



A Global Adventure in Gamification Design

Build A Successful GamiCon48V Experience

Conferences are an essential part of professional life, but they can sometimes feel overwhelming or even scary.

Yes, **GamiCon48V** is circling the globe—not once, but twice—in a 48-hour period with speakers and attendees from around the world. But the expanse of the experience should not deter you.

Imagine, a once-in-a-lifetime opportunity to hear from the **BEST** in **gamification for learning** from across the globe, without ever leaving the comfort and safety of your home or office.

It all starts on Sunday, February 26th at 6:00 p.m. CST. Each session has all 4 USA times zones listed so you can easily manage your schedule.

26 - 27 February 2023 (USA Time Zones)
Day 1 – The First 24-Hour Spin Around the Sun

USA TIME ZONES	Speaker(s)	Session Title
6:30-7:00pm EST 5:30-6:00pm CST 4:30-5:00pm MST 3:30-4:00pm PST	Login to the Conference Platform: Welcome to the Lodge Find a table, connect with old friends, meet new colleagues, grab you favorite beverage and snack, and get comfortable – but not too comfortable. You are about to experience a conference like none you’ve encountered before. 48-hours of non-stop gamified and game-based learning adventure and design. It’s time to accept the gauntlet to become a Legend!!	
7:00-7:30pm EST 6:00-6:30pm CST 5:00-5:30pm MST 4:00-4:30pm PST	<u>Monica Cornetti</u> GamiCon Gamemaster USA <u>Jonathan Peters, PhD</u> Sententia, Inc. USA <u>Bernardo Letayf</u> BLUerabbit Mexico	Event Welcome Kickoff to Gamified Player Journey
7:30-8:30pm EST 6:30-7:30pm CST 5:30-6:30pm MST 4:30-5:30pm PST	Amy Chase Martin, Ed.D. Howard Community College/GAP Solutions USA	Escape This Workshop! The digital door locks behind you when you enter this hands-on escape room experience. Solving digital puzzles, researching clues, and communicating with others are your only means of escape. If you are successful, you will learn how to use Google Forms to create free, engaging escape rooms for use in instruction, onboarding, and entertainment.



USA TIME ZONES	Speaker(s)	Session Title
8:30-9:15pm EST 7:30-8:15pm CST 6:30-7:15pm MST 5:30-6:15pm PST	<u>Christian Gossan</u> KPMG International Australia	How KPMG Increased Revenue Using Gamified Learning Hearing about the independent research by two professors at the Harvard Business School on whether a gamified learning experience was effective in reaching performance-based objectives. Learn about Harvard’s research of a gamified learning experience to prove/disprove effectiveness, analyze the importance of designing for data, and consider the value of collaboration.
9:15-9:30pm EST 8:15-8:30pm CST 7:15-7:30pm MST 6:15-6:30pm PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to ‘give’ as well as ‘get’ energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
9:30-11pm EST 8:30-10:00pm CST 7:30-9:00pmMST 6:30-8:00pm PST	Dr. Kerstin Oberprieler ThinkPlace Australia	Gamified Sustainability Using Miro: How you can use free software to build a global game How can you build a gamification experience with zero coding experience? Through this hands-on interactive session, you will learn how to build gamification experiences using Miro through a game designed for COP26 about sustainability.
11:00pm-12:30am EST 10:00-11:30pm CST 9:00-10:30pm MST 8:00-9:30pm PST	Bhaskar Thyagarajan BlueSky Learning India	Facilitating Behavioral Change In this highly engaging session, you will explore the foundational elements of designing behavioral multi-player games and their value in elevating engagement and powerful reflection from learning. You experience 2 games where you see the true behaviors come to life! Through an immersive conversation and debrief, Bhaskar will get you to reimagine and explore a wider perspective of game-led learning experiences.
12:30-1:00am EST 11:30pm-12:00am CST 10:30-11:00pm MST 9:30-10:00pm PST	Abhishek Behl Management Development Institute India	Gamifying Commons - An Uncommon Debate Gamification is mostly designed for the end user. Firms invest a lot in understanding the end users and more often spend less time with the end user. The session shares deeper insights on answering how the common person perceives gamification.
1:00-2:15am EST 12:00-1:15am CST 11:00pm-12:15am MST 10:00-11:15pm PST	Benjamin Aw EnHyphen Singapore	Co-creating the World of High Performance After this session, you will be able to create your own gamified loop. You will be able to analyze their own motivational drives and be able to apply simple gamification design to their learning problems. Using a gamified facilitation tool, you will not only experiences gamification, but internalize gamification concepts and mechanics.
2:15-2:30am EST 1:15-1:30am CST 12:15-12:30am MST 11:15-11:30pm PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to ‘give’ as well as ‘get’ energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	



