07:05:30   Sonam Tshering: welcome...
07:05:36   Scott Kiessig - ScIC | PocketLab: Learn more about Steve, Epic Games, and Fortnite here https://www.thepocketlab.com/scic6-epic-games
07:06:41   Tammie Schrader: AI is incredible and so is Steve!!!
07:07:16   Scott Kiessig - ScIC | PocketLab:
https://www.unrealengine.com/en-US/unreal-futures
07:07:42   Jessica Janusz: Are there books you recommend on gamification ?
07:08:36   Scott Kiessig - ScIC | PocketLab: Fortnite Rube Goldberg playlist:
https://youtube.com/playlist?list=PL_Qs7sfiASRxDrtBsXM_dpPuQczlUNkoO
Create a Rube Goldberg machine in Fortnite Creative lesson plan:
https://www.unrealengine.com/en-US/lesson-plans/create-a-rube-goldberg-machine-in-fortnite-creative
The Scientific Method with Fortnite lesson plan:
https://www.unrealengine.com/en-US/lesson-plans/the-scientific-method-with-fortnite
Collision Decision lesson plan:
https://www.unrealengine.com/en-US/lesson-plans/collision-decision-with-fortnite-creative
07:09:04   Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!
07:09:36   Jessica Janusz: It seems like much of this is middle/highschool - what about for younger elementary learners?
07:10:00   Dave | PocketLab - ScIC: Jessica - great questions! Keep them coming
07:10:03   Scott Kiessig - ScIC | PocketLab: @Jessica https://ptzoptics.com/esports/
07:10:05   Dave | PocketLab - ScIC: Jessica, where are you from?
07:10:14   Brady Mymko: Are there unreal engine 4/5 materials to teach how to do level design/creation in a step by step guide for teachers/educators?
07:10:20   Jessica Janusz: Originally Boston but I now live in Rochester MN
07:10:32   Dave | PocketLab - ScIC: Thanks!
07:10:42   Scott Kiessig - ScIC | PocketLab: We've got Minecraft coming up next! ;)

07:11:27   Scott Kiessig - SciC | PocketLab: Drop your questions in the chat for the q&a section coming up!

07:11:53   Katherine Cachiotis: Yay!

07:12:05   Eric Anderson: Al, your students would be 11, 12yo...did you run into any district resistance with Fortnite players needing to be 13? Is there a workaround?

07:12:11   Antonio Mayornick: how will the growing interest of NFTs affect the future of gaming and allowing students to use their creative minds to make money as young individuals? they might be able to create visual art and see them within their favorite games?

07:12:48   Scott Kiessig - SciC | PocketLab: Fortnite Rube Goldberg playlist: https://youtube.com/playlist?list=PL_Qs7sfiASRxDrtBsXM_dpPuQczlUNkoO

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The Scientific Method with Fortnite lesson plan:

https://www.unrealengine.com/en-US/lesson-plans/the-scientific-method-with-fortnite

Collision Decision lesson plan:

https://www.unrealengine.com/en-US/lesson-plans/collision-decision-with-fortnite-creative

07:13:38   Sonia Faletti: How can young people get into a career in game design? My son has a bachelor's degree in game design.

07:16:07   Katherine Cachiotis: Call of Duty avatar creation mode was how I taught 3 axis graphing

07:16:47   Jenan Berrios:These fortnite lessons look great, but says for 8th graders or higher. Is it recommended/ appropriate for 6th graders?

07:17:08   Scott Kiessig - SciC | PocketLab: Keep the questions coming!

07:17:08   Jessica Janusz: What about privacy/security issues of playing online? Is the creative version just building ? My biggest concern is who they are going to be talking to etc

07:17:34   Jessica Janusz: Fortnite says 13+ but younger kids are playing so what age is ACTUALLY appropriate then ?

07:17:41   Carol Brieseman: What skills would you say are a 'must' for teaching kids in the 'sandbox'?

07:18:30   Jessica Janusz: There seem to be a lot of code styles though so what type of coding should be focused on? Scratch ?

07:19:21   Tricia Seifert: Ditto Jessica's question about privacy/security. I also would like the presenters to discuss issues with respect to accessibility per ADA and IDEA regs.

07:21:12   Mariam Nouri: Hour of code is awesome!

07:21:46   Scott Kiessig - SciC | PocketLab: Renee- Please change your chat setting to panelists and attendees so everyone can see your comments

07:22:16   Jessica Janusz: What is hour of code exactly?

