



2019 Conference

Speaker Submission Form

Submission Deadline: **Friday, March 8, 2019***

About the Conference

4 Life-Changing Days of Gamification and Technology!

The 2019 Gamification Conference for Learning and Development (GamiCon) will take place on September 15-19, 2019 at the Hilton New Orleans Riverside, in New Orleans, LA, USA.

This is a co-located event with the **NEW!** [Training Magazine's 2019 TechLearn Conference](#).

GamiCon: September 15-17, 2019

TechLearn Conference: September 17(PM)-19, 2019

Call for Participation

GamiCon 2019 Call for Speaker Participation will run from **February 6 to March 8, 2019**. Individuals interested in speaking at the conference must complete this form when submitting their proposal for review. Your Submission(s) will be shared with members of the GamiCon Advisory Committee who will select topics and speakers for the 2019 event.

If selected, your role as a speaker at **GamiCon 2019** is a significant responsibility and we ask that you:

- support the GamiCon team to make it memorable and meaningful for all involved
- actively participate in the pre-conference marketing and engagement strategies
- enthusiastically attend conference activities and interactions
- contribute where necessary to the post-conference follow-up

In exchange for speaking you will receive one (1) free full-conference registration for both [GamiCon](#), September 15-17, 2019 (value \$995) and [Training Magazine TechLearn Conference](#), September 17-19, 2019 (value \$1495).

GamiCon and Training Magazine do not pay per diem, honoraria, or expenses for speakers.

Submission Details

February 6: Speaker Submissions Open

March 8: Speaker Submission Form Deadline

April 1: Speaker Selection Notification Deadline

*Because Speaker spots are limited, **we encourage you to complete and submit your application sooner rather than later**. Once we have filled all speaker spots, we will be unable to accept any additional submissions.

Speaker Submissions should include:

- A Marketable Session Title
- Key Learning Outcomes Outlined – how will the audience benefit from your session
- The target audience identified – who would benefit most from the presentation
- Why the Committee should select your proposal - what is compelling about your session?
- A brief speaker bio, headshot, social media username(s)/URLs, and a link to a video of you presenting at a conference, workshop, or comparable setting

- Engagement App Challenges - 3-4 key takeaways that can be included as quests/challenges in the conference engagement app

All fields must be completed, and incomplete submissions will not be considered for acceptance.

Up to 3 proposals may be submitted by one person. **Each session proposal should be submitted on a separate form.**

Completed forms should be submitted electronically to GamiCon at Kimberly@SententiaGames.com. GamiCon will send an email in response to confirm receipt of each submission.

Session Formats

We are accepting proposals for the following formats. **Select one format per proposal.** Submit for multiple formats to increase your odds of being selected.

- **Main Stage Presentations:** 20 minutes in length. We are looking for industry thought leaders who will enlighten, inspire, surprise and delight. Presenters should be designers, researchers, learning professionals, adult educators, or practitioners. Presentations must focus on the application of gamification in Learning and Development, Adult Education, or employee-facing gamification.
 - ✚ **Presenter receives a complimentary GamiCon and TechLearnCon registration.**
- **Hands-On Learning Labs:** 45-90 minutes in length, running concurrently. Content must offer hands-on learning opportunities. The lab should empower the participants to “try” concepts and provide real-world experience.
 - ✚ **The Primary presenter receives a complimentary GamiCon and TechLearnCon registration.**
 - ✚ **One co-presenter receives a 50% discount on GamiCon registration fee. Co-presenter must register for GamiCon.**
- **Gamification Design Build Playshops:** 2-hours in length, running concurrently. Presenters will help participants design a gamification project to solve a learning or engagement problem. Content must offer hands-on learning opportunities and should empower the participants to “try” concepts and provide real-world experience.
 - ✚ **The Primary presenter receives a complimentary GamiCon and TechLearnCon registration.**
 - ✚ **One co-presenter receives a 50% discount on GamiCon registration fee. Co-presenter must register for GamiCon.**
- **TechLearn Conference Gamification Breakout Session:** 45-90 minutes in length, running concurrently with other TechLearn tracks and demonstrations. Content should offer hands-on, experiential learning opportunities. The session should be fun and immersive.
 - ✚ **The Primary presenter receives a complimentary GamiCon and TechLearnCon registration.**
- **Ambassador Adventure – Open Only to Gamification Product/Service Vendors:** Don't miss this opportunity to connect with learning professionals from around the country and across the globe. Participants are eager to learn what tools, technologies, and platforms are available to them for their gamification projects. The Ambassador Adventure is your chance to showcase your products, platforms, and/or content to a target audience, answer their questions, and demonstrate your USP. Contact Monica Cornetti for more information or to reserve your Ambassador Adventure Spot today: Guru@SententiaGames.com or +1-972-951-3314.

Contact Information

Name	
Street Address	
City ST ZIP Code	
Country	
Mobile Phone	
E-Mail Address	

Presentation Title - clearly articulated with a dash of pizzazz

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Format

- Main Stage Presentation
- Hands-On Learning Lab
- Gamification Design Build Playshop
- TechLearnCon Breakout Session
- Ambassador Adventure

Key Learning Outcomes

Provide 3-5 clear, performance-based learning outcomes using action verbs.

Target Audience

Who would benefit most from this presentation? Instructor/Facilitator, Instructional Designer, Content Developer/SME, Learning Manager, CLO, etc.

Why Should the Committee Select This Session?

What is compelling about your session? Include any testimonials or additional information that would help to clarify your submission.

Sample Presentation

If you are submitting for Main Stage, Hands-On Learning Lab, Gamification Design Build Playshop, or TechLearnCon Breakout Session, you must provide a link to a video demonstrating your expertise and presentation skills. Applications without a video link will not be considered for acceptance.

Engagement App Challenges

GamiCon is a fully gamified event. As we map the player journey, we like to include quick quizzes on content heard throughout the conference. We've crafted a combination of both opinion and thought (retrieval) questions.

Examples:

- Before the break is over write on the Graffiti Wall an opinion, comment, or question about _____.
- If I had to explain _____ from (Speaker's Name) session to someone who missed it, here's what I would say:

What we need from you (please select 2 or 3 from the following):

- 2-3 key learning outcomes from your presentation
- Perhaps if you have a 'phrase that pays' – a take away phrase that sticks like Jonathan's writing tip: *Start Dirty, Stay Dirty*
- Interesting fact or statistic that you know you will be referencing in your presentation
- A prop that you'll use in your presentation
- An analogy you will make in your presentation
- Your final key sentences
- Will you wear a special outfit?
- Or anything else you think will create a meaningful and memorable moment from your session

Speaker Bio and Social Media Usernames/URLs

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Agreement and Signature

By submitting this application, I affirm that the facts set forth in it are true and complete. I understand that if I am accepted as a speaker, any false statements, omissions, or other misrepresentations made by me on this application may result in my immediate dismissal.

Name (printed)	
Signature	
Date	

Our Policy

It is the policy of this organization to provide equal opportunities without regard to race, color, religion, national origin, gender, sexual preference, age, or disability.

If you have questions at any time while filling out the application, please call me at +1 972-951-3314 or e-mail me at Guru@SententiaGames.com.

Thank you for completing this application form and for your interest in speaking at GamiCon 2019.



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