

Thursday July 25th, 2013

	Panel/discussion	Workshops	Ignite Talks	Presentations	Posters	Miscellaneous	Plenary sessions	
	Cat Auditorium	Parrot Room A	Butterfly Room B	Girl Wizard Room C	Wizard Family Lab	Gobo Office	Pico, Nano, Tera, ... Circular meeting places 1st floor	
8:30 - 9:30	Registration							
9:30 - 10:30	Keynote session with Mitch Resnick (MIT Media Lab) and Karen Brennan (Harvard University GSE)							
11:00 - 12:00	Drew Buddie (Royal Masonic School) 28 kinds of game [65 I-11] Christophe THOMAS (Forum Education Science Culture) Top Scratch: creativity tool to imagine and program games with Scratch [86 I-13] Joao Ovalvo (Polytechnic Institute of Coimbra - Portugal) Computational thinking with Scratch in teachers education [71 I-14] Frank Sabath (Eco2io Projects) Connecting new teachers to Scratch: An active teacher training method [25 I-15] Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland) Teaching kids to program using Scratch and the Kinect [101 I-21] Connor Hudson (Self) Snap! and the Real World [107 I-22]	Roni Ben-Bassat Levy (Weizmann Institute of Science) Scratch in the Service of Science Education [8 T-1] Uwe Geisler (family.de) Just 0 and 1? Science Shows on Computer Science - including live scratch programming with the audience [72 T-1]	José Manuel Sáez López (University of Murcia (Spain)) Integrating Scratch in Primary Education [10 T-2] Juan Ramón Fernández (ES La Torre, Elche, Spain) From Logo to Scratch 2.0 [113 T-2]	Daniel del Río (Mirrobots) Programming physical objects using Scratch and Mowey Robot [42 W-1]	Samantha Edwards (Technology Volunteers, Warwick Volunteers, Warwick University) Connecting Our Worlds [54 W-1]			Self organized sessions
12:30 - 13:30	Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland) Connecting Scratch to the Real World; Robots, LEAP, Kinect, Arduino... [99 D-1]	Sue Gray (Teacher, Fakenham High School, Norfolk, UK) Inspiring kids with Scratch without being a geek [11 T-3] Jacob Weinreb (Denbigh School - Milton Keynes) Scratch Club And Beyond [22 T-3]	Olav Andreas Marshall (Hadel High School, Norway) Math and Scratch in high school - a logical union? [14 T-4] Jelena Hadzi-Puric (Faculty of Mathematics, University of Belgrade) Expand Your mind by solving difficult mathematical puzzles in Scratch [58 T-4]	Champa Fernando (MIT Scratch Team) Introduction to Scratch 2.0 [67 W-1]	Brian Harvey (UC Berkeley) Snap! (Build Your Own Blocks) [76 W-2]		Self organized sessions	
13:30 - 15:00	Lunch							
15:00 - 16:00	Wolfgang Slany (Graz University of Technology, Austria) Catrobat [17 T-5] Eckart Modrow (University Göttingen) BYOB in German High Schools [27 T-5]	Mine Dogucu (Bogaziçi University Secondary School Science and Mathematics Education Department) Bringing Scratch into Everyday Classroom [21 T-5] Hello World: Interfacing a Web-based Programming Language with the Real World [85 I-19]	Jesús Arbués García del Moral (professor secundaria Ins Viatzara Catalunya) Shared Geometry Scratch, Arduino and RFID [23 T-6] Alberto Barbero (I.I.S. "G. Vallauri" - Fossano (CN) - Italy) A cat, a king and a robot: programming with blocks [38 T-6]	Drew Buddie (Royal Masonic School, Enlind) Making musical instruments with Scratch [91 W-2] [23 T-6]	Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland) Kinect2Scratch [88 W-2]			Self organized sessions
16:30 - 17:30	Margaret Low (organizing) (WMC, University of Warwick) Supporting Computer Science in Schools [108 D-2]	Peter W Donaldson (Computing At School Scotland) From concrete to abstract: motivating contexts for novice programmers [28 T-10] Martin Wollenweber (scratch-dach.info, the German language Scratch wiki) International Scratch-Wikis in native languages: World Wide Wikis [74 T-10]	Jeremy Scott (The Royal Society of Edinburgh British Computer Society) Re-inventing High School Computer Science [29 T-11] Drew Buddie (Royal Masonic School) Using Jesse Schell's Learning Lenses to build Scratch games [66 T-11]	Victor Casado (Cilab Team) Building and programming a small robot with Scratch 2.0: Diving Deeper [82 W-3] Scratch for Arduino [16 W-3]	Sayaminidu Dasgupta (MIT Scratch Team)		Self organized sessions	