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2:30-3:30am EST 1:30-2:30am CST 12:30-1:30am MST 11:30pm-12:30am PST	<u>Vikas Badami</u> Metaxp Pvt Ltd India	Quantifying ROI and Enabling Impact This session will be a blast! When data science, neuroscience, and game science meet, magic happens. In this session you will explore the application of design thinking to games, understand basics of designing data driven games, ways to negate data corruption and optimize game data usage, and design modular and configurable game journeys. We are spilling out our secret sauce for the first time in public. We've cracked the code for you to get high-budget approvals and stakeholder buy-in. You might not want to miss this one.
3:30-4:00am EST 2:30-3:00am CST 1:30-2:00am MST 12:30-1:00am PST	<u>Mohamed Ezzat</u> Riyadh Pharma Saudi Arabia	Gamification Master Craftsman Portfolio Presentation Secure Pharma Haunted House In this session, Mohamed will showcase his Gamification Master Craftsman (Level 3) project and how gamification worked well for medical knowledge training delivered to medical representatives to engage learners with training material. He will demonstrate how gamified learning was used to enhance the understanding and retention level of the typically boring medical knowledge and selling process model trainings.
4:00-5:00am EST 3:00-4:00am CST 2:00-3:00am MST 1:00-2:00am PST	<u>Moe Ash</u> The Catalyst Egypt	Nudge Me Nudging comes from a book <i>Nudge</i> by Richard Thaler and Cass Sunstein on how to manipulate human behaviors using behavioral economics principles. This session references actual practiced nudge models that have occurred in different countries, as well as examples of nudges used to change employee behaviors using a customized gamification system designed by Moe's company.
5:00-5:30am EST 4:00-4:30am CST 3:00-3:30am MST 2:00-2:30am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
5:30-6:30am EST 4:30-5:30am CST 3:30-4:30am MST 2:30-3:30am PST	<u>Melinda Jacobs</u> Subatomic Germany	TBA TBA



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6:30-7:30am EST 5:30-6:30am CST 4:30-5:30am MST 3:30-4:30am PST	An Coppens Gamification Nation Sweden	The Forgotten Step in Learning-Related Gamification Design This session is a playful take on why you should understand your learners and their goals and objectives and how you want to make them feel, in order for learning to matter to them. In employee facing learning, time and budget as well as subject matter experts are the most common drivers for choices made about learning and very rarely the learner themselves (whose needs may completely diverge from the ones driving learning investment choices or corporate structures).
7:30-8:00am EST 6:30-7:00am CST 5:30-6:00am MST 4:30-5:00am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
8:00-9:00am EST 7:00-8:00am CST 6:00-7:00am MST 5:00-6:00am PST	<u>Arek Siechowicz</u> Gamehill Poland	Gamified Learning For The Win! Learn what makes learning stick for real-life case studies of large organizations. In this session you will gather tips and tricks to keep busy adult learners engaged for weeks, even months.
9:00-10:00am EST 8:00-9:00am CST 7:00-8:00am MST 6:00-7:00am PST	<u>Sarah Le-Fevre</u> Ludogogy UK	Boss Monsters and Monstrous Bosses This session will introduce a play-focused, systems- thinking based framework (Organizational Learning Change Model - OLCM) for the facilitation of 'learning organizations' (in the sense that Peter Senge used the term). It provides a new perspective on when and how learning happens in organizational contexts. It will demonstrate tools and techniques that utilize play and the affordances of game design, which can be used to make 'learning' an ongoing organizational practice, rather than something that happens in 'events' or through specialized 'content'.
10:00-10:30am EST 9:00-9:30am CST 8:00-8:30am MST 7:00-7:30am PST	<u>Rodrigo Borgia</u> Gamifica Argentina	¿Why Should I Play if I Came Here to Work? A high level review of how to create flow in face-to-face Lego Serious Play workshop. This session will add a fresh perspective to those who facilitate activities and workshops.
10:30am-12:00pm EST 9:30-11:00am CST 8:30-10:00am MST 7:30-9:00am PST	<u>Joshua "Doc" Yavelberg, PhD</u> Flying Cloud Solution USA	WebQuests... Design One Today! If you can create a document with hyperlinks, you can create a WebQuest. The challenge is emphasizing the QUEST! WebQuests are inquiry-oriented lessons that help to drive 21st century skills but are also the perfect opportunity to apply game mechanics toward open-ended problem-solving adventures. Grasp the simple and powerful concept of WebQuests and be guided to developing your own WebQuests by collaboratively engaging in... a WebQuest.
12:00-12:30pm EST	Shonda Hodge	Gamification Master Craftsman Portfolio Presentation



