



# Camp GamiCon 2021

## TUESDAY, NOVEMBER 2, 2021

Time	Playshop	Presenter
7:30pm - 8:00pm EDT	<b>Introduction to Camp GamiCon</b>	Monica Cornetti,
8:00pm - 9:30pm EDT	<b>Campground ScavengAR Hunt</b>	Betty Dannewitz and Destery Hildenbrand

## WEDNESDAY, NOVEMBER 3, 2021

Time	Playshop	Presenter
10:00am – 11:30am EDT	<b>WHY VILLAINS ALWAYS LOSE: A</b> Game-based Exploration of How to Set and Achieve Your Work Goals	Scott Provence
11:30am – 1:00pm EDT	<b>WHO ARE THESE PEOPLE?</b> Designing Accurate Learner Personas	Jonathan Peters
1:00pm – 2:30pm EDT	<b>BREAK</b>	
2:30pm – 4:00pm EDT	<b>MAP A PLAYER JOURNEY:</b> On-boarding to End-game	Bernardo Letayf
4:00pm – 4:30pm EDT	<b>BREAK</b>	
4:30pm – 6:00pm EDT	<b>CHOOSE YOUR FIGHTER:</b> Building Character-Driven Narratives	Hadiya Nuriddin
6:00pm – 7:30pm EDT	<b>BREAK</b>	
7:30pm - 9:00pm EDT	<b>VR ADVENTURE:</b> ACTIONS HAVE CONSEQUENCES	Adi Stephan
9:00pm - 9:30pm EDT	<b>AFTER HOURS FUN: Networking and New Friends</b>	

## Thursday, November 3, 2021

Time	Playshop	Presenter
10:00am – 11:30am EDT	<b>GAMIFIED LEARNING RECIPE:</b> Make Sure the Learning Experience Isn't Half-Baked	Robin Sargent
11:30am – 1:00pm EDT	<b>WHEN A PLAYER JOURNEY IS NOT A PLAYER JOURNEY</b>	Darryn Van Den Berg
1:00pm – 2:30pm EDT	<b>BREAK</b>	
2:30pm - 4:00pm EDT	<b>MVP: THE SIMPLEST THING THAT COULD POSSIBLY WORK</b>	Megan Torrance
4:00pm – 4:30pm EDT	<b>BREAK</b>	
4:30pm - 6:00pm EDT	<b>DRIVE-ING TEST:</b> <b>BRAKES, ENGINES &amp; MOTIVES</b>	David Castañeda Pardo and Lina M. Parra Ante
6:00pm – 7:30pm EDT	<b>BREAK</b>	
7:30pm - 9:00pm EDT	<b>PANEL: THROWDOWN JUDGES</b> What Does it Take to Create an Award-Winning Program?	Jean Marrapodi, Javier Velasquez, Naomi Perisault
9:00pm - 9:30pm EDT	<b>AFTER HOURS FUN</b>	

