

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, USA, Penn State University, researcher for LEGO Foundation <i>Playful learning: A pedagogical approach supporting holistic development</i>				
10:00 – 10:30	Dr. Margarida Romero* , 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>				
10:45 – 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 – 13:30	Lunchtime and Playing Music Games: 10 different rooms				
Workshop Sessions: 5 different rooms					
13:30 – 14:45 and 15:30 – 16:45	Michiko Yurko , USA, Music Mind Games <i>Music Mind Games: Creating Music Literacy With Games</i>	Astrid Marin* (PhD Student), Mexico/Canada, Laval University <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 experiences</i>
17:00 – 17:45	10 Roundtable Sessions mixing researchers, musicians-educators and game designers: 10 different rooms <u>For all delegates:</u> <i>Based on the communications, workshops and game 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 (LMusTP)?</i> <u>For musicians-educators:</u> a) <i>What are the main challenges you are facing in your teaching to integrate a LMusTP approach?</i> b) <i>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?</i> c) <i>How the academic community could help you to achieve this?</i>				

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

Sunday, 14 April 2019 THEME: <i>THE EDUCATIONAL GAMES (TOOL TO LEARN)</i>				
Keynote and Spoken Paper Sessions: Salle Henri-Gagnon				
9:00 – 10:00	Keynote Speaker: Dr. Fares Kayali, Austria, Centre for Teacher Education, University of Vienna Title: <i>Coming soon</i>			
10:00 – 10:30	Avery Rueb[†] , Canada, Affordance Studio <i>A History of Serious Games: Learning through Play is Fun and Effective</i>			
10:45 – 11:15	Dr. Francis Dubé[*] , Canada, LaRFADI, Laval University <i>Theoretical Framework to Assess and Design Music Board Educational Games</i>			
11:15 – 11:45	Dr. Alex Ruthmann[*] , USA, MusEDLab, New York University <i>Designing for creative frictions and freedoms in digital music learning experiences</i>			
11:45 – 13:30	Lunchtime 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 <i>Designing a Serious Game with the GameStorm Cards</i>	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>	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>	Dr. Margarida Romero[*] , France, Nice Sophia Antipolis University Title: <i>Coming soon</i>
17:00 – 17:45	10 Roundtable sessions mixing researchers, musician-educators and game designers: 10 different rooms <u>For all delegates:</u> <i>Based on the communications, workshops and game 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?</i> One goal of this seminar is to develop an online network of researchers, game designers, musicians-educators and young musicians dedicated to LMusTP: a) <i>What would you like to find on this platform to help each of you in your respective profession?</i> b) <i>What functions could this tool contain to encourage interaction and collaboration between the different actors that will feed this online community around the LMusTP?</i> <u>For researchers and game designers:</u> <i>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?</i>			

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

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Monday, 15 April 2019 THEME: <i>THE NETWORK</i>	
Keynote and Spoken Paper Sessions: Salle Henri-Gagnon	
9:00 – 10:00	Keynote Speaker: Charlotte Wieder, Denmark, manager of PlayFutures™ (LEGO) until November 2018 <i>What are the key elements to design and operate a successful international network in the field of playful learning?</i>
10:15 – 11:00	Dr. Kari K. Veblen* , Canada, University of Western Ontario <i>How to Build a Music Community Network Based on Pedagogical Innovation</i>
11:00 – 11:45	Fran Hannan , England, Musical Futures <i>How does the organization Musical Futures build their networking to promote and disseminate their innovative music approach in the community?</i>
11:45 – 13:30	Lunchtime and Posters Session: 2 different rooms
13:30 – 15:00	Wrap-Up Session: Salle Henri-Gagnon <i>Synthesis of the key themes identified and solutions proposed during round tables to build an effective LMusTP network on pedagogical approach during the next 5 years. Plenary on the synthesis presented.</i>
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 <i>Université des jeux(nes) musiciens</i>

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