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11:00-11:30am CST 10:00-10:30am MST 9:00-9:30am PST	and Mallori Steele Growductive Consulting USA	Journey to Sovershenstvo: Strategic Communication for Customer Success A game-based interpersonal communication training experience that provides five strategies for successfully managing customer interactions in a technical environment. The training experience is for any customer-facing role in Customer Service and Support and Modern Life, Gaming and Customer Service. The skills in this program enhance the learner's ability to make every customer interaction a high value experience, increasing both customer retention and the satisfaction of the technical support representatives who assist those customers.
12:30-1:30pm EST 11:30am-12:30pm CST 10:30-11:30am MST 9:30-10:30am PST	Rebecca Arnett Blue Cross/Blue Shield of Louisiana USA	PowerPoint Isn't Dead, Why Should Your Training Be? PowerPoint is still one of the most used tools for building out games and training and can also be used as an authoring tool. This session is not a sit-and-listen learning session, but rather a hands-on-and-do session, where the learner will walk-away with the start of a new presentation or a maturation of one they have previously created.
1:30-2:15pm EST 12:30-1:15pm CST 11:30am-12:15pm MT 10:30-11:15am PST	<u>Anirudh Cheruvu</u> Questika USA	Academics as a Role-Playing Game The project that I game-stormed will impact the high school education significantly as it transforms career planning into an enrapturing RPG experience. This session imagines how the impact might look with enticing examples. Participants will examine three compelling factors, how closely are real-life goals related to RPG games, transforming academic goals into a quantifiable, trackable, and rewarding experience, and achieving peak-performance through gamification.
2:15-2:30pm EST 1:15-1:30pm CST 12:15-12:30pm MT 11:15-11:30am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
2:30-3:30pm EST 1:30-2:30pm CST 12:30-1:30pm MST 11:30am-12:30pm PST	Zsolt Olah Amazon USA	All Your Biases Belong To Us This is an interactive, narrative-driven gamified session where participants must identify and defeat 10 common learning and data biases before times run out. Mitigating these biases in learning design (and measurement) will result in more engaging and effective learning outcomes.
3:30-4:00pm EST 2:30-3:00pm CST 1:30-2:00pm MST 12:30-1:00pm PST	Jeff Mastromonico Augusta University USA	Gamification Master Craftsman Portfolio Presentation World Literature Simulation Experience this real-life project designed for Augusta University course content that covers 7 "key stories" from ancient Hebrew literature. Jeff created an online interactive game based on the narrative of Augustus; the university's mascot who is transported to an ancient land where he must earn 7 "Gilts", representing key stories in ancient Hebrew literature,



