

SERIOUS PLAY

CONFERENCE

DOWNTOWN CAMPUS, University of Central Florida, 500 W. Livingston St., Orlando, FL 32801

Wednesday, July 24, 2019

8 - 9 a. m. Registration in FIEA Lobby. Welcome and Keynote at Ronald Blocker Educational Leadership Center, 445 West Amelia Street. Follow the direction signs outside FIEA. All remaining sessions and remaining days will be held at FIEA or FAMU College of Law, 2 blocks away (follow signs). The Lynx/Lymmo Lime Line bus runs every 10 min from in front of FIEA to FAMU.

9 a.m. Announcements: Sue Bohle, Executive Director, Serious Play Conference
Welcome: Ben Noel, Executive Director, FIEA, University of Central Florida

9:15- 10: 15 a.m. Keynote: Maj. Gen. Maria Gervais, Director, Synthetic Training Environment Cross Functional Team
Preparing Soldiers for the Future: The Army's New Synthetic Training Environment

	FAMU Rm 253	UCF FIEA Rm 116	FAMU Rm 257	UCF FIEA Rm 127	FAMU Rm 379	FAMU Rm 255
	MILITARY / GOVT TRAINING	CORPORATE / LEADERSHIP TRAINING	HEALTHCARE	GAME / INSTRUCTIONAL DESIGN	HIGHER EDUCATION	USING GAMES IN K-12
10:30 - 11:15 a. m.	<p>Tim Welch Naval Air Warfare Center Training Systems Division</p> <p>Augmented Reality Immersive Assessment Models for a Total Learning Architecture</p>	<p>Jonathan Peters Sententia Games</p> <p>Mechanics and the Motivators: A Deliberate Approach to Gamifying Experiences</p>	<p>Ravi Patel University of Pittsburgh</p> <p>Serious Game Development through Community-Driven Design and Development</p>	<p>Jennifer McNamara BreakAway Games</p> <p>Client-Centered Design</p>	<p>Roberto Alvarez IE University Spain</p> <p>Using Games in Higher Education</p>	<p>Panel: Gregg Toppo, Author, moderator; Tammie Schrader, State of Washington, ESD; Peggy Sheehy, EPIC Learners; Steve Isaacs, Bernards Township</p> <p>Integrating Games in K12: How to Get Started</p>
11:30 - 12:15 p. m.	<p>Randy Brown Virtual Heroes, Div of ARA</p> <p>VR-Based Multiplayer Squad/Soldier Virtual Training</p>	<p>Ronald Dyer University of Sheffield</p> <p>Lessons Learnt from Serious Play for Deeper Learning: A Risk Management Case</p>	<p>Kevin Holloway Uniformed Services Univ for the Health Sciences</p> <p>Augmenting Behavioral Health Provider Training in Second Life</p>	<p>David Renton Porter-Gaud School</p> <p>Unity in the Classroom for Creating VR Sims and Edugames</p>	<p>Ben Noel Florida Interactive Entertainment Academy (FIEA), UCF</p> <p>Creating Graduate Game Development Programs</p>	<p>Randall Deich Lauderhill 6-12/School Board of Broward County</p> <p>Games, Social Impact and Student Outcomes</p>
12:15 - 1:15 p. m.	LUNCH in UCF/FIEA Sound Stage					
1: 15 - 2 p.m.	<p>Michael Freeman Naval Postgraduate School</p> <p>If You Build it, They May Not Come: Hard Lessons about Game Design, Development and Facilitation</p>	<p>Dov Jacobson Games that Work</p> <p>The Five Quadrants: An Analysis of Recent Cybersecurity Games</p>	<p>Peter Smith Matt Dombrowski UCF & Limbitless Solutions</p> <p>Alternative Game Controls for Accessible Design</p>	<p>Jason Webb Pearson Butler</p> <p>How to Protect Your Game</p>	<p>WORKSHOP: Mechel Glass Consumer Financial Protection Bureau</p> <p>Using Gamification to Make Financial Education Engaging for Adults</p>	<p>David Paul Zimmerman Renton Prep</p> <p>Navigating the Challenges to Adopting a Vision for EdTech</p>
2 - 3:30 p.m.	<p>Adrian Cox JHT</p> <p>Enhancing Unity-based Virtual Training Simulations Using Complex Multi-touch Interactions</p>	<p>Paula Kelly NExT, a Schlumberger Company</p> <p>Gamification of New Hire Program Meets Expectations, Behaviors of Millennials</p>	<p>Lorin Grieve University of Pittsburgh</p> <p>Learning from Iteration of a Serious Game for Drug Development</p>	<p>WORKSHOP Eleazar Vasquez University of Central Florida</p> <p>Using the Universal Design for Learning Framework with Video Games</p>	<p>WORKSHOP: Amy Baskin Florida State College at Jacksonville</p> <p>Games that Connect for Social, Emotional and Cognitive Wins: Circles, Props, Escapes and Rocks</p>	<p>Patrick Peccards The Woodrow Wilson National Fellowship Foundation</p> <p>Bringing the Future of Gaming to the Learning of History</p>
3:30- 4 p.m.	BREAK					
4 - 5:30 p.m.	<p>INTERACTIVE DISCUSSION: Alicia Sanchez Defense Acquisition University</p> <p>Designing Memorable Games</p>	<p>WORKSHOP: Richard Lowenthal The Game Agency</p> <p>Create Engaging Employee Training Games to Drive Better Business Results</p>	<p>INTERACTIVE DEMO: Roger Smith, Kelli Murray AdventHealth</p> <p>Participate in a Live Demo of Advent Health's New Leadership Development Board Game</p>	<p>WORKSHOP: Priya Thiagarajan MPS Interactive Systems India</p> <p>From Competition to Collaboration - Designing Collaborative Multiplayer Serious Games</p>	<p>WORKSHOP: James Kiggins Adtalem Global Education</p> <p>Immersive Learning Experience Design (ILXD)</p>	<p>WORKSHOP: AJ Webster, Christy Durham Sycamore School/Catalyst Learning Hub</p> <p>Skin It, Mod It: Students Altering Games to Learn</p>

