TECH 2018: NOVEMBER 15 – 17, 2018 | CONFERENCE AGENDA*

TECH 2018 aims to showcase the role of games and digital learning in enabling a shift from "transmissive pedagogies" to "transformative pedagogies" to create peaceful and sustainable societies.

CONFERENCE AGENDA OVERVIEW

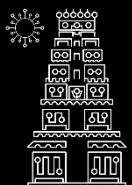| NOVEMBER 13	NOVEMBER 14	NOVEMBER 15	NOVEMBER 16	NOVEMBER 17
PRE-CONFERENCE WORKSHOPS	PRE-CONFERENCE WORKSHOPS	OPENING	CATALYTIC SESSIONS 5 -9	CATALYTIC SESSION 10 & 11
	HIGH LEVEL POLICY FORUM	TECH TALK	KEYNOTE 4 & 5	KEYNOTE 6 & 7
	KEYNOTE 1	CATALYTIC SESSIONS 1 - 4	BREAKOUT SESSIONS	BREAKOUT SESSIONS
	CULTURAL EVENING	DISRUPTOR'S PANEL	VIZAG CITY TOUR	TECH 2018 CLOSING
		KEYNOTE 2 & 3		
		BREAKOUT SESSIONS		
		CULTURAL EVENING		

PRE-CONFERENCE ACTIVITIES

TECH 2018

Tentative and subject to change. Please view the website and official app close to the dates of the conference for the most updated agenda
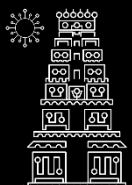
TECH 2018 VISAKHAPATNAM

Transforming Education Conference for Humanity

UNESCO
United Nations Educational, Scientific and Cultural Organization

MGIEP
Mahatma Gandhi Institute of Education for Peace and Sustainable Development

GOVERNMENT OF ANDHRA PRADESH

A) PRE-CONFERENCE WORKSHOPS: NOVEMBER 13-14, 2018: The pre-conference workshops are targeted at educators, students and practitioners and will offer highly interactive and focused sessions on some of the most relevant themes related to EdTech, delivered by experts.

No	Workshop title	Date
1	Pre-Conference Workshop 1: 'Beginning interactive design with Unity', Andhra University	November 13-14, 2018 | 10 am – 4 pm
2	Powering up STEM with Minecraft (Minecraft for Education by Microsoft) , Andhra University	November 13, 2018 | 10 am – 1 pm
3	Pre-Conference Workshop 3: Roadmaps for Student Success: Using the Free, Device-Independent Collabrify Roadmap System to Manage Digital Curricula , Andhra University	November 14, 2018 | 10 am – 12 pm
4	Pre Conference Workshop 4: One Teacher at a Time: Supporting Teachers' Knowledge of the Science of Reading, Andhra University	November 14, 2018 | 10 am – 4 pm
5	Pre-Conference Workshop 5: Catch, a New, Game-based Approach for Transformative Change, Learning for Sustainable Well-being Societies, and Meeting the UN SDGs, Andhra University	November 14, 2018 | 10 am – 1 pm
6	Pre-Conference Workshop 6: Let's Make a Game, Andhra University	November 14, 2018 | 1 pm – 4 pm
7	Pre-Conference Workshop 7: Collective Human Intelligence (CHI) Portal Immersive Walkthrough, Andhra University	November 14, 2018 | 2 pm – 5pm

B) **HIGH LEVEL POLICY FORUM (BY INVITE ONLY):** NOVEMBER 14, 2018: The High Level Policy Forum is a by-invite only session targetted at policy makers and its key objective is to commence a collective dialogue on the development of global EdTech guidelines to guide the design and implementation of digital pedagogies such as games for learning, virtual reality, artificial intelligence and other EdTech products. The High Level Policy will be followed by Keynote 1, a cultural evening / performance and dinner.