USA TIME ZONES	Speaker(s)	Session Title
		in order to finally get home. Jeff will demo a portion of the course and answer your questions regarding the design thinking and process.
4:00-5:30pm EST 3:00-4:30pm CST 2:00-3:30pm MST 1:00-2:30pm PST	<u>Javier Velasquez</u> Free to Play Colombia	Making Failure Fun: Engaging Effortful Learning Through Failure Design Gamification needs to create better experiences by integrating more from gameplay's learning loops. One of the main aspects of engaging games is the design of the failure states. While many gamification courses focus on rewarding progress, managing motivation in moments of failure is sometimes forgotten. It's not just about letting players fail, it's about understanding how to create meaningful stakes, avoidance desire, and interesting consequences. Go beyond lives, punishments, attempts, and game-over screens and learn how to reward failure as a step towards learning.
5:30-6:00pm EST 4:30-5:00pm CST 3:30-4:00pm MST 2:30-3:00pm PST	John Kaufeld City of Fort Wayne, Indiana, USA USA	Portfolio Presentation Cloudburst: Retheming a Game It's easy to take dry material and suck the life out of it," John Kaufeld observed. He chose a more engaging approach to teach about preventing stormwater from spreading pollution. John created an awesome serious board game called Cloudburst, based on the game "Pox" from Tiltfactor. Playfully explore ways to borrow the best from quality board games. Find game loops and mechanics which fit your learning needs. This is a game-changer!
6:00-7:00pm EST 5:00-6:00pm CST 4:00-5:00pm MST 3:00-4:00pm PST	Treion Muller The Modern Learning Architect USA	The Rise of the Mutant Learner: How Gamification can help your bored employees! The digital revolution we find ourselves in today has quickly transformed us all into Mutant learners....and this is a good thing! It means you are continuously and effectively adapting (or mutating) to how you process information, how you engage others, and how you learn in the ever-changing digital world around you.



27-28 February 2023 (GMT)
Day 2 – The Second 24-Hour Spin Around the Sun

GMT	Speaker(s)	Session Title
7:00-7:30pm EST 6:00-6:30pm CST 5:00-5:30pm MST 4:00-4:30pm PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
7:30-9:00pm EST 6:30-8:00pm CST 5:30-7:00pm MST 4:30-6:00pm PST	Claire Seldon NSW Department of Education Australia	Theory of Gamification: What, Why, and How? * Defining gamification * Understanding the elements of game * Applying gamification to simple worksheets — a practical activity
9:00-9:30pm EST 8:00-8:30pm CST 7:00-7:30pm MST 6:00-6:30pm PST	Vaughan O'Leary KPMG International Australia	Engaging a Competitive Workforce Is there some learning your people need to complete for your business to be successful? What do you do to make the training experience unique? In this session, Vaughan will take you through how KPMG offers training in their service offerings to their global workforce through an in-house app, KPMG Globberunner, as well as providing insights on the updates they are making to the experience.
9:30-10:30pm EST 8:30-9:30pm CST 7:30-8:30pm MST 6:30-7:30pm PST	Calvin Osborne Poncho eLearning Australia	Capturing Your Audience This session will discuss the need to understand your audience and discuss ways to develop characters and stories to captivate, motivate, and inspire them to complete the hero's journey.
10:30-11:30pm EST 9:30-10:30pm CST 8:30-9:30pm MST 7:30-8:30pm PST	Jimbo Clark innoGreat Taiwan	T BD TBD
11:30pm-12:15am EST 10:30-11:15pm CST 9:30-10:15pm MST 8:30-9:15pm PST	Sufiz Mohd Suffian Recur Consult Malaysia	Uncovering Genuine Behaviors with Gamified Assessments Explore the applications of gamification in assessments. Apply game elements to trigger honest behaviors and actions. Combine immersive experiences with assessment frameworks.
12:15-12:45am EST 11:15-11:45pm CST 10:15-10:45pm MST 9:15-9:45pm PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	



