



PSYCHOLOGIE
Sociétés et Humanités
Université Paris Cité

uc3m

Universidad
Carlos III
de Madrid

Digital Training Capacity Building

17-18-19 October 2022

Hosted by: Université Paris-Cité

Location: [Psychology - University of Paris. Université Paris-Cité - Institut de Psychologie](#)

Av. Edouard Vaillant, 71, 92100 Boulogne-Billancourt, France

Meeting room: Platform RV-PSY Room (Ground Floor)



src: https://commons.wikimedia.org/wiki/File:3DTeams_percuss_chest.JPG

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1. General information

General Objectives

The main objective of this training is to introduce the participants (engineers and healthcare teachers) to the process of designing and creating a serious game for soft skills training in the area of health sciences.

Methodology

The training will have a theoretical and a practical part. In the theoretical part the trainers will provide general information about the design of serious games from a pedagogical and technical point of view. In the practical part the trainees, organized in 3 multidisciplinary teams (health professionals and engineers) will discuss with the help of the lecturers how to select the main pedagogical objectives of the three POEM-SET scenarios and their technical feasibility. During the course each team will apply what they have learned during the theoretical sessions and on the last day they will present the progress made in each of the three scenarios.

Prerequisites

Participants must provide an email address (preferably gmail for resource sharing). They should bring a laptop to participate in the practical activities and to fill out the forms that will be requested at the beginning of the course (expectations) and at the end of the course (learning and satisfaction).

Trainers Profile

- **Profile:** Teaching engineers with experience in pedagogy, serious games and Unity-3D
- **Short bio of trainers**

María Blanca Ibáñez received her computer science BS and MsC degrees from the University Simon Bolivar, Venezuela, in 1979 and 1982 respectively; and her PhD degree in Computer Science from the INPG, France in 1990. She did two post doctorates, the first at the European Computer Research Center (Munich, Germany) and the second at Heriot-Watt University (Edinburgh, UK). She was a full professor at the Simón Bolívar University where she directed several research projects and was Coordinator of the postgraduate programs in Computer Science. Since 2013 she has been an associate professor at the Carlos III University of Madrid. She currently conducts her research in the area of technology enhance learning using gamification techniques and emerging technologies such as 3D virtual environments, and augmented reality.

Alexandre Gaston-Bellegarde has a master's degree in psychology, specialising in neuropsychology and cognitive psychology, France, 2014. He has been working as a freelance unity developer since 2014. He has worked in the development of various clinical and fundamental experiments in French research laboratories. He finally joined the Brain Memory and Cognition Laboratory (LMC², Paris) as a study engineer in 2018. He maintains a small activity as a psychologist specialized in neuropsychology. He teaches courses in the Master of Cognitive Research as well as in the university degree Virtual Reality and Fields of Psychology.

Trainees Profile and selection criteria

- **Profile:**
 - Knowledge level: Pedagogical engineers and healthcare teachers who are interested in participating in the development of a serious game from the point of view of technical or pedagogical design.
 - Selection criteria: Previous knowledge in serious games or simulation
- **Number of participants:** Maximum of 15 participants.

2. Participants and travel details

Trainers (1-2 per institution)

- Université Paris Cité
 - Travel details
 - Trainers (1-2 per institution)
 - Name surname (participant-1) <email>
 - Name surname (participant-2) <email>
- Universidad Carlos III de Madrid
 - Trainers (1-2 per institution)
 - Name surname (participant-1) <email>
 - Name surname (participant-2) <email>
 - Travel details
 - **Trainer 1** arrives: on **Day** at **Place** (MAD) at **hh:mm**
 - Leaves on **Day** at **Place** (MAD) at **hh:mm**
 - **Trainer 2** arrives: on **Day** at **Place** (MAD) at **hh:mm**
 - Leave on **Day** at **Place** (MAD) at **hh:mm**

Trainees (2-3 per institution) – *Please rank the names by order of priority*

Profile:

- Université Paris Cité
 - Participants (2-3 per institution)
 - Name surname (participant-1) <email>
 - Name surname (participant-2) <email>
 - Name surname (participant-3) <email>
 - Travel details
NC
- Universidad Carlos III de Madrid
 - Participants (2-3 per institution)
 - Name surname (participant-1) <email>
 - Name surname (participant-2) <email>
 - Name surname (participant-3) <email>
 - Travel details
Participant 1
 - **Participant 1** arrives: on **Day** at **Place** (MAD) at **hh:mm**

- Leaves on **Day** at **Place** (MAD) at **hh:mm**

Participant 2

- **Participant 2** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

Participant 3

- **Participant 3** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

- Universidad de Navarra

-

- Participants (2-3 per institution)

- Name surname (participant-1) <email>
- Name surname (participant-2) <email>
- Name surname (participant-3) <email>

- Travel details

Participant 1

- **Participant 1** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

Participant 2

- **Participant 2** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

Participant 3

- **Participant 3** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

- Université Libre de Bruxelles ([link to selection process/criteria](#))

- Participants (2-3 per institution)

- Name surname (participant-1) <email>
- Name surname (participant-2) <email>
- Name surname (participant-3) <email>

- Travel details

Participant 1

- **Participant 1** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

Participant 2

- **Participant 2** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm**

Participant 3

- **Participant 3** arrives: on **Day** at **Place** (MAD) at **hh:mm**
- Leaves on **Day** at **Place** (MAD) at **hh:mm** Université de Lausanne (

- Travel details

- Arrive: on **Day** at **Place** (MAD) at **hh:mm**

- Leave: on **Day** at **Place** (MAD) at **hh:mm**

Documentation: Include your documentation in [this directory](#) and link it in the agenda in the timeslot of the corresponding meeting.

