

**Build A Successful GamiCon21V Experience**

Conferences are an essential part of professional life, but they can sometimes feel overwhelming or even scary.

Yes, **GamiCon21V** is circling the globe -- not once, but twice -- in a 48-hour period with speakers and attendees from around the world. But the expanse of the experience should not deter you.

**Imagine**, a once-in-a-lifetime opportunity to hear from the **BEST** in **gamification for learning** from across the globe, without ever leaving the comfort and safety of your home or office.

**It all starts on Monday, February 22 at 00:01 GMT** - so let's find the time for each session in **YOUR** time zone.

Using this nifty tool to **convert GMT** (Greenwich Mean Time) to **your time zone**:

<https://greenwichmeantime.com/gmt-converter/>

1. Scroll down to below the World Map
2. Ta-Da!
3. GMT is converted to your local time zone!

## February 22, 2021

### Day 1 – The First 24-Hour Spin Around the Sun in 5-Hour Blocks

GMT	<u>My Time Zone</u>	Speaker(s)	Session Title
<b>Block 1 – 0:00-5:00 GMT — Featuring Speakers from Australia, Taiwan, USA, and Vietnam</b>			
0:00-00:30		<b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
0:30-01:00		<a href="#">Monica Cornetti</a> GamiCon Gamemaster <a href="#">Jonathan Peters, PhD</a> Sententia, Inc. <a href="#">Bernardo Letayf</a> BLUerabbit USA	<b>Event Welcome</b> <b>Kickoff to Player Journey</b>
01:00-2:00		<a href="#">Yu-Kai Chou</a> The Octalysis Group Taiwan	<b>The Octalysis Framework for Gamification &amp; Behavioral Design</b> Learn how to use Gamification to make a positive impact on your work and life using the Octalysis Framework. A human-centric gamification design framework that lays out the eight core drives for human motivation.
02:00-3:00		<a href="#">Sue Peahl</a> Impro Theater	<b>What if? Why not? How about?: Build your Possibility Thinking Muscles</b>

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		USA	If we're going to change the game, we need a new mindset, new muscles, to get unstuck, find new choices. Instead of focusing on what we can't do, let's say "What if? Why not? How about?" and build the pathway to more creative learning. Let's work out our possibility thinking muscles! In this workshop, build the muscles of "YES AND" possibility thinking. Sue Peahl will lead you in some very simple, fun, playful, everyone-can-do-them exercises to get us ready for the GamiCon21V experience.
03:00-04:00		<a href="#">Kevin Bell</a> Janison Australia	<b>The Game of Life - How Experiential Learning and Gameful Design Can, and Do, Intersect</b> - In a review of the Intrinsic Motivators inherent to effective gameful design, this presentation will compare aspects of gamified experiential education with recommendations as to how the best can be made of both these philosophies.
04:00-05:00		<a href="#">Eric Nelson</a> Gamification Schoolhouse Vietnam	<b>The Epic Use of Design Thinking in Gamification</b> Properly managed, the game space is a safe place for students and teachers to take risks without triggering concern for "how it will affect the grade." Go on an adventure to discover how Design Thinking can be used to super struct the training of instructors in applying gamification to design challenges.
<b>Block 2 – 5:00-10:00 GMT — Featuring Speakers from Australia, Hong Kong, India, and USA</b>			
5:00-5:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
05:30-06:30		<a href="#">James Bishop</a> <a href="#">Carol Lin</a> Koru Consulting Hong Kong	<b>Escape the Tomb</b> Online escape rooms can be a powerful approach to team problem solving and <i>Escape the Tomb</i> will fully test your knowledge and out-of-the-box approach to problem solving. Best of all, you'll go through this experience in teams. Do well and fabulous prizes await you.
06:30-07:00		<a href="#">Abhilash Purohit</a> Gentle Bamboo Solutions India	<b>What's in it for the Learner?</b> The pandemic has made live virtual sessions a new reality for learning and development. The most common complaint in such programs is that learners are not engaged and that facilitators do not have the tools to make learning engaging in this new environment. In this talk, Abhilash will take the audience through his learning design approach based on the principles of Gamification, Personalization, and Socialization called the GPS Framework.
07:00-07:30		<a href="#">Kerstin Oberprieler, PhD</a> Pentaquest Australia	<b>KangaZoo: Demo and Design Journey</b> Think Government is too conservative to have fun? Think again! Presenting <i>KangaZoo</i> , a game developed for the Australian Government. <i>KangaZoo</i> lets you explore Australia. Capture and rehabilitate injured animals and meet diverse characters along the way. Learn how to take a client from concept to reality and see a demo of this award-winning game! (Finalist in the Australian Game Developer Awards 2020).