07:22:33   Veronica Adame: sign me up!

07:22:35   Carol Brieseman: https://www.unrealengine.com/en-US/

07:22:43   Scott Kiessig - SciC | PocketLab: Fortnite Rube Goldberg playlist: https://youtube.com/playlist?list=PL_Qs7sfiASRxDrtBsXM_dpPuQczlUNkoO

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Collision Decision lesson plan:
https://www.unrealengine.com/en-US/lesson-plans/collision-decision-with-fortnite-creative
07:22:51   Scott Kiessig - SciC | PocketLab:
https://www.unrealengine.com/en-US/unreal-futures
07:23:22   Mariam Nouri: https://hourofcode.com/us
07:24:21   Jessica Janusz: My mind can be changed if I know its SAFE and HOW its educational - so is fortnite creative a different version then?
07:24:36   Jessica Janusz: (We homeschool)
07:24:53   Cindy Molitor: How do teachers keep on trend with student interest in games? Fortnite was big a few years ago but I feel the trend has passed, at least with my son. Minecraft has some staying power. I'd really like to involve physics with an egame. Thanks for the info.
07:25:13   Michael Gruden: I teach high school and since all my students used fortnite. So I said no to my 4th grader, yet he has done well with it this year so I am sold too
07:26:16   Scott Kiessig - SciC | PocketLab: Fortnite Rube Goldberg playlist:
https://youtube.com/playlist?list=PL_Qs7sfiASRxDrtBsXM_dpPuQczlUNkoO
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Collision Decision lesson plan:
https://www.unrealengine.com/en-US/lesson-plans/collision-decision-with-fortnite-creative
07:27:55   Jessica Janusz: What is ESRB?
07:28:13   Scott Kiessig - SciC | PocketLab: ESRB= Entertainment Software Rating Board
07:29:06   Antonio Mayornick: Any thoughts on NFTs in education and gaming?
07:29:28   Abigail Perkins: AL, those stories need to be told more
07:29:32   Veronica Adame: Are we getting a list w/all the links for today's conf?
07:29:57   Scott Kiessig - SciC | PocketLab: If you want to email Steve-
steven.isaacs@epicgames.com
07:30:09   Scott Kiessig - SciC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here
https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNapOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing
07:30:27   Veronica Adame: thanks
07:31:22   Jessica Janusz: What computer set up do you recommend ?
07:31:28   Renee Kittrell: Thank you!
07:31:56   Tricia Seifert: Thanks for your efforts to make games accessible and inclusive.
07:31:58   Abigail Perkins: ADA is foundational to XE

07:31:59   Dana Teh: You mentioned teacher training...where might we find that?
07:32:09   Abigail Perkins: NFTs as OERs
07:32:48   Dustin Palik: for Steve...you mentioned a teacher pd. What is it?
07:32:58   Sam Nezzer: Yes. Inclusion for non traditional students is a great area to emerged

https://youtu.be/DQkACHnK4Rs
07:33:01   Martha Aliaga: NFTs , OERs please what does it mean?
07:33:18   Abigail Perkins: Open Education Resources
07:33:20   Scott Kiessig - ScIC | PocketLab: Don't ask me WHAT a NFT is… I think we would need 8 hours from an expert to explain
07:33:25   Scott Kiessig - ScIC | PocketLab: 🤣
07:33:32   Brenda Breil: Is there a Facebook group? Hahaha
07:33:42   Scott Kiessig - ScIC | PocketLab: Join the ScIC Facebook group https://www.facebook.com/groups/ScICbyPocketLab/
07:33:46   Sam Nezzer: Non-fungible token
07:33:49   Abigail Perkins: For more on OER —> creativecommons.org
07:33:58   Scott Kiessig - ScIC | PocketLab: If you want to email Steve- steven.isaacs@epicgames.com
07:34:23   Scott Kiessig - ScIC | PocketLab: https://twitter.com/mr_isaacs
07:34:24   Brenda Breil: OMG you have a Facebook group!
07:35:04   Martha Aliaga: Thanks :)
07:35:11   Scott Kiessig - ScIC | PocketLab: The chat transcript will be attached to the video recording pages once we get those published
07:35:24   Scott Kiessig - ScIC | PocketLab: Join the ScIC Facebook group https://www.facebook.com/groups/ScICbyPocketLab/
07:35:39   Jessica Janusz: Sorry I ask so much
07:35:49   Rama Chintapalli: @ Dave will all the chat transcript be emailed to us ?? it would help, please

