

7th International Teaching Games for Understanding (TGfU) Conference

Pre-Conference Virtual Symposium – 7th June 2021

In association with the International Association for Physical Education in Higher Education (AIESEP) Virtual Conference hosted by the University of Alberta and McGill University

Time (MST)	Session		
06:30-06:45	Welcome Professor Linda Griffin, Chair, Teaching Games for Understanding (TGfU) Special Interest Group Dr Don Vinson, University of Worcester, Chair of the Organizing Committee, TGfU2022		
06:45-08:00	Panel Discussion and Q&A Professors Linda Griffin, Stephen Harvey, Daniel Memmert and Jean Côté An opportunity to listen to each of the keynote presenters at TGfU2022, gain an insight into what they will present at the 7 th International TGfU Conference and have the opportunity to ask your questions.		
08:00-08:15	Break		
08:15-09:00	Invited session: Proposals from the TGfU community to teach and learn games from a game-based approach in times of restricted mobility due to COVID-19 Dr David Gutierrez, Chair of the International Advisory Board, TGfU SIG, University of Castilla-La Mancha Hear about how the TGfU Video Library project has evolved over the course of the pandemic to proposals such as #TGfUatHome or inventing games, to help teachers continue their work of teaching games through GBAs at home or with restricted social distance in schools		
09:00-10:15	Parallel seminars		
	Key theme 1: Inclusion I Featuring research which demonstrates the extent to which TGfU and games-based approaches can be considered inclusive pedagogies.	Key theme 2: Integration Examines the application of TGfU and games-based approaches from a multi-stakeholder perspective, with a particularly focus on some of the benefits and challenges.	Key theme 3: Implementation Considers cutting-edge research aimed at delivering TGfU and games-based approaches in practical settings.

	Engage with a series of snapshot presentations including some 'work in progress', plans for upcoming research work, '5 slides in 5 minutes presentations' and pose your questions to the presenters.		
10:15-11:00	Meal break		
11:00-12:15	Games-based research collaborations and Town Hall Meeting Drop-into this forum for the opportunity to share your current research ideas, seek international collaborators and discuss your plans for TGfU2022!		
12:15-12:30	Break		
12:30-13:45	Parallel seminars		
	Key theme 1: Inclusion II	Key theme 2: Integration II	Key theme 3: Implementation II
	Engage with a series of snapshot presentations including some 'work in progress', plans for upcoming research work, '5 slides in 5 minutes presentations' and pose your questions to the presenters.		
13:45	Close		