

GamiCon2020 At-a-Glance

Complete Schedule at www.GamiCon.us/schedule

SUNDAY
October 11th
Marigo Raftopoulos

1



MONDAY
October 12th
Michiel Van Eunen
and Karen Sikkema

2

MONDAY
October 12th
Javier Velasquez

3

TUESDAY
October 13th
Social and Networking
After-Party

6

TUESDAY
October 13th
Bernardo Letayf

5

TUESDAY
October 13th
An Coppens

4

SUNDAY 10/11/2020 6:00 – 9:00 p.m. CT

Gamification Design Sprint - Dr. Marigo Raftopoulos

A high-energy, interactive design approach used for business problem solving and creating innovative product or service solutions. PLUS receive Marigo's Mini Gamification Design Sprint Playbook to keep!

MONDAY 10/12/2020 9:00 a.m. – 12:00 Noon CT

Game-Based-Learning in Practice - Michiel Van Eunen and Karen Sikkema

Use the Game Based Learning Design Wheel to make your own serious game or gamification for adult education or corporate training program in 9 clear steps.

MONDAY 10/12/2020 2:00-5:00 p.m. CT

Gamification Feedback, Rules, and Loops - Javier Velasquez

Gamification designs for learning should use the full potential of feedback rules and loops for engagement. Learn how to design feedback loops to improve the learning curve of your players in a meaningful way.

TUESDAY 10/13/2020 9:00 a.m. – 12:00 Noon CT

Co-Create a Collaborative Game - An Coppens

Your challenge is to build extension packs, level-ups, a digital version, or other items to make the collaborative game, *A Planet Called Hope*, bigger and better! Workable add-ons will be included in the free to play game.

TUESDAY 10/13/2020 2:00-5:00 p.m. CT

Map a Player Journey: On-Boarding to Scaffolding to Mastery to End-Game - Bernardo Letayf

Use an analog version of the BLUErabbit platform to create content ready to post in a digital format. You will focus on defining the reward and the importance of properly balancing an extrinsic rewards system.

TUESDAY 10/13/2020 6:00 – 8:00 p.m. CT

Social and Networking After-Party

**PLUS + Mystery Celebrity Guest Drop-ins
During Each Session!!**

