approach for music education</i> Master and Ph.D. Students of the Faculty of Music, Laval University, Quebec, Canada.		
13:15 - 14:15	Showcase and feedback on draft game prototypes created during some workshops (Jean-Philippe Després & Astrid Marin, Avery Rueb, Margarida Romero) Salle Henri-Gagnon, room 3155		
14 :15 – 15 :00	Wrap-Up Session and the two best games developed <i>Synthesis of the key ideas and solutions proposed during the round tables for the international network.</i> Salle Henri-Gagnon, room 3155		
15:00 – 18:00	Guided Tour of Old Quebec		
18:00	Dinner in the Old Quebec		

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