



# CAMP GAMICON

SEPTEMBER 18-20  
AUSTIN, TX

[www.GamiCon.us](http://www.GamiCon.us)

**techlearn**  
2022 conference

## SPONSORSHIP PROSPECTUS



The Gamification Event for Learning and Development

Welcome to the most creative and innovative camp for gamification design in corporate training and adult education.

Completely gamified, at Camp GamiCon you will experience the progression of a gamification player journey as it unfolds from the opening party to the closing keynote.

This year's theme is wrapped in a shroud of espionage, counterintelligence, and secret agent training inside the ***International Intelligence Agency.***





The Gamification Event for Learning and Development

Headlined by select L&D professionals, adult educators, gamification strategists, researchers, and solution providers, this event brings together individuals and organizations who seek to design and create productive outcomes and engagement with gamification.





*“GamiCon: It is the most engaging conference in gamification ever! We had the opportunity to collaborate, exchange ideas, and learn from each other to truly create a body of knowledge that can turn into best practices documentation.”*

*– Conference Attendee*



**The Gamification Event for Learning and Development**



**79 CITIES**



**11 COUNTRIES**

**WHERE DO GAMICON PARTICIPANTS COME FROM?**



**GamiCon** is for business leaders, training directors, instructional designers, trainers, facilitators, project managers, and adult educators wanting to learn more about effective gamification techniques to engage adult learners

**GamiCon** is the only international event exclusively for the design and delivery of gamified corporate training, adult learning, employee motivation and productivity, innovation, and culture change.



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**CLO/VP/Director or Above: 18%**



**Manager/Supervisor: 40%**



**Training Specialist: 22%**



**Instructional Designer/Developer: 20%**

## **WHO ATTENDS GAMICON?**

# COMPANIES AND ORGANIZATIONS REPRESENTED AT GAMICON EVENTS

Aetna	Defense Counterintelligence and Security Agency	K12 Inc	PLTW
AltaPointe Health	Dana-Farber Cancer Institute	KnowBe4	Port of Seattle
Amazon	Dell	Kohls	Sam Houston State University
Amazon Web Services	Deloitte	Koru Consulting	SEAPRO
Attensi AS	Electrical Training Alliance	Lavender Dragon Team	SECU
Bancheshir University	Ellie Mae	Learn It Digitally	Serco Inc
Bank of America	Fama Enterprises LLC	LLamasoft	Shell Oil
Battelle Energy Alliance, LLC	FNB	Lowe's	SocialPoint
BCInsourcing, LLC	Free to Play	Management Concepts	State of Hawaii
Benefit Mall	Froedtert Health	Mayo Clinic	Suguna Holdings Pvt. Ltd.
Bishop O'Connell HS	Gamify Live	Merck	T&C Services bvba
Blue Cross and Blue Shield of	Geoteaming	Microsoft	Target
Bullitt County Public Library	Grand Rounds	NASA- Johnson Space Center	Team Rubicon
BLUE rabbit Gamification	Growth Engineering	National Fire Protection Association	Texas State University
Booz Allen Hamilton	Gwinnett County Public Schools	National Science Foundation	Trilogy Health Services
Brown University	Holland America Group	New Zealand Ministry of Foreign Affairs and Trade	U.S. Army War College
BundLAR	Horace Mann Companies	Northwestern Mutual	UCAR
Business Skills	Huntington Bank	NTTA	U.S. Army
Centro de innovacion	Idaho National Laboratory	Huntington National Bank	UT Rio Grande Valley
Chick-fil-A Inc	Influence Insights	Paychex	Vanderbilt University Medical Center
CNO Financial Group	Intuit	Penske Truck Leasing	Weil Gotshal and Manages
Coca-Cola Business Services	John Deere	Performance Solutions	Western University of Health Sciences
Colonial Pipeline Company	Judge Learning Solutions	Pfizer	XP Learning, Inc





*“I was fascinated by the depth and breadth of submissions. Some of them were very serious, others lighthearted. The production value of a couple were nothing short of amazing...”* — GamiCon Attendee Commenting on the Gamification Throwdown Projects



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# Thank You to Our PLATINUM Sponsors!





BLUERABBIT



*“GamiCon is one of the best events I have seen that brings together L&D professionals, looking for gamification products and solutions, from a wide variety of organizations and industries. I highly recommend the investment in sponsorship for 2022.”*

– Bernardo Letayf,  
Conference Sponsor

We're spotlighting product and solution providers in a BIG way!

Attendees are asking for you!



And we're delivering with an exclusive discovery time of sponsor spotlights.

In keeping with international intrigue theme of this year's event, we're calling your spotlight time: **Tactical Gear and Provisions**



## TACTICAL GEAR AND PROVISIONS SPONSOR SPOTLIGHT STATIONS

In a series of Rapid Rounds participants interact with YOU, the different platforms, applications, tools, games, and apps that the gamification industry has to offer.

Through an interactive adventure, boost your brand awareness and gain significant, quality leads .

GamiCon provides a level of excitement and enthusiasm around gamification for learning that no other event in the L&D space presents.



The Gamification Event for Learning and Development



## TACTICAL GEAR AND PROVISIONS SPONSOR SPOTLIGHT STATIONS

Unlike traditional conferences and tradeshows that create a competitive environment in which you struggle to connect with decision makers

At GamiCon there are no overpriced vendor hall booths – no competition for the coolest, cleverest, or most costly displays.



The Gamification Event for Learning and Development



## TACTICAL GEAR AND PROVISIONS SPONSOR SPOTLIGHT STATIONS

Participants are eager to interact with **YOU**... the latest in applications, tools, games, and apps that the gamification industry has to offer.