2. Agenda

Sunday, 16 October 2022 (Arrive/Accommodation)

- Arrive and accommodation
- Informal dinner and networking (**optional**)

Monday, 17 October 2022 (Serious games, Clinical Simulation Pedagogical strategies)

09:00-09:30 **Welcome and registration**

- Room: On site (Platform RV-PSY Room (Ground Floor))
- Documentation: (**include link with instructions if necessary**)

9:30-11:00 **Introduction**

- Agenda
 - Basic principles of Games and Gamification. Its advantages and limitations in the education arena.
 - Introduction to Virtual Reality and Serious Games. Its cognitive and affective implications in Clinical Simulation.
 - The use of storytelling PhiMEL and Hero Journey in Clinical Simulation to foster learning engagement.
 - Case study
- Room: On site (Platform RV-PSY Room (Ground Floor)) online (**include link**)?
- Documentation:
 - **link to slides and other reference materials** (UP)
 - **link to slides and other reference materials** (UC3M)

11:00-11:30 Coffee Break

11:30-13:00 **Basis of instructional design.**

- Agenda
 - Instructional design as a process, ADDIE methodology:
 - Analysis: instructional goal and target audience.
 - Design: learning objectives, instructional strategies, assessment.
 - Develop: learning resources, structuring learning content.
 - Learning benefits associated to the use of Serious Games:
 - Cognitive
 - Affective (Immersion, Motivation, Flow, Engagement)

- Case study.
- Room: On site (Platform RV-PSY Room (Ground Floor)) online? ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

13:00-14:00 Lunch

14:00-15:30 **Basis of serious games design.**

- Agenda
 - ADDIE methodology adapted to the design of serious games emphasizing user autonomy, encouraging repetition to practice and allowing failure because failing quickly and safely is the secret to succeeding sooner.
 - Interaction design:
 - Specification of control actions in serious games.
 - Messages adapted to serious games.
 - Feedback in serious games.
 - Case study.
- Room: On site (Platform RV-PSY Room (Ground Floor)) ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

15:30-16:00 Coffee Break

16:00-17:00

- Agenda
 - Workshop: Applying what we have learned to poem-set scenarios
 - Lesson learned and closure (10 min)
- Room: On site (Platform RV-PSY Room (Ground Floor)) online ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

Tuesday, 18 October 2022 (Introduction to Unity-3D)

9:30-11:00 **Introduction to Unity-3D**

- Agenda
 - Installation and project management
 - Introduction to Unity Editor
 - Life cycle of a project in Unity-3D. Deployment options
- Room: On site (Platform RV-PSY Room (Ground Floor)) online ([include link](#))?
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

11:00-11:30 Coffee Break

11:30-13:00 **Scenes, characters and Game Objects**

- Agenda
 - Scenes.
 - Characters.
 - Game Objects
- Room: Room: On site (Platform RV-PSY Room (Ground Floor)) online? ([include link](#))
- Documentation:

- [link to slides and other reference materials](#) (UP)
- [link to slides and other reference materials](#) (UC3M)

13:00-14:00 Lunch

14:00-15:30 **Physics, Scripts and programming**

- Agenda
 - Physics: triggers, joints, rigid bodies and soft bodies
 - Scripts: Some useful scripts how to import and use them
 - Programming. Tips and tricks (Communicate objects, control characters, lights and cameras)
- Room: Room: On site (Platform RV-PSY Room (Ground Floor)) online? ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

15:30-16:00 Coffee Break

16:00-17:00

- Agenda
 - Workshop: Applying what we have learned to poem-set scenarios
 - Lesson learned and closure (10 min)
- Room: Room: On site (Platform RV-PSY Room (Ground Floor)) online? ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

Wednesday, 19 October 2022 (Practical workshop and team work)

9:30-11:00

- Agenda
 - Introduction to the workshop and prebriefing
 - Knowledge booster. Review of what has been learned and how to apply it to the 3 POEM-SET scenarios.
 - Resolving doubts and clarifying next steps
- Room: Room: On site (Platform RV-PSY Room (Ground Floor)) online ([include link](#))?
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

11:00-11:30 Coffee Break

11:30-13:00 Team work

- Agenda
 - Work in multidisciplinary groups (technical engineers and healthcare teachers) in 3 groups (one per scenario).
- Room: Room: On site (Platform RV-PSY Room (Ground Floor)) online? ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

