The Gamification Conference for Learning and Development
A Co-located Event by Sententia Gamification and Training Magazine Online Learning Conference

The only conference exclusively for the design and delivery of Gamification for corporate training, adult learning, employee motivation, productivity, innovation, and culture change.

This is the Gamification Event of 2018 for business leaders, training directors, instructional designers, trainers, facilitators, project managers, and adult educators looking to learn more about effective gamification techniques to engage adult learners.

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

October 6-8, 2018
Chicago, Illinois
For more information and to register: GamiCon.us

Our 2018 Theme: Defining Moments to Create Meaningful Learning Experiences

Schedule Overview

Saturday 10/6
6:00 – 9:00 p.m.: GamiCon Kick Off Party (off site location TBD)

Pop Up Escape Room - Experience the Escape Room, a unique pop-up Escape Room for teams up to 50 people. Learn why, how, and for whom you can use (pop-up) Escape Rooms for learning. In an hour of hands-on gamified action, followed by a practical debrief, you get to play, and you get to learn!

Sunday 10/7
7:30 - 8:30 a.m.: Registration (McCormick Place West, Chicago, Illinois)

8:30 a.m.: Welcome from Monica Cornetti – Defining Moments to Create Meaningful Learning Experiences
Challenge conventional assumptions and expand your L&D goals to make your learning experiences more meaningful.

8:50 – 10:15 a.m.: Gamification – Passions and Possibilities
Capturing the time and attention of today’s modern learners as well as ensuring the information is stimulating, relevant, and engaging, is a daunting task. These 20-minute presentations focus on design, innovation, and research for a new regime of gamification designers and facilitators.

10:30 – 11:45 a.m.: Hands-On Learning Labs
The question isn’t if adults can learn from play, but what they learn. These labs focus on innovative ways of thinking and puts fun and learning hand-in-hand with gameplay. By actively ‘doing’ participants will get to experiment with trial and error, learn from their mistakes, and understand the potential gaps between theory and practice.

www.GamiCon.us
GamiCon Sunday 10/7 (continued)

11:45 a.m. – 1:30 p.m.: Lunch

Gamification Project Throw Down
A showcase of low tech, no tech, and technology-based gamification of learning projects with a special focus on not just the projects themselves but also the results they’ve produced. This fun and social event gives participants the opportunity to see a variety of projects and talk to the designers and developers about the strategies, tools, and processes they used to build them. With an award component to recognize participants willing to show their work, a panel of Gamification Master Craftsman will vote on submissions in a variety of categories. Category winners will be announced on Monday afternoon at the Training Magazine Test Kitchen Kick Off Event.

2:00 – 4:00 pm: Ambassador Adventure
In a series of 10-minute Rapid Rounds participants will get the opportunity to interact with the different platforms, applications, tools, games, and apps that the gamification industry has to offer. Through an interactive progress map, the Ambassadors will tackle the challenge to create a defining moment with each team.

4:30 – 6:30 pm: GeoTeaming Event – The Chase led by John Chen
Teams will navigate through a custom designed course in a high-tech treasure hunt to search for hidden locations and complete missions by photos and videos. With an emphasis on networking, problem solving, information sharing, and leadership development, teams will focus on multiple challenges, work under a time constraint, master new equipment and develop new patterns of behavior within a team environment. The Chase ends at an off-site facility for a celebration with food, drinks, and fun, highlighted by a digital slideshow set to music to announce the team results and award a prize to the winners.

7:00 – 9:00 p.m.: Dine Arounds with Conference Speakers/Ambassadors (share Uber/Lyft rides)

Monday 10/8
8:30 a.m.: Welcome from Jonathan Peters, PhD – Sententia Gamification CMO

8:50 – 10:00 a.m.: Gamification – The Journey
Follow along in their footsteps as the speakers share their transition from ignorance to understanding of the application of gamification in real-world projects. You’ll learn some important truths and insights as they share their journey with you through examples, illustrations, and stories. These 20-minute presentations focus on diverse implementations of gamification in L&D and adult learning.

10:15 a.m. – 12:15 p.m.: Gamification Design Sprint with Marigo Raftopoulos
Experience a 2-hour intensive gamification design sprint to level up your design skills as you learn about gamification design methodologies, tools and processes, and play with different approaches to prototype your own design. As a bonus you’ll receive a design sprint workbook for you to keep and reuse in your own design work.

12:15 a.m. – 1:00 p.m.: Lunch

1:15 – 3:15 p.m.: Gamification Design Build Workshops
Participants will self-select into teams based on categories (solving a business problem, low-tech design, narrative and story development, designing interactive gamified materials) and will be guided through a design process based on theories of psychology and educational simulations. Teams will work through multiple scenarios to design solutions for the desired performance outcomes.

3:30 – 4:00 p.m.: Closing Keynote - Implementation Intentions... A Challenge for the Future

4:00 – 6:00 p.m.: Training Magazine OLC Training Test Kitchen; Gamification Project Throw Down Awards

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