GMT	Speaker(s)	Session Title
12:45-1:30am EST 11:45pm-12:30am CST 10:45-11:30pm MST 9:45-10:30pm PST	Eko Nugroho Kummara Indonesia	Facilitated Game-Based Learning: Humanizing Learning Through Games In this session which consist of both theoretical foundation and case studies, the participant will understand the fundamental challenges of implementing game-based learning and gamification program in Indonesia, which you can later use to enrich your understanding on how you can optimize games to enhance any learning and development program.
1:30-3:00am EST 12:30-2:00am CST 11:30pm-1:00am MST 10:30pm-12:00am PST	Andrew Lau Kerry Wong Think Codex Malaysia	Designing Games For Different Generations In this session participants will discover how the generations differ from each other, explore the type of game mechanics that resonates with the different generations, and modify a game to cater to the different needs.
3:00-3:45am EST 2:00-2:45am CST 1:00-1:45am MST 12:00-12:45am PST	Namitha Vijayakumar Learning Ethos India	Gamifying Diversity & Inclusion This session discusses how we use the power of games to spread the awareness of topics like gender bias, unconscious biases, Pride , LGBTQ+, and disability. Learn how gamification can be used to drive awareness on sensitive topics and how you can leverage games for democratizing sensitive workplace issues.
3:45-4:15am EST 2:45-3:15am CST 1:45-2:15am MST 12:45-1:15am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
4:15-5:00am EST 3:15-4:00am CST 2:15-3:00am MST 1:15-2:00am PST	Ercan Altuğ Yılmaz Gamfed Turkiye Turkiye	TOY Gamification Model and Decards Gamification is a business model for solving human centric motivation problems. Designing with a gamification project to understand the 10 steps from the company to the player.
5:00-6:00am EST 4:00-5:00am CST 3:00-4:00am MST 2:00-3:00am PST	Leif Sørensen Actee Denmark	Online games and training is the perfect match Are you ready to design serious learning games? In this session, you will not only learn how to gain value from theories and models, but you'll also use data from the next learning games you create.
6:00-6:30am EST 5:00-5:30am CST 4:00-4:30am MST 3:00-3:30am PST	Natalie Denmeade Moojoo Tanzania	What is your play personality and how can you use it to develop killer learning experiences? The Play Personality developed by Stewart Brown defines 8 Play Personality Types. By developing your learning experiences using your unique play personality you can deepen engagement and support learning motivation in your designs. During the session you will take a play personality quiz to determine what play personality you are.



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6:30-7:30am EST 5:30-6:30am CST 4:30-5:30am MST 3:30-4:30am PST	<u>Alina Tudorache</u> Myntist Romania	Gamifying the Expendability of Human Behavior This session encompasses gamification techniques that have been developed since early 2013. Experience tools that are premium, unique, and that have been applied successfully as ideation, design, and implementation in different Tech matrixes, online and offline. Participants will be able to comprehend gamification design without borders, understand the importance of NLP in gamification, and depict the most valuable assets in gamification design.
7:30-8:00am EST 6:30-7:00am CST 5:30-6:00am MST 4:30-5:00am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
8:00-8:45am EST 7:00-7:45am CST 6:00-6:45am MST 5:00-5:45am PST	Juliette Denny Growth Engineering Ltd. United Kingdom	Gamification in Action: A Case Study for Learner Engagement Learning isn't easy. It's one big battle against an almighty enemy: The Forgetting Curve. To effectively combat our leaky memories and supercharge your training's impact, you'll need to unearth the holy grail: true learner engagement.
8:45-9:45am EST 7:45-8:45am CST 6:45-7:45am MST 5:45-6:45am PST	Adam Palmquist Nord University Norway	Plug and Play? The necessity of comprehending stakeholders' desirable futures to achieve gamification endorsement in the workplace learning ecosystem A provocative and thought-provoking talk taking its point of departure in the intersection of Industry 5.0 and applied IT for learning research. The talk extrapolates the most critical discoveries from Adam's over 30 peer-reviewed academic papers concerning instructional gamification applied in real-world settings.
9:45-10:15am EST 8:45-9:15am CST 7:45-8:15am MST 6:45-7:15am PST	Sharon Goza Game 2 Learn USA	Gamification Master Craftsman Portfolio Presentation Five Years to Mars Many organizations want to inform the public of what they're doing, but the general public doesn't want to spend hours reading documents or web pages. This session discusses how we took a 135 page pdf document and multiple web pages and made a game that presented the information in an engaging, new way.
10:15-10:30am EST 9:15-9:30am CST 8:15-8:30am MST 7:15-7:30am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	