Exhibit Areas open at all breaks, lunch and at the end of the day

5:30 p.m. Robot Surgery Simulation Competition; Platform Exhibitors and Game Arcade in Lobby of FIEA; Tour of FIEA -- Sign up at Registration Desk

6:30 - 7:30 p.m. No Host Networking Event at the Ace Cafe at 100 W. Livingston St., just a few blocks away. Meet at Registration Desk and we can walk over, or if you have a car, you can move to their parking lot. We'll gather upstairs where there will be light snacks. You may want to then go downstairs, for burgers, beer, salads and other delicious fare.

Thursday, July 25, 2019

Registration opens at 8:15 a.m. No Keynote. Go Directly to Session Classrooms; These are being held in two places: FIEA or FAMU, blocks away. You can walk, or a bus, the Lime Line, runs every 10 min from in front of FIEA to FAMU. Tech support will be available for speakers from 8:15 - 9 a.m. and at noon in the session rooms.

	FAMU Rm 253	UCF FIEA Rm 116	FAMU Rm 257	UCF FIEA Rm 127	FAMU Rm 379	FAMU Rm 255
	PROTOTYPING / MODELING & SIMULATION	CORPORATE / LEADERSHIP	HEALTHCARE	GAME / INSTRUCTIONAL DESIGN	HIGHER EDUCATION	USING GAMES IN K-12
9 - 10 a.m.	<p>Panel: How to Use Prototyping</p> <p>Garth Jensen, Navy Surface Warfare Ctr, Moderator Roger Smith, AdventHealth Andrew Gassen, Pivotal Software Anita Sanchez, Defense Acquisition University</p>	<p>Anders Gronstedt Gronstedt Group</p> <p>How Virtual Reality and Gamification Disrupt Learning</p>	<p>PANEL: Applications for Games In Healthcare</p> <p>Jenn McNamara, Doug Whatley, BreakAway Games Hap Aziz, AdventHealth Peter Smith, UCF</p>	<p>Raheel Yawar Flying Sheep Studios</p> <p>In-Game Content Generation Using Machine Learning</p>	<p>Edward Melcer Univ of California, Santa Cruz</p> <p>ALT-CTRL: Bringing the Body Back into Serious Games</p>	<p>PANEL: esportsedu: Growing a K-12 to Higher Ed eSports Community</p> <p>Steve Isaacs, Justin Satter, Bernards Township; Carrie Linden, Progressive Learning Academy; J Collins, Liminal Esports; Todd Conley, highschool.gg</p>
10:15 - 11 a.m.	<p>Garth Jensen Navy Surface Warfare Center</p> <p>Complexity Science: When Interrelationships Produce Emergent Behavior, Can Game Play Yield Insights?</p>	<p>Dov Jacobson Games that Work</p> <p>Winning the Boss Fight; Get Management Support for your Serious Game</p>	<p>Gregory Welch, Laura Gonzalez, Juan Cendan, Mindi Anderson University of Central Florida</p> <p>Simulating Patients for Healthcare Training: Appearance, Shape, Influence and Awareness</p>	<p>Wei Fan Chen Fourdesire Taiwan</p> <p>Creating Playable Design</p>	<p>Ann DeMarle Champlain College's Emergent Media Center</p> <p>Breakaway: Combating Gender-based Violence through Student Created Games</p>	<p>Peggy Sheehy EPIC Learners</p> <p>Creating a Story and Gaming Academy for Middle Schoolers: Hits and Misses</p>
11- 11:30 a.m.	BREAK					
11:30 - 12:15	<p>Jeff Berkley Mimic Simulation</p> <p>The Value of Robotics for Surgery Training</p>	<p>GAF van Baalen & Ranj, Netherlands</p> <p>Leadership Training: Bridging the Gap between the Digital + Physical World</p>	<p>Marc-Andre Maheu-Cadotte University of Montreal</p> <p>Differentiating Serious Games from Virtual Simulations in Healthcare Education</p>	<p>Jennifer Javornik Filament Games</p> <p>So You Want to Make an Educational Game?</p>	<p>Erik Sand, FIEA Tom Carbone, Mike Eakins, UCF</p> <p>Finding Partners in Applied Research – A Case Study on Industry/Academic Collaboration</p>	<p>Greg Toppo Author</p> <p>Playful Learning Without Games</p>
