

Monkey Tales Games and The Merchant of Venice are the overall winners of the MEDEA Awards 2011

Belgian entry [Monkey Tales Games](#) is the winner of the MEDEA Professional Production Award 2011 and Austrian entry [The Merchant of Venice](#) is the winner of the MEDEA User-Generated Award 2011. This announcement was made during the MEDEA Awards Ceremony (sponsored by Adobe) which took place on 24 November 2011 as part of the Media & Learning Conference in the Flemish Ministry of Education and Training in Brussels.

Monkey Tales Games is a series of 3D video games to support the learning of maths, created in 2011 by die Keure Educatief and Larian Studios from Belgium. The series is made up of five exciting and fun video games with age-specific themes where the player has to solve 3D puzzles. *Monkey Tales Games* can be used by teachers in class, but they are mainly intended for home use to help students practice the maths they learn in class. Swen Vincke, founder of Larian Studios and Vicky Vermeulen, project leader at die Keure Educatief, explained: "Did we expect to win? No, we were standing here last year with our pilot project, we thought last year that we were going to win at least one prize, so we were disappointed that we didn't get anything; so the last thing I expected this year was that we were going to win something and...two prizes...that's WOW".

The Merchant of Venice is an online, educational game, created in 2011 by Prof Uwe Gutwirth from the University of Education Salzburg in Austria. This multi-user game plays in Venice in the 15th Century; the players (the learners) are Venetian merchants who have to earn money by trading with foreign countries and by investing their profit in real estate. The game is mainly aimed at Accountancy students, who can learn and practice double-entry bookkeeping in a fun way, they learn how to make decisions in a team, think about connections and networks, apply accounting, analyse results and draw conclusions.

Both winners are games which really highlights the extent to which gaming is being taken seriously in education and training. Mathy Vanbuel, Chairperson of the MEDEA Awards Judges Committee, speaking at the MEDEA Awards Ceremony said: "The power of media in education lies in the interactivity they excite with the learners: educational media are most effective when they engage and involve the learners emotionally, intellectually, physically or in any other way. That explains probably why this year we have two games for learning as our main winners."

The European Collaboration Award 2011 sponsored by SMART was awarded to [The European Chain Reaction](#) by Qworzó Primary School (Belgium) which is an excellent eTwinning project, bringing together primary schools from 13 different countries. In this project, primary schools across Europe are challenged to create, film and upload a "Rube-Goldberg/Robert Storm Petersen-like" chain reaction.

This year's special Award recognising excellence in the use of media to support volunteering was awarded to [Changing Lives](#) by Drogheda Special Olympics Club (Ireland). This video produced by Deirdre Flood in 2011, explains the different aspects that are involved in organising a local sports club for Special Olympics Ireland."

The other finalists who took part in the ceremony were [Armi di distruzione di massa](#) by ITIS Avogadro di Torino (Italy), [Imprinting](#) by Scuola Secondaria di Primo Grado "Brofferio", Asti (Italy), [INaEBEELD Media Wisdom Platform](#) by CANON Cultural Unit (Belgium), [Twig](#) by Twig (UK), and [Werner Heisenberg](#) by INTER/AKTION GmbH (Germany).

In addition to the finalists, the MEDEA Awards organisers also announced the names of 13 entries that were Highly Commended by the MEDEA Awards 2011 Judges. These are: *Aula365: Didattica interattiva per la scuola 2.0* by Silva ICT (Italy), *Cloudstreet Classroom* by Showtime – EA (Australia), *Différentiation sociale en situation de confinement physique et social* by Vidéoscop Université Nancy 2 (France), *Digestive System Animation Projects* by the International School of Tanganyika (Tanzania), *E-book by Kindergarten Children* by Terakki Foundation Schools (Turkey), *eduSensus: Complete Solution for Early and Special Needs Education* by Young Digital Planet (Poland), *eTwinning:all inclusive* by Schule Rogatsboden (Austria), *Hubblecast* by European Southern Observatory (Germany), *Medienportal der Siemens Stiftung* by Siemens Stiftung (Germany), *MyWorld: A digital literacy tutorial for secondary students* by Media Awareness Network (Canada), *podcASTing: podcast in libertà* by Scuola Secondaria di Primo Grado "Brofferio", Asti (Italy), *Serwis edukacyjny e-zadania.pl* by Szkoła – Nauczyciel (Poland) and *Simply Music - Technology Inspired Music in Education* by Simply Music (Ireland).

All MEDEA Awards 2011 finalists presented their production during the Media & Learning Conference. This conference attracted 298 participants from 39 countries and provided an important stage for this year's MEDEA Awards. The conference agenda furthermore included workshops led by previous finalists of the MEDEA Awards.

For more information about the MEDEA Awards: <http://www.mede-awards.com>

For more information about the Media & Learning Conference: <http://www.media-and-learning.eu>

The closing date for receipt of entries for MEDEA 2012 is 17 September 2012.

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Vicky Vermeulen, die Keure Educatief and Swen Vincke, Larian Studios, Belgium



Uwe Gutwirth, University of Education Salzburg, Austria



Dave Schrauwen, Qworzó Primary School, Belgium



Deirdre Flood, Drogheda Special Olympics Club, Ireland