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10:30-11:30am EST 9:30-10:30am CST 8:30-9:30am MST 7:30-8:30am PST	<u>Rob Alvarez</u> Professor Game / Ironhack Spain	TBA
11:30am-12:00pm EST 10:30-11:00am CST 9:30-10:00am MST 8:30-9:00am PST	Naomi Pariseault and James Egan, PhD Brown University USA	Gamification Master Craftsman Portfolio Presentation
12:00-12:30pm EST 11:00-11:30am CST 10:00-10:30am MST 9:00-9:30am PST	Ricardo Peña Universidad de los Andes Columbia	Gamification as a Tool to Promote Ethical Thinking in Medical Students Apply, experiment, and review applications of gamification in graduate-level education.
12:30-1:30pm EST 11:30am-12:30pm CST 10:30-11:30am MST 9:30am-10:30am PST	Rasha Morsi Norfolk State University USA	Gamification Master Craftsman Portfolio Presentation The Escape from Zoria: A Gamified Experience The Curse of Zoria was designed to gamify a core course in the Computer Science and Engineering curriculum. BLUERABBIT was used as the gamified environment and the content was gamified using Genially and Bookwidgets. The uniqueness of The Curse of Zoria is the template structure, by design, that can then be applied to any course by simply creating a new storyline and new or updated activities. Rasha will demo part of her course and be open to your questions about gamifying university level courses.
1:30-2:15pm EST 12:30-1:15pm CST 11:30am-12:15pm MST 10:30-11:15am PST	Bill Fischer Kendall college of Art and Design of Ferris State University USA	A Precise Demonstration of Universal Design Methodologies: Creating Inclusive and Accessible Games Attendees will gain an understanding of the difference between accessible and universal design. Then, see a demonstration of specific methods for integrating universal design into educational games.
2:15-2:30pm EST 1:15-1:30pm CST 12:15-12:30pm MST 11:15-11:30am PST	THE EXCHANGE: A guided time of connection and collaboration. If you are enthusiastic and ready to 'give' as well as 'get' energy and ideas to create excitement with others regarding gamified and game-based learning – then this time is for YOU.	
2:30-3:30pm EST 1:30-2:30pm CST 12:30-1:30pm MST 11:30am-12:30pm PST	Rachel Arpin LED Learning, LLC USA	././ Do you wanna build escape games? ././ Escape games align well to the learning design process. The model I use parallels to the learner experience of having a problem to solve (Challenge), learning and applying (Action), and then getting feedback (Reward).



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3:30-4:30pm EST 2:30-3:30pm CST 1:30-2:30pm MST 12:30-1:30pm PST	<u>Klaus Rubba</u> Launch57 David Chandross Digital Gameworld Design Canada	How Adventure Games and Narrative Promote Learning Through Purpose and Motivation We will provide an overview of how our team has been using digital storytelling and adventure games to improve learning. This talk will provide some examples of how major hospitals and teaching centers in Ontario embraced gamified narrative for long term care training. In this talk we will discuss how to start building a narrative for your own L&D program.
4:30-5:30pm EST 3:30-4:30pm CST 2:30-3:30pm MST 1:30-2:30pm PST	Joshua Barol Pfizer, inc. USA	Using Classic Narrative to Drive Learning Straight to the Heart, in a Good Way Participants will gain a solid understanding on how to use a classic narrative in their modern trainings. You will learn how to express the importance of storytelling in human history and when to use classic narratives effectively as a game mechanic in gamification practice. In this session you will outline a gamified learning experience of your own using a classic narrative and access classic narratives effectively as a game mechanic in gamification practice.
5:30-6:30pm EST 4:30-5:30pm CST 3:30-4:30pm MST 2:30-3:30pm PST	<u>Bernardo Letayf</u> BLUerabbit Mexico	Everything is Gamifiable Measuring success or failure is possible in absolutely everything. Even how we handle emotions or our knowledge on a subject. Just define a goal and compare how you stand against it. On the other hand, the most natural form of learning is play. Our brains are wired to develop our skills through play so we can fail safely, learn, and use them to the best of our abilities when the time comes. By combining these two ideas, measuring and playing, we can easily create an engaging environment for learning. The trick is what metrics are useful and what game elements work best with them. Once we understand that, we will easily gamify everything.
6:30-7:00pm EST 5:30-6:00pm CST 4:30-5:00pm MST 3:30-4:00pm PST	<u>Monica Cornetti</u> GamiCon Gamemaster USA <u>Jonathan Peters, PhD</u> Sententia, Inc. USA	Wrap up Gamified Event Data and Outcomes
7:00-8:00pm EST 6:00-7:00pm CST 5:00-6:00pm MST 4:00-5:00pm PST	MC: TBA	After Party Celebration!