

INTERNATIONAL WORKSHOP

INTERNATIONAL WORKSHOP ON HIGHER EDUCATION ON HIGHER EDUCATION

Games4everything

Games are capable of telling stories and holding a narrative on their own, and can play a role in facilitating learning outcomes in a wide range of situations. The 2nd Games4everything meeting (#G4*UST) is a joint initiative of the Chair in ICT and Healthcare, and the Research Group on Data and Signal Processing (DSP Group) from the UVic-UCC. The aim is to explore the healthcare and educational possibilities of games and associated technologies. The power of games, combined with the ubiquity of mobile technologies, could lead to a revolution in the way we learn and in the way we care for our health as a society. We will discuss all these issues with peers and colleagues from other institutions, and are pleased to invite you to join us at the UVic-UCC.

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