13:00-14:00 Lunch

14:00-15:30

- Agenda
 - Team presentations
 - Lesson learned and closure (10 min)

- Room: On site (Platform RV-PSY Room (Ground Floor)) online? ([include link](#))
- Documentation:
 - [link to slides and other reference materials](#) (UP)
 - [link to slides and other reference materials](#) (UC3M)

15:30-16:00 Departure

3. Practical Information

3.1 Travel

Address: [Psychology - University of Paris. Université Paris-Cité](#) - Institut de Psychologie. Av. Edouard Vaillant, 71. 92100 Boulogne-Billancourt, France



Getting in

- ***From the airport:***
RER B up to Saint Michel Notre Dame (direction Antony/ Robinson/ Saint Rémy les Chevreuse)



Then Line 10 (direction Boulogne Pont de Saint Cloud) up to Michel- Ange Auteuil



And finally line 9 (direction pont de Sèvres) up to Marcel Sembat

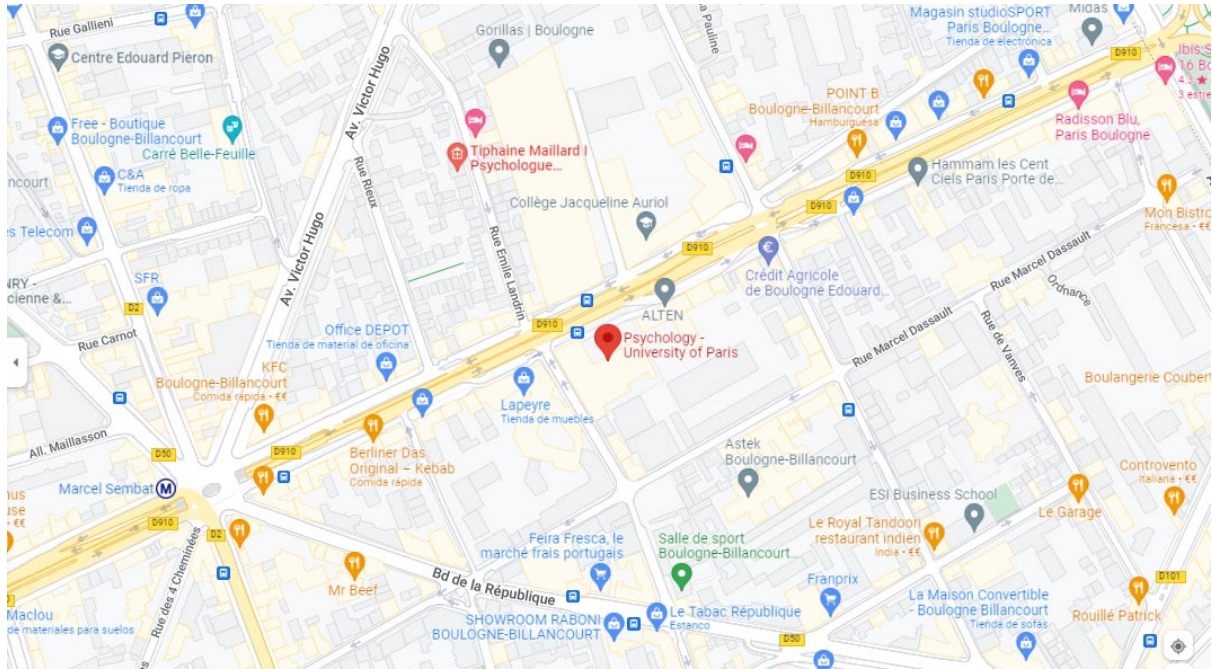


- *From Train station:*
Institute of Psychology is only 5 minutes away by feet from Marcel Sembat subway station.

Please use  exit.

Map

<https://www.google.com/maps/place/Psychology+-+University+of+Paris/@48.8345464,2.2456161,17z/data=!4m5!3m4!1s0x47e67abe049465cd:0x1fc126b0a9cd633f18m2!3d48.8345464!4d2.2478048>



3.2 Accommodation

- **Résidence Boulogne,**
85 A boulevard de la République, 92100 Boulogne Billancourt :
<https://www.booking.com/hotel/fr/residence-boulogne.fr.html>
- **Ibis Style Marcel Sembat,**
92, boulevard de la République, 92100 Boulogne Billancourt
<https://www.booking.com/hotel/fr/ibis-styles-paris-boulogne-marcel-sembat.fr.html>
- **Hôtel Alpha Paris Eiffel by Patrick Hayat**
26, rue Emile Landrin, 92100 Boulogne Billancourt
<https://www.booking.com/hotel/fr/alpha-paris-tour-eiffel.fr.html>
- **Greet Boulogne Billancourt Paris**
210 bis, boulevard Jean Jaurès, 92100 Boulogne Billancourt
<https://www.booking.com/hotel/fr/greet-boulogne-billancourt-paris.fr.html>
- **Hôtel Olympic by Patrick Hayat**
69 Avenue Victor Hugo, 92100 Boulogne-Billancourt
<https://www.booking.com/hotel/fr/olympic-boulogne-billancourt.fr.html>