

Play. Purpose. Potential.

2019 Schedule



Kickoff – Sunday, 9/15		
5:00 – 8:00 pm Offsite	<p>GamiCon 19 KICKOFF EVENT AT NOLA BREWING</p> <p>Thinking In and Out of the Box - Jimbo Clark</p> <p>PLUS enjoy a side of NOLA craft brews and mini- buffet of McClure’s BBQ (included with your registration).</p> <p><i>An offsite event at NOLA Brewing Company, 3001 Tchoupitoulas St, New Orleans, 504.896.9996, (www.NOLAbrewing.com)</i></p>	
Day 1 – Monday, 9/16		
7:30 – 8:30 am Hilton 3 rd Floor - South	<p>REGISTRATION – Doors to Churchill A open at 8:15 am</p>	
8:30 am – 10:00 am Main Stage Churchill A	<p>MS1: Opening Keynote: The Case of Baldi's Ruler and the Purple Backpack by Monica Cornetti</p>	
	<p>MS2: Level Up Your Professional Development Experience the Magic of GamiCon by Chuck Sigmund and Kerstin Oberprieler</p>	
	<p>MS3: Gamification is Not One Solution for All - Persona, Phases, Journeys and more... by Altug Yilmaz</p>	
	<p>MS4: The Game Master Framework by Bernardo Letayf</p>	
10:00 – 10:30 am	<p>BREAK – Networking and Collaboration Corner</p> <p>Meet new colleagues, connect with old friends, and engage in the conversation at the GamiCon Graffiti Wall and Collaboration Corner</p>	
10:30 – 11:15 am Churchill A and B	<p>HANDS-ON LEARNING QUESTS</p>	
	<p>BO1A: i-Tournament: ¿Can I play with my boss? by Guillermo Solano Churchill A</p>	<p>BO1B: Be the Game Changer: Narrative as the Glue for Learning and Game Mechanics by Naomi Pariseault Churchill B</p>
11:15 – 11:30 am	<p>BREAK – Networking and Collaboration Corner</p> <p>Meet someone new, continue to engage in the learning, and converse with colleagues at the GamiCon Graffiti Wall and Collaboration Corner</p>	
11:30 am – 1:30 pm Main Stage Churchill A	<p>LUNCH – Gamification Project Throwdown</p> <p>Showcase of low tech, no tech, and technology-based gamification of learning projects with a special focus on results produced. Talk to the designers and developers. A panel will vote on submissions, and winners will be announced at the TechLearn Conference Kick Off Event.</p>	

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1:30 – 1:40 pm Main Stage Churchill A	Geoteaming Team Lead Opportunity Challenge – John Chen	
1:40 – 2:00 pm	BREAK – Networking and Collaboration Corner Revisit questions, comments, and insights from others, or take a pic with new friends and post it to the wall as you continue to engage at the GamiCon Graffiti Wall and Collaboration Corner.	
2:00 – 2:45 pm Churchill A and B	HANDS-ON LEARNING QUESTS	
	BO2A: Pressure Packed! What Would You Decide? by Chuck Sigmund Churchill A	BO2B: Experience Based Learning – Content is NOT King! by Michiel van Eunen Churchill B
2:45 – 3:15 pm	BREAK – Networking and Collaboration Corner Revisit questions, comments, and insights from others, or take a pic with new friends and post it to the wall as you continue to engage at the GamiCon Graffiti Wall and Collaboration Corner.	
3:15 – 4:00 pm Churchill A and B	HANDS-ON LEARNING QUESTS	
	BO3A: Barebones Storytelling: How One Game Design Principle Can Boost Engagement and Save You Time by Scott Provence Churchill A	BO3B: Colorfully Connecting: Practical Ways to Gamify for Everyone by Rob and Mary Hambleton Churchill B
4:00 – 4:30 pm Churchill A	Geoteaming Team Lead Orientation – John Chen	
5:00 – 8:00 pm Offsite	EVENING EVENT AT THE LULA DISTILLERY The UN 2030 SDGs Game – James Bishop PLUS enjoy quintessentially southern, with a distinct Louisiana influence, appetizers and cocktails made with Lula Spirits (included with your registration). <i>An offsite event at Lula Restaurant and Distillery, 1532 St. Charles Ave, New Orleans, 504-267-7624, (www.lulanola.com)</i>	