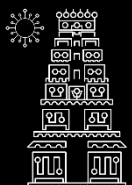| No	Details	Timings
1	High Level Policy Forum: Session I	10 am – 1 pm
2	Lunch	1 pm – 2 pm
3	High Level Policy Forum: Session II	2 pm – 5 pm
4	**Keynote** (By invite only) by Gregoire Borst, Professor of Developmental Psychology and Cognitive Neuroscience of Education, LaPsyDE. Title: The learning brain: A new perspective on education.	6:30 pm – 6:50 pm
5	Performance by **The Local Train**, Indian Rock Band (By invite only)	7:30 pm onwards

C) DAY 1: THURSDAY, NOVEMBER 15, 2018

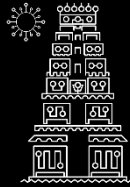| No	Details / Activity	Time
1	On-site registration	8:30 am onwards
2	Opening of TECH 2018 & Launch Announcements	9:30 am – 11:25 am
3	Anantha K. Duraiappah, Director, UNESCO MGIEP **TECH Talk**	11:25 am – 11:40 am
4	Launch of **CHI**, UNESCO MGIEP's indigenously developed product	11:40 am – 11:50 am
5	**Keynote** by Jessica Lindl, Global Head of Education at Unity Technologies. *Title: Enabling the Next Generation of Creators through Gaming*	12 pm – 12:20 pm
	Networking Break / Press Conference	12:20 pm – 12:35 pm
6	Catalytic Sessions 1 & 2 (Parallel Sessions) **Catalytic Session 1:** Can social and emotional learning be taught by digital games played on machines?; **Catalytic Session 2:** Reimagining Education for the Future: Taking the Planetary Imperatives of Sustainability and the Digital Revolution Seriously	12:35 pm – 1:50 pm
	Lunch and Product Launches	1:50 pm – 2:50 pm
7	**Breakout Session 1**	2:50 pm – 3:50 pm
8	**Disruptor's Panel:** Artificial Intelligence in Education: Who Owns and Who Manages	3:55 pm – 4:40 pm
9	**Keynote** by Peter Vesterbacka, Co-founder at Lightneer, Fun Academy. Formerly Mighty Eagle at Angry Birds. *Title: Education for Happiness!*	4:45 pm – 5:05 pm
	Networking Break	5:05 pm – 5:15 pm
10	Catalytic Session 3 & 4 (Parallel Sessions) **Catalytic Session 3:** Digital Games Good or Bad? Debating the WHO release; **Catalytic Session 4:** AI For Education - Teachers vs. Teaching Machines: Symbiosis or Competition	5:15 pm – 6:30 pm
11	Cultural Evening, followed by Dinner	7 pm onwards

C) DAY 2: FRIDAY, NOVEMBER 16, 2018

No	Details / Activity	Time
1	On-site registration	8:30 am onwards
2	**Keynote** by Dan Shefet, Lawyer at the Paris Court of Appeal (France)	9 am – 9:20 am
3	**Keynote** by Geoffrey Morson, International US Lawyer	9:25 am – 9:45 am
4	**Breakout Session 2**	10 am – 11 am
	Networking Break	11 am – 11:20 am
5	**Catalytic Session 5:** Managing the Commons, Institutional Frameworks for equity and efficiency in education	11:30 pm – 12:45 pm
	Lunch and Product Launches	12:45 pm – 1:45 pm
6	Catalytic Sessions 6 & 7 (Parallel Sessions) **Catalytic Session 6:** Transformative Digital Pedagogies for Global Citizenship: Multimodal Storytelling and Design Thinking; **Catalytic Session 7:** Harnessing the power of digital games to unify social-emotional learning with math and science	1:45 pm – 3 pm
7	**Breakout Session 3**	3:05 pm – 4:05 pm
	Networking Break	4:05 pm – 4:25 pm
8	Catalytic Sessions 8 & 9 (Parallel Sessions) **Catalytic Session 8:** AI For Education - Personalization at Scale: How AI is Poised to Disrupt Education; **Catalytic Session 9:** Can games replace textbooks and exams?	4:25 pm – 5:40 pm
9	**Breakout Session 4**	5:45 pm – 6:45 pm
10	Vizag City Tour	7 pm onwards

C) DAY 3: SATURDAY, NOVEMBER 17, 2018

No	Details / Activity	Time
1	**Breakout Session 5**	9 am – 10 am
2	**Catalytic Session 10:** Intelligent Global Hub for Digital Pedagogies	9 am – 10 am
3	**Keynote** by Kenneth Pugh, President and Director of Research, Haskins Laboratories	10 am – 10:20 am
4	**Keynote** by Harri Ketamo, Founder & Chairman of Headai. *Title: Jobs will be lost, skills are forever*	10:25 am – 10:45 am
	Networking Break	10:45 am – 11:05 am
5	**Catalytic Session 11:** Global Guidelines: What, Why, How?	11:05 am – 12:20 pm
6	**Breakout Session 6**	12:25 pm – 1:25 pm
7	Adoption of Vizag Declaration and closing of TECH 2018	1:30 pm – 2:15 pm
	Lunch	2:15 pm onwards