



## **International Scientific Conference**

## Play and Lifelong Learning – PROGRAMME

Toruń, 05.12.2018

Place: University Sports Center, Toruń, Św. Józefa 17

8.15. - 9.00. Registration of participants

9.00. – 9.15. **Welcome!** 

Game, Play and Education Ditta Baczała, Józef Binnebesel, Piotr Błajet

9.15.-9.30. Elite Bridge Players' Motivations to Participate in the Mind Sport of Samantha Punch

9.30. – 9.45. Benefits of mental gymnastic in brain imaging studies Emilia Leszkowicz

9.45. – 10.00. Reward system, antireward system and wellbeing Tomasz Komendziński

10.00. – 10.15. **Psychological profiles of bridge players** Tihana Brkljačić

10.15. – 10.30. **Bridging the Gap: An Exploration of Transitions in Play through the Lifecourse** Samantha Punch i Kevin Judge

10.30. − 11.00. **Discussion** 

11.00. – 11.20. *Coffee break* 

11.20. – 11.35. **Bridge in Polish schools** Agata Kowal

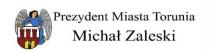
11.35. – 11.50. **Bridge60**+ Małgorzata Maruszkin

11.50. – 12.05. Bridge2Success Elżbieta Tomczuk

12.05. – 12.20. **Teaching bridge in Alzheimer Center** Ewa Maksymiuk

12.20. – 12.35. **Bridge: the next AI challenge** Veronique Ven (video presentation)

12.35. – 13.00. **Discussion** 





- 13.45. 14.00. Educational programmes for senior citizens to deal with health security concerns in their environment Żanetta Kaczmarek
- 14.00. 14.15. Educational potential of location-based games from the perspective of action research Kinga Majchrzak-Ptak
- 14.15. 14.30. Strategic simulation as a cultural and educational tool Jacek Mianowski
- 14.30.-14.45. The influence of board games on seniors' mental functioning research report Martyna Lewandowska
- 14.45. 15.00. Virtual Reality in PTSD (Posttraumatic stress disorder) treatment Marcin Kożuchowski
- 15.00. 15.15. Let's dance! Benefits of dance-based therapy among geriatrics patients with neurodegenerative diseases Monika Prylińska
- 15.15. 15.30. **Discussion**
- 15.30. 15.45. *Coffee break*
- 15.45. 16.00. Virtual reality as a form of memory training Weronika Topka
- 16.00. 16.15. Can computer games help stop the passage of time? Małgorzata Gajos
- 16.15. 16.30. **Influence of non-computer games on the bio-psycho-social status of seniors** Natalia Skierkowska
- 16.30. 16.45. **Board game as an innovative tool for sex education of people with intellectual disability** Celina Kamecka-Antczak, Klaudia Wos, Mateusz Szafrański
- 16.45. 17.00. **Idea LLL in the context of maintaining professional activity of employees in the pre-retirement age and pension** Hanna Kądziołka-Sabanty
- 17.15. 17.30. **Figure Skating 40**+ Karolina Dąbrowska-Pawlonka
- 17.30. − 17.45. **Discussion**

## **Poster Session**

- 1. Let's talk about sexuality serious game in practice Klaudia Wos, Mateusz Szafrański
- 2. The impact of video games on teenagers mental and behavioral health Krystyna Popowska
- 3. Why so serious? Alzheimer's-Action Acceptance Monika Nowak, Sandra Wojtas
- 4. Serious Games in Autism Spectrum Disorders Eduaction and Therapy Małgorzata Piekarska
- 5. Get on board! How to develop social skills through playing in board games? Celina Kamecka-Antczak
- 6. Board games for seniors from Daytime Social Welfare Home in Toruń Martyna Lewandowska
- 20.00. Banquet → GROTA Pub-Café → Toruń Rynek Staromiejski 24

Participants of the conference will have the possibility of swimming in the pool in the University Sports Centre, free of charge. So take your swimsuits!