Day 2 – Tuesday, 9/17

8:30 – 10:00 am Main Stage Churchill A	MS5: Keynote: Deliberate Fun by Jonathan Peters
	MS6: Gamification Gumbo: Small Lessons from the Big Easy by Valary Oleinik
	MS7: What Makes a Great Narrative – The Brain Science Behind Increasing Retention with a Great Story by Keith Lillico
	MS8: Gamification with iBeacons by Miary Andria, PhD

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10:00 – 10:30 am	BREAK – Networking and Collaboration Corner Meet new colleagues, connect with old friends, and continue to engage in the conversation at the GamiCon Graffiti Wall and Collaboration Corner.
10:30 am – 12:30 pm Churchill B	iBeacons ADVENTURE: DISCOVERY STATIONS Through an interactive progress map, discovered via iBeacons, you will interact with the latest platforms, tools, games, and apps that the gamification industry has to offer. Experience exploration and progression playing with both high and low-tech platforms and frameworks. The Perfect Pecan Praline Recipe Search Happy experimenting with iBeacons, assembling the perfect pecan praline recipe, and maybe you just might find a fabulous formula for effective gamification along the way. Perhaps you'll even get your happy little hands on some genuine, scrumptious, Louisiana pralines.
12:30 – 12:45	BREAK
12:45 – 1:30 pm Churchill B	LUNCH WITH A CELEBRITY (earned in the GamiCon Event app) Facilitated by a GamiCon speaker or industry leader of your choice, take a deep-dive into specific topics of significance for you. Enjoy a unique opportunity to hear from an engaged and focused group of your peers to exchange experiences and ideas.
1:30 – 2:00 pm	BREAK – Networking and Collaboration Corner This is it! Your last break to engage in the learning and conversation with colleagues at the GamiCon Graffiti Wall and Collaboration Corner.
2:00 – 3:00 pm Mainstage Churchill A	MS9: EDrenaline Rush: Inside the Fully Gamified Classroom by John Meehan
3:00 – 3:30pm Mainstage Churchill A	MS10: CLOSING KEYNOTE – Implementation Intentions...A Challenge for the Future by Monica Cornetti and Jonathan Peters, PhD
3:30 – 3:45 pm	GamiCon GROUP PICS
3:45 – 4:00 pm	Move to TechLearn Kick Off
4:00 – 6:00 pm Riverside Ballroom	TRAINING MAGAZINE TECHLEARN KICKOFF Wow! You can do that? - Michael Allen, Hilton Riverside Ballroom Mission Possible: Make Connections , Geoteaming Event with John Chen Your mission, and you SHOULD accept it, is to make connections that can help you move your career forward. The Geoteaming group will help you take the next step through an engaging mobile game. You'll solve missions and climb the leaderboard as you make your way toward Barcadia where you'll meet up with other groups for awards and fun!
6:00 – 8:00 pm Offsite	Gamification Project Throwdown Awards Whatever your plans for your time in New Orleans, the Throwdown Awards are sure to be a nail-biter session. A gladiatorial combat. 20 final projects. 5 ultimate winners. Who will it be?

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PLUS enjoy appetizers, drinks, and '80s arcade games! (included with your registration). This celebration will prove to be THE can't miss event of the conference!
An offsite event at Barcadia, 601 Tchoupitoulas St, New Orleans, LA 70130, (504) 335-1740, (www.barcadianeworleans.com)

TECHLEARN GAMIFICATION/SERIOUS GAMES TRACK		
September 18-19, 2019		
Session # / Date	Speaker	Title
108 Wed., 8:00-9:00	Chuck Sigmund	Pressure Packed! What Would You Decide?
208 Wed., 10:30-11:30	Michiel van Eunen	Experience Based Learning – Content is NOT King!
308 Wed., 1:00-2:00	Juliette Denny	Go Mobile and Transform Your Learning Culture
408 Wed., 2:15-3:15	Stephen Baer	Game-Based Training That Improves Employee Performance
508 Thurs., 8:15-9:15	Jean Marrapodi	The Instructional Design Game: Let's Build a Better Mousetrap
608 Thurs, 10:45-11:45	Alexander Salas	eLearning Simulations for Shark Attack Survival Skills with Storyline 360
708 Thurs., 1:15-2:15	Stacy Adams	Explain Complex Ideas with Animations
808 Thurs, 2:30-3:30	Valary Oleinik	You Tried Motivating Your Learners... Now Try This