

CAMP GAMICON SCHEDULE

Sunday, September 18 5:00 – 8:00 PM Camp GamiCon 2022 Kickoff: Offsite Event
Espionage meets Esports - [David Palmer](#)

Monday, September 19 8:30 -9:00 AM Welcome To The World's Leading Gamification
Spy Camp for Adult Learning – [Monica Cornetti](#)

9:00-10:15 AM Agent Training Break out sessions: Objectives Lab

Cracking the Code on Business Objectives -
[Amy Morrisey](#)

Tradecraft - [Jean Marrapodi](#)

10:30-11:45 AM AGENT TRAINING Break out sessions: NARRATIVE LAB

What's Your Story? - [Steve Abrams](#)

Creating Agent Zero - [Lindsey Leverett](#)

12:00-2:00 PM Gamification Design Throwdown/LUNCH

2:30-4:30 PM AGENT TRAINING Break out sessions: GAME DESIGN LAB

Mapping a Player Journey - [Bernardo Letayf](#)

Tabletop Ops: Unmasking the Secret Systems
behind Great Games - [John Kaufeld](#)

6:00-8:00 PM Off-site event TheaterThink: Where Acting Theory and Learning Design Intersect -
[Chuck Sigmund](#) and [Josh Penzell](#)

Tuesday, September 20

8:30-9:00 AM Thwart the Forgetting Curve – [Jonathan Peters, PhD](#)

10:00 -12:00 PM Tactical Gear and Provisions – Gamification Apps, Platforms, and Design Agencies

12:00-1:00 PM EXTREME INSTRUCTION - LUNCH OPTIONS

Tech for Good – Harnessing The Power Of Learning
Into Tangible Sustainability Action - [Christian
Gossan](#)

Quick and Practical Gamification for
vILT and ILT - [Sherry Prindle](#)

1:30-3:30 PM EXTREME AGENT INSTRUCTION – BEHAVIORAL PSYCHOLOGY LABS

[Robin Krieglstein](#)

Failure Is an Option – [Scott Provence](#)

3:30-4:00 PM- Wrap up