



## FIRST NATIONAL CONFERENCE ON DIGITAL GAME DESIGN AND DEVELOPMENT

Theme: “Changing Game: Designing for Development”

October 14 - 15, 2014, Main Lecture Room, CARIMAC Annex 2  
The University of the West Indies, Mona

### CONFERENCE PROGRAMME

DAY 1	
8:00 am to 9:00 am	REGISTRATION
9:00 am to 10:15 am	<b>OPENING CEREMONY</b> <i>Chair: Dr. Livingston White, Lecturer, CARIMAC</i> <ul style="list-style-type: none"><li>• <b>National Anthem</b></li><li>• <b>Welcome and Opening Remarks</b>, Prof. Hopeton Dunn, Director, CARIMAC, UWI</li><li>• <b>Message</b>, Professor Ishenkumba Kahwa, Deputy Principal, UWI, Mona</li><li>• <b>Guest Speaker</b>, The Hon. Rev. Ronald Thwaites, MP, Minister of Education, Jamaica</li><li>• <b>Closing Remarks</b></li></ul>
10:15 am to 10:30 am	COFFEE BREAK
10:30 am to 12:00 noon	<b>SESSION 1: Strategies, Technologies and Game Design</b> <i>Chair: Prof. Hopeton Dunn, Director, CARIMAC, UWI</i> <ul style="list-style-type: none"><li>• <b>Keynote Presentation:</b> Professor Joseph Saulter, Chief Executive Officer, Entertainment Arts Research Inc.</li><li>• Q &amp; A Discussion</li></ul>
12:00 noon to 1:30 pm	LUNCH BREAK

<p><b>1:30 pm to 4:20 pm</b></p>	<p><b>SESSION 2: PANEL DISCUSSION: GAMING FOR CHANGE – EXPLORING THE APPLICATIONS AND POLICIES</b></p> <p><i>Chair: David Soutar, Lecturer, Caribbean Institute of Media and Communication, UWI, Mona</i></p> <p><b>Presentation:</b></p> <ul style="list-style-type: none"> <li>• Hon. Julian Robinson, MP, Minister of State, Ministry of Science, Technology, Energy and Mining, Jamaica</li> </ul> <p><b>Panel Presentations:</b></p> <ul style="list-style-type: none"> <li>• Brian Williams, Managing Director, Pixel 3D</li> <li>• Wayne Sinclair, Executive Director, GSW Animation</li> <li>• Gordon Swaby, Founder and CEO, Edufocal</li> </ul>
<p><b>4:20 pm to 4:30 pm</b></p>	<p><b>DAY 1 CLOSING SESSION:</b></p> <ul style="list-style-type: none"> <li>• <b>Remarks</b>, Professor Joseph Saulter, Chief Executive Officer, Entertainment Arts Research Inc.</li> <li>• <b>Closing Remarks and Overview of Day 2</b>, Professor Hopeton Dunn, Conference Chair</li> </ul>

## DAY 2 – TRAINING WORKSHOP – INTRODUCTION TO GAME DEVELOPMENT

9:00 am to 10:15 am	<p><b>WORKSHOP SESSION 1:</b></p> <ul style="list-style-type: none"> <li>• <b>Opening Remarks and Introduction:</b> David Soutar, Lecturer, Caribbean Institute of Media and Communication, UWI, Mona</li> <li>• <b>Workshop Lead Presenter,</b> Dr. Gary Liu, Vice President, Business Development, Entertainment Arts Research Inc.</li> </ul>
10:15 am to 10:30 am	<b>COFFEE BREAK</b>
10:30 am to 12:00 noon	<p><b>WORKSHOP SESSION 2: GAME DEVELOPMENT</b></p> <p><i>Hands-On Workshop in Game Development led by Dr. Gary Liu with support from team of local game developers</i></p>
12:00 noon to 1:30 pm	<b>LUNCH</b>
1:30 pm to 3:00 pm	<b>SESSION 3: GAME DEVELOPMENT WORKSHOP [cont'd]</b>
3:00 pm to 3:15 pm	<b>COFFEE BREAK</b>
3:15 pm to 4:30 pm	<b>SESSION 4: GAME DEVELOPMENT WORKSHOP [cont'd]</b>
4:30 pm to 5:00 pm	<p><b>CLOSING SESSION</b></p> <p><i>Chair: Prof. Hopeton Dunn, Director, CARIMAC, UWI</i></p> <ul style="list-style-type: none"> <li>• <b>Conference Summation,</b> David Soutar, Lecturer, CARIMAC</li> <li>• <b>Closing Remarks,</b> Professor Hopeton Dunn, Conference Chair</li> </ul>