



United Nations
Educational, Scientific and
Cultural Organization



Mahatma Gandhi Institute
of Education for Peace
and Sustainable Development

Learn to play and play to learn *the role of gaming in education.*

JUNE 28, 2018



**DISTINGUISHED
LECTURE
SERIES**

by

ZIGOR

HERNANDORENA

JUARROS

SENIOR PROJECT MANAGER –

Fun Learning Department, Ubisoft

(makers of The Division, Far Cry,

Watch Dog and Assassin's Creed Franchise)



About the lecture

Come listen to the Senior Project Manager – Fun Learning from Ubisoft, the company that released one of the best-selling games in the world, Assassin's Creed Franchise. In his Distinguished Lecture, Zigor will discuss how video games could be created into fantastically efficient, flexible and deployable learning platforms, perfectly adapted to the needs of a renewed education for the 21st century.





With a PhD in law, **Zigor Hernandorena Juarros** went straight into video games at Ubisoft. He then joined Apple and Handspring as Partnership Manager for Europe, after which he moved away from the tech industry and worked for 10 years as Art Director at Jeune Afrique, a French publishing group.

Back at Ubisoft since 2016, he is Senior Project Manager of the newly created Fun Learning department and is in charge of developing games that will provide the player with actionable knowledge and/or expertise.

VENUE

UNESCO New Delhi, 1, San Martin Marg, Chanakyapuri, New Delhi, 110021

REGISTRATION LINK

<https://goo.gl/forms/BKvld6xVWZAxx37v2>



AGENDA:



5:30 pm – 6:00 pm	–	Registration
6:00 pm – 6:05 pm	–	Introductory remarks
6:05 pm – 6:50 pm	–	Distinguished Lecture by Zigor Hernandorena
6:50 pm – 7:05 pm	–	Q & A session
7:05 pm – 7:10 pm	–	Closing remarks
7:10 pm onwards	–	High Tea

UNESCO MGIEP

The UNESCO Mahatma Gandhi Institute of Education for Peace and Sustainable Development (MGIEP) is UNESCO's category 1 Research Institute that focuses on Sustainable Development Goal (SDG) 4.7 towards education for building peaceful and sustainable societies across the world. In line with its vision of 'Transforming Education for Humanity', the Institute employs the whole-brain approach to education, with programmes that are designed to mainstream Socio-Emotional Learning in education systems, innovate digital pedagogies and to put youth as global citizens at the centre of the 2030 Agenda for Sustainable Development.

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