Participants experience **120 minutes** of exploration and progression as they play with the latest in gamification platforms and frameworks.

GamiCon is an innovative, time-saving, and cost-effective way for you to meet face-to-face with professionals and get **qualified leads** from those who are seeking solutions in a collaborative, engaging and FUN environment



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# CONNECTIONS

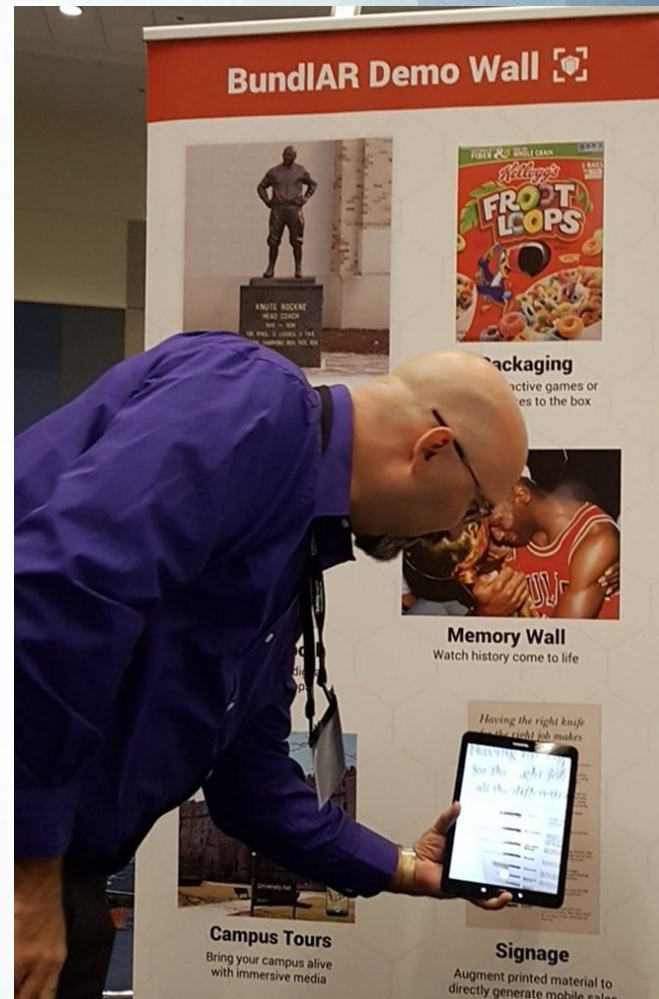
Join us for the opportunity to get in front of those L&D and HR leaders you are trying to reach every day.

A unique chance to see what people are thinking about, what people are doing, and the challenges they are attempting to solve.

Open dialogue and free-flowing exchange of ideas enables you to push the boundaries of gamification for learning to new levels.



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## TACTICAL GEAR AND PROVISIONS SPONSOR SPOTLIGHT STATIONS



Think speed dating, but in the world of employee engagement, business, adult education, and design.



This Round Robin format moves briskly and culminates with time for open networking and continued conversation with decision makers.



The fast pace, combined with the high level of energy in the room, guarantees fun, new ideas, and meeting **qualified leads**.



# COLLABORATIONS

*“The opening remarks were perfect for the conference topic. Monica inspired me to step out from behind the organization naysayers. Learning and development, critical to our success, requires tweaking. I’m excited to share our tools during the evolution.”*  
– GamiCon Sponsor



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# SELECT YOUR LEVEL OF SPONSORSHIP

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## Platinum

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## Gold

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## Silver



# LEVELS OF SPONSOR BENEFITS

	Platinum	Gold	Silver
<b>Content</b>			
<i>Conference Session (45mins; based on availability)</i>	√		
<i>Lunch with Celebrity (that's you) earned via in app play during the conference</i>	√	√	
<i>Sponsor Showcase Discovery Stations</i>	√	√	√
<b>Sales Engagement   Networking   Marketing   Branding</b>			
Camp GamiCon 2022 Conference Pass	√	√	√
TechLearn 2022 Conference Pass	√		
GamiCon Engagement App Branding	√		
Camp GamiCon 2022 Website Branding	√	√	√
Camp GamiCon 2022 Main Stage Screen Branding	√	√	√
Opportunity to issue newsletter announcements highlighting participation in Camp GamiCon 2022	√	√	
Opportunity to co-host webinar or record podcast highlighting participation in Camp GamiCon 2022	√	√	
Registered Attendee Postal List (1x use)	√	√	√
<b>Package Price</b>			
Showcase your products and services	\$5,000	\$3,000	\$1,500

**INCREASE YOUR REACH.  
STRENGTHEN YOUR IMPACT.  
BOOST YOUR INFLUENCE.**

As an industry leader it's time to claim your Sponsorship Level at the Gamification Event of 2022.

Business leaders, training directors, instructional designers, project managers, and adult educators are looking for effective gamification products and services

Set your company apart with this exclusive sponsorship opportunity

Call us today at +1 972-951-3314

Email us at [guru@SententiaGames.com](mailto:guru@SententiaGames.com)



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SEPTEMBER 18-20, 2022 | AUSTIN, TX

CO-LOCATED EVENT WITH TRAINING MAGAZINE'S  
TECHLEARN CONFERENCE

AT&T HOTEL AND CONFERENCE CENTER  
1900 UNIVERSITY AVENUE  
AUSTIN, TX 78705



THANK YOU

