

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

Public Event: April 13 to 15, 2019 **Post-Seminar Event (private):** April 16, 2019

Organizers: [Université des jeux\(nes\) musiciens](#), [Laboratoire de recherche en formation auditive et didactique instrumentale](#) (LaRFADI)

Saturday, 13 April 2019					
THEME: <i>THE PLAYER (LEARNER)</i>					
8:00 – 8:40	Welcome the delegates , Hall of Salle Henri-Gagnon				
8:40 – 9:00	Opening seminar , <i>Université des jeux(nes) musiciens</i> , Laval University, Quebec, Canada				
Keynote and Spoken paper sessions , Salle Henri-Gagnon					
9:00 – 10:00	Keynote speaker : Dr. Jennifer Zosh, PennState University, USA, researcher for LEGO Foundation <i>Playful learning: A pedagogical approach supporting holistic development.</i>				
10:00 – 10:30	Dr. Margarida Romero* France, Sophia Antipolis (Laboratoire d’Innovation et Numérique de l’Éducation), Nice <i>Learning through playing for or against each other? Promoting collaborative learning in digital game based learning.</i>				
10:45 – 11:15	Dr. Ann Clements* , United States, Center for Pedagogy in Arts and Design, School of Music of Pennsylvania 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 – 13:30	Lunch Time and Playing Music Games: 10 different rooms				
Workshop sessions: 5 different rooms					
13:30 – 14:45 and 15:30 – 16:45	Michiko Yurko , United States, Music Mind Games <i>Music Mind Games: Creating Music Literacy With Games</i>	Astrid Marin* (Ph. D. Student), Mexico/Canada Laval University, Canada <i>Co-creating music learning games with students: How do I start?</i>	Dr. Andrea Creech* , Canada, Laval University <i>Intergenerational music learning through play with creative digital technologies.</i>	Dr. Jean-Philippe Després* , Canada, Laval University <i>Collaboratively designing music mini-games for your students.</i>	Dr. Hélène Boucher* , Canada, McGill University <i>Play as the pillar of the young child’s musical.</i>
17:00 – 17:45	10 RoundTable sessions mixing researchers, musician-educators and game designers: 10 different rooms For all delegates: <i>Based on the communications, workshops and games activities you have attended today, which aspects are the most fundamental to develop, over the next 5 years, in terms of music learning games and research to better impact the “Learning Music Through Play”?</i>				

* Researcher related to *Université des jeux(nes) musiciens*

For musicians-educators: a) What are the main challenges you are facing in your teaching to integrate a “Learning Music Through Play” approach; b) Which help, tools, resources or professional development would you need to overcome these challenges or to broaden the use of music learning games in your pedagogy; c) How the academic community could help you to achieve this?

Sunday, 14 April 2019

THEME: *THE EDUCATIONAL GAMES (TOOL TO LEARN)*

Keynote and Spoken paper sessions: Salle Henri-Gagnon

9:00 – 10:00

Keynote Speaker : Dr. Konstantin Mitgutsch from Playful Solutions, Austria

Learning through Purposeful Games

10:00 – 10:30

Avery Rueb[†], Affordance Studio, Montreal, Canada

A History of Serious Games: Learning through Play is Fun and Effective

10:45 – 11:15

Dr. Francis Dubé^{*}, Laval University, Quebec, Canada

Theoretical framework to assess and design music board educational games

11:15 – 11:45

Dr. Alex Ruthmann^{*}, United States, New York University, MusEdLab

Why and how to co-design music learning games in collaboration with youth?

11:45 – 13:30

Lunch Time and Playing Music Games: 10 different rooms

Workshop sessions: 4 different rooms

13:30 – 14:45

and

15:30 – 16:45

Avery Rueb, Canada, Affordance Studio,

Designing a serious game with the GameStorm cards

Dr. Alex Ruthmann, United States, New York University

How can we use LEGO blocks to co-design digital games with young people?

Dr. Denis Laurendeau, Canada, Laval University, Quebec

Virtual and augmented reality in the context of music learning – An Overview of technology and interaction metaphors

Dr. Margarida Romero, France, Sophia Antipolis University

Title: *Coming soon*

17:00 – 17:45

10 RoundTable sessions mixing researchers, musician-educators and game designers: 10 different rooms

For all delegates. Based on the communications, workshops and games activities you have attended today, which aspects do you think are the most fundamental to develop, over the next 5 years, in terms of music learning games and research to better impact the LMusTP?

One goal of this seminar is to develop an online network of researchers, game designers, musicians-educators and young musicians dedicated to LMusTP. a) What would you like to find on this platform to help each of you in your respective profession? b) What functions could this tool contain to encourage interaction and collaboration between the different actors that will feed this online community around the LMusTP?

[†] Digital Learning Game Industry related to *Université des jeux(nes) musiciens*

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

For researchers and game designers: a) *How instrumental teachers could help you to develop more relevant and engaging educational games to learn music, or to study more effectively their impact on the learning of young musicians ?*

Monday, 15 April 2019
THEME: THE NETWORK

Keynote and Spoken papers : Salle Henri-Gagnon

9:00 – 10:00

Keynote Speaker : Charlotte Wieber from PLAY FUTURES (LEGO), Denmark
What are the key elements to design and operate a successful international network in the field of playful learning?

10:15 – 11:00

Dr. Kari K. Veblen, Canada, University of Western, Ontario
How to Build a Music Community Network Based on Pedagogical Innovation

11:00 – 11:45

Fran Hannan, England, Musical Futures
How does the organization Musical Futures build their networking to promote and disseminate their innovative music approach in the community?

11:45 – 13:30

Lunch Time and Posters session, 2 different rooms

13:30 – 15:00

Wrap-up session, salle Henri-Gagnon
Synthesis of the key themes identified and solutions proposed during round tables to build an effective “Learning Music Through Play” network on pedagogical approach during the next 5 years. Plenary on the synthesis presented.

15:15 – 18:00

Guided tour of Old Quebec

18:30

Dinner in the Old Quebec

9:00 – 17:00

Post-Seminar (private)
Tuesday, 16 April 2019
Laboratoire de recherche en formation auditive et didactique instrumentale (LaRFADI)
Researchers of the *Université des jeux(nes) musiciens*