12:15 - 1:15 pm	LUNCH BREAK: UCF/FIEA Sound Stage					
1:15 - 2 p.m.	<p>Brad Tanner Health Impact Studio</p> <p>Using the Immersive VR Headset to Understand Brain Activity</p>	<p>Elizabeth James Employee Education System Veterans Administration</p> <p>Breaking New Ground at the VHA Using Game Based Learning</p>	<p>Randy Brown Brad Willson Virtual Heroes, Div of ARA</p> <p>Expedition: Gameplay Creation Challenges for Traumatic Brain Injury (TBI) Players</p>	<p>Enrique Cachafeiro Duke Health</p> <p>The Amazon Sumerian Platform for Creating Interactive, Online, Multiplatform Experiences</p>	<p>Tony Crider Elon</p> <p>Assessing Experiential Learning: Epic Finales and Roleplaying Rubrics</p>	<p>Tammie Schrader State of Washington ESD 101</p> <p>Multi Discipline Learning Anchored in the Sciences</p>
2:15 - 3 p.m.	<p>Thomas Talbot USC Institute for Creative Technologies</p> <p>High Stakes Conversation Games: A How To Guide for Simulations that Result in Emotionally Impactful, Learning Experiences</p>	<p>Carrie Straub Mursion</p> <p>Using Experiential Reality to Develop Leaders</p>	<p>Mary Ann Comunale Drexel University College of Medicine</p> <p>Current Climate of Digital Game Based Learning in Higher Science Education</p>	<p>George Kalmpourtzis Infinitivity Design Labs</p> <p>Facing Educational Game Design Challenges through User Experience Research Tools</p>	<p>Maria Harrington University of Central Florida</p> <p>AR and VR Virtual Nature Models Ideal for Learning In and Out of School</p>	<p>Bron Stuckey Innovative Educational Ideas</p> <p>If Minecraft is the "Gateway Drug," What Games Follow?</p>
3 - 3:15 p.m.	BREAK					
3:15 - 4 p.m.	<p>Dennis Glenn Dennis Glenn, LLC</p> <p>How AR Is Changing Healthcare Training</p>	<p>Samer Forzey Simutech Multimedia</p> <p>Digitally Developing the Next Generation of Manufacturers with Gamification and 3D Simulation</p>	<p>TEAM PRESENTATION: Creating a Low Cost Obstetric Clinical Immersion Simulation for Medical and Nursing Students</p>	<p>Steve Guynup Hayfield Isovista</p> <p>VR Museums, Art Galleries & Educational Spaces</p>	<p>Matt Renfroe & Joe Greaser Florida Virtual School</p> <p>Gamify My Course: Little Bets to Impact Online Learning</p>	<p>James Portnow Extra Credits</p> <p>Gamifying Right: Use the Psychology, Not the Mechanics of Games</p>
4 - 5:30 p.m.	<p>Anders Gronstedt Gronstedt Group</p> <p>How Virtual Reality and Gamification Disrupt Learning</p>	<p>WORKSHOP: Scott Silsbe</p> <p>Designing a Board Game to Model (and Teach) Political Crisis</p>	<p>Double Session</p> <p>Pasquale Iemma, Kellany Cadogan Noland, Marie Lumbart, Wendy Moore, Katie Pawloski, Orbis Education, Utica College</p>	<p>Ahmed Morsy Meem Ain for Education Saudi Arabia</p> <p>Improving Teaching and Learning Activities in Educational Games using Artificial Intelligence</p>	<p>INTERACTIVE DEMO: Tony Crider Elon University</p> <p>Reacting to the Past: Using Historical Roleplay to Teach Speaking and Empathy</p>	<p>WORKSHOP: Catherine Croft Catilli Games</p> <p>Learning through Play: STEM Games in the Classroom</p>

