

## International academic and practical conference

### «Today's Children Game Culture»

29 May - 3 June 2018, Moscow

The Conference aims to engage a broad range of experts and professionals in a dialogue to discuss the significance of children's game culture. It will re-consider the key issues in children's games taking into account the specifics of the modern family, public and government institutions and the right to games guaranteed by the UN.

**The Conference aim** is to substantiate of the idea that toys and games are instruments of character building and development of the man of the future.

#### The Conference's objectives:

- To create a space for dialogue in Russia's and international communities;
- To discuss key successes in the development of games and game environment in the 21st century;
- To update the theoretical and methodological bases of ongoing cross-cultural studies into social and cultural backgrounds of children's game culture;
- To draw the public's attention to successful psychological and pedagogical practices of applying Russian-produced games in learning and character building;
- To update formation of a public order for the development of Russian innovative science-intensive high-tech game environment taking into account the Federal Education Standards.

#### The Conference format:

**29 May 2018**– The Conference opening ceremony, a plenary session, workshop activities.

**The venue:** Moscow, MPGU, Sadovaya-Samotechnaya, 8

**30 May - 3 June 2018** – Practical's Analysis of current children's game activities arrangement – the Conference participants will deliver lectures, conduct workshops and master classes on topics they announced at the Conference's interactive exhibition.

**The venue:** Moscow, the Exhibition of Economic Achievements (VDNKH), Multi-World -2018.

The Conference allows only for in-person participation in the following categories: an audience member, a presenter, skills improvement and an exhibitor.

**The Conference Steering Committee:** comprises individuals representing federal and regional authorities, civic associations, business community, scholars and educationalists.

**A digest** featuring the Conference's findings will be published in e-form on the Conference web-site as well as in hard copy. The digest will be indexed in the RSCI.

The digest's materials are intended for scholars and practitioners in education, Master and Doctorate students specializing in teacher training and psychology, cultural studies, sociology and philosophy. The digest will also be useful for developers of games, toys, game equipment as well as people employed by manufacturers, for it will help to analyse the specifics of different-age children's interaction with Russian-produced games and various types of toys.

### **The Conference academic sections:**

1. Philosophical and cultural contexts of children's game culture
2. Games and toys as development factors
3. Conventional and innovative game technologies in children's character building, learning and development.
4. Childhood game space
5. Health and activity;
6. Game and toy design;
7. Statutory regulation of children's games market.

### **Programme committee:**

**Savenkov Alexandr** - director, the Institute of educational psychology and pedagogy, PhD (Psychology), PhD (Ed.), full professor

**Volosovets Tatiana** – director, the Institute for Studies in childhood, family and child rearing under the Russian Academy of Education, PhD (Ed), full professor;

**Malofeyev Nikolai** – director, the Institute for Correctional Pedagogy under the RAE, full professor, PhD (Ed);

**Smirnova Elena** – academic director, the Moscow city centre for psychological and pedagogical expert evaluation of toys and games, the Moscow city psychological and pedagogical university, PhD (Ed), full professor;

**Polivanova Katerina** – deputy director, the centre under the Education Institute, the HSE, PhD (Psychology), full professor;

**Kozyreva Nelly** – PhD (Psychology), *docent*, Psychology chair, head of the game technologies in education laboratory, Mogilev state university named after A. A. Kuznetsov; chairperson, the ACGI game developers and inventors club;

**Kazunina Irina** – director, the inter-regional public association "Expert evaluation for children", deputy general director for research and methodology, ELTI-KUDITS CJSC.

## Organizers and supporters:



Московский городской  
педагогический  
университет



The Moscow State Psychological and  
Teacher Training University



ФГБНУ  
«Институт изучения  
детства, семьи  
и воспитания  
Российской академии  
образования»

The Institute for Studies in  
childhood, family and child  
rearing under the Russian  
Academy of Education (RAE)



The Institute for  
Correctional Pedagogy  
under the RAE



The Education Institute, the HSE



The Ministry for Trade and  
Industry

## Registration and fees:

### No registration fee to be paid by the participants

The organization fee for publication in the e—digest is 200 rubles per page.

**Registration deadline:** Until 25 May inclusive

**Deadline for synopsis submission:** Until 01 August 2018

### Registration form:

[https://docs.google.com/forms/d/e/1FAIpQLSeUkFcGkqBG9UaVZdX9twPRu\\_YQWzs65HtxU185CEXHzAg11g/viewform](https://docs.google.com/forms/d/e/1FAIpQLSeUkFcGkqBG9UaVZdX9twPRu_YQWzs65HtxU185CEXHzAg11g/viewform)

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