Friday July 26th, 2013

	Panel/discussion	Workshops	Ignite Talks	Presentations	Posters	Miscellaneous	Plenary sessions	
	Cat Auditorium	Parrot Room A	Butterfly Room B	Girl Wizard Room C	Wizard Family Lab	Gobo Office	Pico, Nano, Gobo, ... Circular meeting places 1st floor	
8:30 - 9:30	Registration							
9:30 - 10:30	Keynote session with David Cuartielles (Malmö University, co-founder Arduino) and Clive Beale (Raspberry Pi Foundation)							
11:00 - 12:00	Andrew Sala (Technology Volunteers, Warwick University) Homestead Scratch Sensors - Ignite Style [53 I-23] Alberto Barbero (Dachota (Torino) & I.I.S. "Valauri" - Fossano - Italy) Italian Scratch Festival [88 I-24] Jon Bustillo (University of the Basque Country) Learning Scratch in a prison [84 I-25] Joak van Montfort (Scratchweb.nl) Scratch in Dutch vocational education [3 I-31] Genevieve Smith-Nunes (Sussex Downs College) 8-year olds can code [46 I-32] Eugeni Catalán (ScratchCatala) ScratchRef - Scratch Wiki / Reference Guide for iPhone [12 I-33]	Vera De Leon (Casa TELMEX) Using Scratch to promote Innovation [30 T-12] Clare McInerney (Lero - the Irish Software Engineering Research Centre) Running a Scratch Competition [47 T-12]	Oiga Mironova (Tallinn University of Technology) The Use of Scratch in Estonia [65 T-24] Joao Ovalvo (Polytechnic Institute of Coimbra - Portugal) Time Learning Game with Special Educational Needs Children [66 T-25]	Clive Beale (Raspberry Pi Foundation) Raspberry Pi [111 W-3]	Tom Lauwers (BirdBrain Technologies LLC) Finch, Hummingbird, and Snap! [7 W-4]			Self organized sessions
12:30 - 13:30	Dan Garcia (UC Berkeley) Transforming K-12 Computer Science: The Beauty and Joy of Computing [77 D-3]	José Luis Ramos (Universidade de Évora - COTIC) Exploring computational thinking in initial teacher training: a preliminary study and reflection on practice. [31 T-13] Rory McGarr (Mary Immaculate College) Learning to Teach or Teaching to Learn? [59 T-13]	Vanessa Perez (Tomlinson Middle School) Computer Science for Preteens [104 T-30] Vânia Ramos (EB do Castelo) Scratch in Portugal [110 T-30]	Eckart Modrow (University Göttingen) Learning robots with Snap!BYOB [26 W-4]	Yasushi Harada (Future University Hakodate) Puppet Show - Scratch, Puppet, Sensors, Music and Audience [57 W-4]		Self organized sessions	
13:30 - 15:00	Lunch							
15:00 - 16:00	David Hellam (Riverside School, Prague) Scratch in Control [32 T-14] Ricardo Pedrol (Zanagosa City of Knowledge) Robots take the classroom [56 T-14]	Galina Moncheva (Verna Free University "Chernomozts Habar") Scratch80 in Live [40 T-16] Andrew Murphy (Primary School Teacher, UK) Adventures with Scratch in School [45 T-16]		Sayaminidu Dasgupta (MIT Scratchteam) MapScratch: Geographical Information with Scratch 2.0 [89 W-5]	Claire Rocks (University of Warwick) The Robot Garden [80 W-5]		Self organized sessions	
16:30 - 17:30	Poster sessions, see below							
18:00 - 20:00	Social Event, location to be announced							