Exhibit Areas open at all breaks, lunch and at the end of the day

5:30 p.m. Finals of the Robot Surgery Competition in FIEA Lobby

6:30 - 10 p.m. Game Night at the Brewery, next door. Network, play games with International Serious Play Award program. Snacks, draft beer and soft drinks: \$15. If you did not buy a ticket, it can be purchased at the Registration Desk.

Friday, July 26, 2019

Registration opens at 8:15 a.m. Go Directly to Session Classrooms: FIEA or FAMU, two blocks away. A bus, the Lime Line, runs every 10 min from in front of FIEA to FAMU.

	FAMU Rm 253	UCF FIEA Rm 116	FAMU Rm 257	UCF FIEA Rm 127	FAMU Rm 379	FAMU Rm 255
	MILITARY/STRATEGY	CORPORATE	HEALTHCARE	GAME / INSTRUCTIONAL DESIGN	HIGHER EDUCATION	GAMES IN K-12
9 - 10:15 a.m.	PANEL: Frank Kelley, Ret. Gen. Marines, Defense Acquisition Univ; Tim Welch, NAWC; Garth Jensen, NSWC; Thomas Talbot, USC Inst. for Creative Technologies The Future of Military Training	Keith Lillico Lillico Learning The Untold Story of Stress and Learning	Dan Lim AdventHealth University of Health Sciences Experience Reality Before It Happens: R&D of Immersive 360VR Using the Oculus System	Andrew Gasson Pivotal Software 0 for 3: Edtech Startup Lessons Learned	Dan Siegel Full Sail University Fear the Cave! A Role-Playing Game about Self-Actualization	WORKSHOP: Chris Crowell Crowell Interactive Make a Game Workshop 3 hours
10:30 - 11:15 a.m.	Jon Whetzel Kiran Lakkaraju Sandia National Laboratories Project on Nuclear Gaming: Experimental Gaming and Public Policy	David Ma Simu4Wisdom China Using Board Games to Build Executives' Personal and Company Engagement	Heather Frenz, Albany Medical Center; Katie Pawloski, Utica College Developing and Integrating Interprofessional Education and Simulation in Medical and Nursing Curriculum	Mitch Weisburgh, Academic Business Advisors Scott Brewster, Hats & Ladders	Lisa Dieker, UCF Charles Hughes, UCF TeachLive: Using Simulation to Train in Hospitality, Business or Education	
11:15 - 11:30 a.m.	BREAK			Double Session	BREAK	Limited Attendance Sign up at Registration Desk
11:30 a.m. - 12:15	Paul Cummings ECS Gaming for the Future Soldier, Marksman to Medic	Karen Burns University of Alabama Enhancing New Employee Orientation with a Digital Scavenger Hunt	Michelle Stearns Vermont Technical College The Little Program that Could: Healthcare Simulation Program Development	OODA OODA! How Rapid Iteration Can Help Level Up Your Gaming Business	Carole Bagley The Technology Group Univ of St. Thomas Return on Investment (ROI) for Virtual Environments and Gaming	
12:30 - 1:30 p.m.	LUNCH, FOLLOWED BY MARKET ANALYST REPORT, BOTH IN UCF/FIEA Sound Stage					
1:30 - 2:30 p.m.	Sam Adkins, Analyst, Metaari, Presentation 2019-2024 Global Game-Based Learning Market					
