

Hours	<p align="center">International Conference <i>GameIT: Gamestorming for Innovative Teaching</i> 15 May 2020, Wrocław, Poland</p>
08:45	<p align="center">Welcome - Anna Zaslona (Philological School of Higher Education in Wrocław)</p>
9:00 - 9:20	<p align="center">Zdzisław Wąsik (Adam Mickiewicz University in Poznań/Philological School of Higher Education in Wrocław) <i>The Signs of Play and the Play of Signs</i></p>
9:20 - 9:40	<p align="center">Jože Rugelj (University of Ljubljana, Faculty of Education, Slovenia) <i>Game-based learning</i></p>
9:40 - 10:00	<p align="center">Dorota Juźwin (Philological School of Higher Education in Wrocław, Poland) <i>"Signing the pact with Devil Boruta" – teaching Polish culture in the world of role-playing games</i></p>
10:00 - 10:20	<p align="center">Sanja Jedrinović (University of Ljubljana, Faculty of Education, Slovenia) <i>A methodological guide on designing games and game scenarios</i></p>
10:20 - 11:00	<p align="center">BREAK - Planet Hexagon video guide (c. 20 min. presentation)</p>
11:00 - 11:20	<p align="center">Hege Gjerde Sviggum & Ane Bergersen (Western Norway University of Applied Sciences, Poland) <i>Using Planet Hexagon as a Method for Learning Multicultural Competence in Teacher Education</i></p>
11:20 - 11:40	<p align="center">Ioana Boghian & Carmen Popescu Muraru ("Vasile Alecsandri" University of Bacău, Romania) <i>Ways of Implementing Games in Humanities</i></p>
11:40 - 12:00	<p align="center">Mateja Bevčič (University of Ljubljana, Faculty of Education, Slovenia) <i>Learning outcomes, skills and competences by using games</i></p>
12:00 - 12:20	<p align="center">Eivind Rogne & Christina Løkslett (Western Norway University of Applied Sciences, Norway) <i>Roleplaying Games and Teaching – The Interactive Role of the Teacher</i></p>
12:20 - 13:20	<p align="center">BREAK</p>
13:20 - 13:40	<p align="center">Malgorzata Bieszczanin (Philological School of Higher Education in Wrocław, Poland) <i>City game as a giant board game created by students for students under a teacher's guidance</i></p>
13:40 - 14:00	<p align="center">Agata Zarzycka (University of Wrocław, Poland) <i>The Joy of Appropriation: Childhood vs. Baldi's Basics in Education and Learning</i></p>
14:00 - 14:20	<p align="center">Urška Stankovič Elesini (University of Ljubljana, Slovenia) <i>Board games development: challenge for graphic arts students</i></p>
14:20 - 14:40	<p align="center">Liliana Mata ("Vasile Alecsandri" University of Bacău, Romania) <i>The game as a method of facilitating the higher education training process</i></p>
14:40 - 15:00	<p align="center">Jesús Iniesta Valcárcel (University of Alicante, Spain) <i>Entropic aperture: playing chess with thermodynamics laws</i></p>
15:00 - 15:20	<p align="center">Paweł Lupkowski & Aleksandra Wasielewska (Adam Mickiewicz University, Poznań, Poland) <i>The Cooperative board game THREE and its educational effectiveness in terms of knowledge, engagement and attitudes</i></p>
15:20 - 15:40	<p align="center">María Martínez Lirola (University of Alicante, Spain) <i>Role play and development of social competences: examples in an English language classroom</i></p>