Victor Casado (Cilab Team) Connecting Scratch to the real world through Arduino boards [15]	Olav-Andreas Marshall (Hadel High School, Norway) Scratch-Quiz for schools [34]	Rui Miguel Sousa (Universidade do Minho) Developing Computational Thinking with Scratch: an experience with 8th grade students [43]	Yoshio Miyata (Chukyo University) Expanding Creative Mindset in World Museum Collaboration [60]	Tomohito YASHIRO (Future University Hakodate) Material Programming [78]	Connor Hudson (Self) Snap! Extensions [106]
Wolfgang Slany (Graz University of Technology, Austria) Catrobat: A mobile visual programming system inspired by Scratch [18]	Rocio Lara (RO-BOTICA) Scratch for OLLO [36]	Rocio Lara (Educational Area Manager / Training teacher) Official presentation and hands on session of new LEGO Mindstorms Education EV3 in Spain [46]	Ana Rita Assunção Teixeira (ESEC) Scratch for visually impaired children - Fruit Slicer [70]	Drew Buddie (Royal Masonic School) A child's eye view of Scratch [97]	Dorsaf Benma (eimagines.info) Computational Thinking [114]
Teresa Martinho Marques (Centro de Competência TIC da Escola Superior de Educação do Instituto Politécnico de Setúbal - Portugal) EduScratch - Spreading seeds all over Portugal [19]	Vera De Leon (Casa TELMEX) Connecting Real and Digital Worlds with Scratch [39]	Andrew Cizmádia (Senior Lecturer in ICT, Newman University, Birmingham, UK) Discovering Computational Thinking Genes amongst Pre-service Teachers with Scratch and Sraope [51]	Tyson Spraul (Fort Zumwalt School District / Shanghai American School) Scratch It On: Creating a Progressive Story in Scratch [75]	Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland) Scratch in CoderDojo, Schools and Colleges in Ireland [102]	

Saturday July 27th, 2013

	Panel/discussion	Workshops	Ignite Talks	Presentations	Posters	Miscellaneous	Plenary sessions	
	Cat Auditorium	Parrot Room A	Butterfly Room B	Girl Wizard Room C	Wizard Family Lab	Gobo Office	Pico, Nano, Gobo, ... Circular meeting places 1st floor	
8:30 - 9:30	Registration							
9:30 - 10:30	Keynote session with James Whelton (Hello World Foundation, co-founder Coderdojo) and Shuchi Grover (Stanford GSE)							
11:00 - 12:00	Zuhri Geng (University of Fiat) Using Scratch in introductory programming and game development courses: Example of Fiat University [44 T-17] S. Germin Karasik (National Faculty, Lesley University, School of Education, Educational Technology Master Degree Program - Cambridge, MA, USA) From Zero to Scratch Game Development in 8 Weeks [109 T-17]	Mariona Niel Colom (University of Girona) Combining visual art and computational thinking: Successful activities for primary school students. [89 T-18] Carina Girvan (Centre for Research in IT in Education, School of Computer Science and Statistics Trinity College, University of Dublin) Scratch meets Second Life [112 T-20]	Rocio Lara (Educational Area Manager / Training teacher) Official presentation of new LEGO Mindstorms Education EV3 in Spain [49 T-19] Kábeli Basogain Olate (University of Basque Country) Fostering the Study of Scratch in Schools of Education through Seminars and Webinars [83 T-26]	Vera De Leon (Casa TELMEX) Singing, Dancing and Sensing with Scratch 2.0 [37 W-6]	Connor Hudson (Self) Creating Hardware Extensions for Snap! [84 W-6]	Eduard Mantaner Perich (University of Girona) Inventors4Change. Invent the change you wish to see in the world [87 T-29] Dorsaf Benma (eimagines.info) Scratch competition in Tunisia [115 T-1]		Self organized sessions
12:30 - 13:30	Vera De Leon (Casa TELMEX) Connecting Communities [35 D-4]	Piotr Bala (N. Copernicus University) Scratch in Children University [50 T-20] Jonni Freisenet (University of Girona) 200 year of TIC/TAC Project: Creativity as a driver of Human Development [90 T-18]	Samantha Edwards (Technology Volunteers, Warwick Volunteers, Warwick University) An Exploration of Scratch Sensors with Creative Art Students in New York [52 T-21] Samir Saidani (Junior Studio) Playing Scratch with Multiple Hands : a Five-year Experience [79 T-21]	Boris Susanj (ACAB Srl) Scratch and a sensorboard as a tool for classroom integration. [105 W-6]	Pablo Garazar (Scratch Eguna (Scratch Day in the Basque Country)) Scratch Eguna from Scratch Day to Scratch Every Day. Bringing computer programming into primary schools [51 T-22] Ruben del Río (University of Deusto) Video-games 101: Unleashing the potential of students and teachers to create fun stuff [62 T-22]	Stephen Howell (Institute of Technology Tallaght, Dublin, Ireland) LEAPScratch, programming with the LEAPMotion controller in Scratch [100 T-27] Tim Radwan - bib08108) Kurt: Scratch projects in Python [103 T-1]	Self organized sessions	
13:30 - 15:00	Lunch and plenary closing session							