

## Part 2

# “Educational Game Production for better Public Relationship”

Chair: *Sagara*

Fall 2006: **COE-INES-RAs** initiated the game designing in the lecture of “**COE-INES Captainship Program**”

Feb/2007: ***The 1<sup>st</sup> Game Designing Competition***

July 19-20/2007: ***The 1<sup>st</sup> Student Workshop for Nuclear Educational Game Production*** (Tokyo Tech-MIT Student Collaboration Work)

July 25/2007: Presentation at ***Special Educational Session*** in TM-INES2

Oct 25/2007: Regional (Asian) Workshop on Managing Nuclear Knowledge

Oct/2007: Demo Games will be presented @ Tokyo Tech Festival