

# Camp GamiCon



September 18-20

Austin, TX



Welcome to the most creative and innovative camp for gamification design in corporate training and adult education. This year's theme is wrapped in a shroud of espionage, counterintelligence, and secret agent training inside the International Intelligence Agency.

## WHY SHOULD YOU COME TO CAMP GAMICON?

Camp GamiCon 2022 is the Premiere Gamification Conference of the Year! It's the only event created exclusively for teaching the design and delivery of gamified corporate training, adult learning, employee motivation and productivity, innovation, and culture change.

This event is designed for business leaders, training directors, instructional designers, trainers, facilitators, project managers, and adult educators. Anyone who wants to learn more about effective gamification techniques as a way to engage adult learners.

Headlined by some of the world's leading gamification strategists, researchers, and solution providers, this event brings together individuals and organizations who seek to design and create productive outcomes with gamification for learning.

This year's Camp GamiCon is completely gamified, so all attendees will be immersed in the progression of a gamification player journey as it unfolds from the opening party to the closing keynote. That means everyone will experience the power of gamification in real time!

[Register Now!](#)

**Use Code SGAM for \$100 off**



# What other people say:



- Kerstin Oberprieler

"I absolutely loved attending GamiCon. It was an intensive few days because it was engaging for every single moment!"



-Jeffrey Riley

The GamiCon2020 was an amazing event with so many great speakers. The Sententia Guides helped facilitate discussion giving more people the ability to participate in a virtual environment.



-Darell Ignelzi

Spring GamiCon 2022 in Orlando was single-handedly one of the best events I have ever attended. The knowledge that the presenters showed on their respective topics was far beyond anything I expected. The ideas and methods shared by them and fellow classmates have been instrumental in my training program.



# **GAMICON INTERNATIONAL INTELLIGENCE AGENCY GAME**

## **GAME PREMISE**

This is a game of social deduction. The object of the game is to determine which people are spies. At the close of the conference, the person(s) with the most correct answers win the game.



**SPY**



**AGENT**



**SEE YOU IN THE GAME!**

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# CAMP GAMICON SCHEDULE

**Sunday, September 18** 5:00 – 8:00 PM Camp GamiCon 2022 Kickoff: Offsite Event  
Espionage meets Esports - [David Palmer](#)

**Monday, September 19** 8:30 -9:00 AM Welcome To The World's Leading Gamification  
Spy Camp for Adult Learning – [Monica Cornetti](#)

9:00-10:15 AM Agent Training Break out sessions: Objectives Lab

Cracking the Code on Business Objectives -  
[Amy Morrisey](#)

Tradecraft - [Jean Marrapodi](#)

10:30-11:45 AM AGENT TRAINING Break out sessions: NARRATIVE LAB

What's Your Story? - [Steve Abrams](#)

Creating Agent Zero - [Lindsey Leverett](#)

12:00-2:00 PM Gamification Design Throwdown/LUNCH

2:30-4:30 PM AGENT TRAINING Break out sessions: GAME DESIGN LAB

Mapping a Player Journey - [Bernardo Letayf](#)

Tabletop Ops: Unmasking the Secret Systems  
behind Great Games - [John Kaufeld](#)

6:00-8:00 PM Off-site event TheaterThink: Where Acting Theory and Learning Design Intersect -  
[Chuck Sigmund](#) and [Josh Penzell](#)

**Tuesday, September 20**

8:30-9:00 AM Thwart the Forgetting Curve – [Jonathan Peters, PhD](#)

9:00-9:45 AM Application of Gamification - [Javier Velasquez](#)

10:00 -12:00 PM Tactical Gear and Provisions – Gamification Apps, Platforms, and Design Agencies

12:00-1:00 PM EXTREME INSTRUCTION - LUNCH OPTIONS

Tech for Good – Harnessing The Power Of Learning  
Into Tangible Sustainability Action - [Christian  
Gossan](#)

Quick and Practical Gamification for  
vILT and ILT - [Sherry Prindle](#)

1:30-3:30 PM EXTREME AGENT INSTRUCTION – BEHAVIORAL PSYCHOLOGY LABS

[Robin Krieglstein](#)

Failure Is an Option – [Scott Provence](#)

3:30-4:00 PM- Wrap up