07:35:50   Scott Kiessig - ScIC | PocketLab: Keep them coming Jessica!
07:35:57   Deborah Shelvey: it's okay. Most people are probly thinking it
07:35:59   NICOLE WEIL: Don't apology for inquiry! :)
07:36:02   Suzie Saledas: Will they work on a Google Chromebook?
07:36:07   Scott Kiessig - ScIC | PocketLab: Rama- the chat will be attached to the video webpages once we publish them
07:36:11   Jessica Janusz: But how do I know it will be good enough ram and video card etc
07:36:34   Cindy Molitor: Our K12 uses chromebooks
07:36:37   Scott Kiessig - ScIC | PocketLab: Please check your chat settings and set to panelists and attendees so everyone can see your comments
07:36:42   Rama Chintapalli: Thank you @ Scott
07:36:48   Jen Massey: Nice, Steve!

07:36:59   Scott Kiessig - ScIC | PocketLab: Invite your administration to day 2 of ScIC6 by having them register at https://www.thepocketlab.com/scic6

07:37:00   Jessica Janusz: You sold me Steve on it

07:37:08   Jessica Janusz: I'll let my son only do the creative mode ! ;ol

07:37:12   Jen Massey: YAY, Jessica!!!!!!

07:37:12   Jessica Janusz: lol*

07:37:13   Scott Kiessig - ScIC | PocketLab: At the end of the day we will survey all attendees. In the survey will be a question where you get to vote on which sessions you want to see a 60-90 minute version of in the near future!

07:37:21   Christopher Neurinski: Best part of today's conference…. well done Al and Steve!

07:37:23   Cindy Molitor: Thanks!

07:37:28   Rama Chintapalli: Thank you!!

07:37:33   Sayda Mejia: somebody can explain me how is the attendence? please

07:37:35   Roger Miller: yessss

07:37:36   Missy Brosius: Thank you!

07:37:37   Brenda Breil: Wonderful, thank you!

07:37:42   Veronica Adame: I loved this! you guys were awesome!

07:37:46   Abigail Perkins: Thank you!!!

07:37:51   Scott Kiessig - ScIC | PocketLab: Sign up for the NASA TechRise Challenge here https://www.futureengineers.org/nasatechrise

07:37:56   Rayyanah Benasing: Thank you

07:38:09   Sayda Mejia: very energetic!

07:38:25   Scott Kiessig - ScIC | PocketLab: Nestor- Zoom is recording your attendance

07:38:30   Jason Patterson: Going to look into this idea for sure!

07:38:33   mona brown: Will I be able to access the recording of this? I have to leave

07:38:36   mona brown: thanks

07:38:44   Sayda Mejia: thanks

07:38:45   Scott Kiessig - ScIC | PocketLab: Recordings will be sent out in the next couple weeks!

07:38:49   Scott Kiessig - ScIC | PocketLab: Sign up for the NASA TechRise Challenge here https://www.futureengineers.org/nasatechrise

07:38:54   Dave | PocketLab - ScIC: Thanks for the amazing questions, we have to have them back again

07:38:58   mona brown: thank you

07:39:08   Scott Kiessig - ScIC | PocketLab: 😁

07:39:26   Dave | PocketLab - ScIC: Hi Everyone, I heard Steve is going to join this Zoom chat, so you can ask him questions directly!

07:39:52   Sonia Faletti: We are a Microsoft school and I was able to download and run Minecraft Education. However, after playing a few times, my students got a message that their free trial was over. Is Minecraft Education supposed to come free for students with a Microsoft account? They can download Word, etc.

07:40:21   Scott Kiessig - ScIC | PocketLab: Sonia- I will add your question to the q/a for Minecraft, coming up next!

07:41:31   Scott Kiessig - ScIC | PocketLab: Sign up for the NASA TechRise Challenge here https://www.futureengineers.org/nasatechrise
07:41:52   Margarida Leonardo: Thank you! I'm also interested in the answer! can you report back for the other free games as well?
07:41:54   Robby Douthitt | PocketLab: Check out the lesson here: https://app.thepocketlab.com/lab-report/fNZoTkil0001K6Ep?ro=1&ref=%2Fhome