

CCGame Project eSymposium 2020

Student-facilitated Session: Multicultural Learning Experience in the United Nations SDG International eTournament 2020

Date	Thursday, 18 June
Time	15:20 (Hong Kong) / 17:20 (Sydney) / 8:20 (UK)
Venue	Online via Zoom

Abstract:

An international eTournament based on the 17 UN Sustainable Development Goals (SDGs) was held early this year. The event attracted about 420 student participants from 42 regions/countries. During the eTournament, despite their different backgrounds in terms of discipline and culture, the students worked in teams on an online game platform to answer questions related to SDGs. In this session, winners of the eTournament will share their online learning experiences/challenges on how to work with people they have had never met before so enthusiastically and strategically to achieve a common goal. Winners will also share things they had learnt from this innovative event.

Agenda:

Event
Welcome
Sharing by the representatives of the Champion Team and Most Valued Player 1st Place <ol style="list-style-type: none">Whitney YU (leader) The Hong Kong University of Science and TechnologyZehuan LIAO (also MVP 1st Place) Nanyang Technological University, Singapore
Sharing by the representative of the 1st Runner-up Team <ol style="list-style-type: none">Bliss Xiao Qian TAN Lingnan University, Hong Kong
Sharing by the representatives of the 2nd Runner-up Team <ol style="list-style-type: none">Andreas ZHENG (leader) The Chinese University of Hong KongBuna BHANDARI BHATTARAI University of New South Wales, AustraliaKelechi NWEKE Coventry University, United Kingdom
Sharing by the Most Valued Player 2nd Place Yong Kian LIM The University of Hong Kong
Q & A