2:45 - 4:15 p.m.	WORKSHOP: Manuel Arrieta Ens Universalis Desarrollo Integral S.C. Mexico Designing Games for Industrial Training	WORKSHOP: Valary Oleinik Weil, Gotshal & Manges LLP 4 Cs to an A+ Learning Experience: A Design Sprint	INTERACTIVE SESSION Jack Stubbs Institute for Simulation & Training, UCF 3D Printing and Mixed Realities for Simulation and Training in Healthcare	WORKSHOP: Peter Guenther Torrance Learning Tracking Learning Experiences: xAPI and Serious Games	WORKSHOP: Maurico Castro Rayo, Laser & Oxfam Peru Ninipolis: a Simulation Game to Understand Youth Inequality	Steve Isaacs insight2execution MS Makecode Arcade and Coding Retro Games

PRE-CONFERENCE SESSIONS

Tuesday, July 23, 2019

8 - 9 a.
m.

Separate Registration Required for the Pre-Conference Certification Session

Gamification Basics: A Certification Course for Program Leads and Trainers -- UCF FIEA Rm 116

Monica Cornetti, Sententia Games

9 a.m. -
4 p.m.

In this hands-on and interactive course, attendees will learn the 5-step process that gamifies a learning or talent development program. Learn how the playful elements of games can even be used to create behavior change so you can run or supervise more effective training programs for your organization. Upon completion, attendees will receive a "Level 1: Gamification Apprentice." Certification and six recertification credits with HRCI, SHRM or ATD.

1 - 5 p.
m.

Board Game Judging: UCF FIEA Sound Stage Check in at Registration Desk; Lunch at Noon

Wednesday, July 24, 2019

Networking Social Event at Ace Cafe

6 - 7:30
p.m.

Join other attendees at the Ace Cafe just a few blocks walking distance away. Start upstairs at our private networking event. It will be No Host for drinks, but light snacks provided. Then you may want to drift downstairs with other attendees for dinner -- great burgers, salads and other fare.

Thursday, July 25, 2019

Game Night at Brew Theory

6 - 10 p.
m.

Come see winners of the International Serious Play Awards. Enjoy a beer & pizza, socialize and play the games. **\$15.** If you did not sign up when you registered, you can pay at the Registration Desk. As you enter the Brewery, you will get two drink tickets.

The Brewery is located on the other side of the Marriott behind the parking lot. Meet in lobby after the end of the sessions and we'll all walk over.

Friday, July 26, 2019

Metaari Report on the Global Game-Based Learning Market

Friday,
July 26

After
Lunch

Adkins will review highlights from his new global report and forecast on the worldwide market for learning games. Metaari's report maps product revenue forecasts to Metaari's Game-based Learning pedagogical framework. The Metaari framework identifies 11 unique types of educational/training games. The framework provides suppliers with a precise method of tapping specific revenue streams and a concise instructional design specification for the development of effective and profitable educational games. Adkins will identify primary revenue opportunities in specific regions and buying segments and discuss private investment activity.

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