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07:30-8:00		GamiCon Team	<b>BREAK AND STRUCTURED NETWORKING</b> Player Journey Milestone
08:00-08:30		Helen Wong HKUST  Beatrice Chu HKUST  Hong Kong	<b>Co-Creating the Future of Tertiary Education - The Learners Journey</b> Helen Wong and Beatrice Chu are part of a movement within Hong Kong University of Science and Technology, to change the way faculty, staff and students work together to co-create a better way to learn. Over the course of several months, they wove together a range of initiatives – graphic recording, visual facilitation, gamification, designing thinking, and art. James Bishop will host this session as a panel discussion, and encourages your questions.
08:30-10:00		<a href="#">Mohsin Memon</a> Gamitar Learning India	<b>Evivve: The Leadership Game - Learn Problem Solving through Play</b> Determine competency, define session objectives, and target group to build a game-based learning experience that fits your need and achieves the learning objective you have in mind.
<b>Block 3 – 10:00-15:00 GMT — Featuring Speakers from Egypt, Romania, Spain, Sweden, UK, and USA</b>			
10:00-10:30			<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild
10:30-11:00		<a href="#">Pete Jenkins</a> Gamification+ Limited UK	<b>Seven Steps to Gamification Success</b> Pete talks you through the Gamification+ framework for designing and delivering gamification projects. The seven stages in this process are the secret to continuing success. For each stage, Pete will explain how to apply it, the best practices from around the industry to apply at each stage and a few of the critical issues to watch out for.
11:00-11:30		<a href="#">Loredana Zaharescu</a> Société Générale Romania	<b>Three Ways to Gamify an E-Learning Course Beyond PBL</b> The session will present three ways to gamify an e-learning course beyond PBL: 1. Creating a meaningful challenge, 2. Setting clear goals, 3. Creating meaning. These topics are widely covered theoretically, yet rarely well implemented. The aim of this session is to provide some guidelines that can quickly improve the quality of the gamified module.
11:30-12:00		<a href="#">Rob Alvarez</a> IE Business School Spain	<b>Gamification in Business Education</b> IE Business School in Madrid has been creating interactive learning experiences in business education for decades, and they have seen how gamified learning materials can make a difference. Whether or not you are directly involved in business education and related areas, you will find nuggets from the best in the field that you can apply for your learning efforts.
12:00-12:30		GamiCon Team	<b>BREAK AND STRUCTURED NETWORKING</b> Player Journey Milestone
12:30-13:30		<a href="#">Ashley Parker</a> Harvard Business Publishing	<b>Smart Stories: Under the Hood of Narrative Simulations</b> Certain games use different quantitative features "under the hood" to enrich the pedagogical impact of gameplay. Ashley will show four examples of how

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		USA	simple features and functionalities added to a branching game pay huge dividends to the learner.
13:30-14:00		<a href="#">Ahmed Hossam</a> Gampact Egypt	<b>Serious Gaming, from Genre to Behavioral Transformation</b> For a long time, Serious Games and Gamification have been in a special category in the games industry. Set apart by the serious purpose of their designs, we think of them as something largely unrelated to the various <i>games for fun</i> industries. If we suppose that learning is fun (and we know it is), and the market can support games that are entertaining because of their educational value (rather than despite it), the line between learning for fun, and learning that is fun is blurrier than it's ever been. Should we still treat <i>educational games for fun</i> and <i>fun games for education</i> as separate things?
14:00-14:30		<a href="#">Jan Bidner</a> Bidnerdonethat Sweden	<b>How Can a Digital Moose Improve the User Experience for Tourists?</b> We need to know what's in it for the users. What motivates them to engage? WHO are we actually designing for? And WHAT do they need to do? Explore the design challenges for a digital project that aims to get more tourists to come and visit attractions in the rural mid-northern inlands of Sweden.
14:30-15:00		<a href="#">Adam Palmquist</a> Insert Coin Sweden	<b>Level the Playing Field: Implementing Gamification in the Learning Environment</b> Gamification for learning is widespread, and there has been a focus on student increased performance when using gamified educational technology. However, there has been less attention given to identifying and solving the challenges of implementing gamification in the learning environment. This presentation illustrates a gamified intersection giving voice to the students, teachers, and gamification designers.
<b>Block 4 – 15:00-20:00 GMT – Featuring Speakers from Colombia, Netherlands, and USA</b>			
15:00-15:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
15:30-16:30		<a href="#">Alyea Sandoval</a> Tint Hue Netherlands	<b>Gamification for Online Courses</b> Are you online course completion rates getting you down? Then Gamify! There are many misconceptions about gamification for online/digital courses and what it can actually do to transform your online course. Alyea uncovers the 5 myths of gamification for online/digital courses and what it can actually do to transform your online course.
16:30-17:30		<a href="#">Dennis Glenn</a> Dennis Glenn Consulting USA	<b>Can You Learn to Create a Micro-Learning App in Under an Hour?</b> At the end of this workshop, you will: Create a business plan for micro e-learning simulations using a tutorial of the Business Model Canvas program created for Glenn's graduate students. He will present the Business Model Canvas as a planning and organizational methodology so that you can share the development process with your team.

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17:30-18:00		GamiCon Team	<b>BREAK AND STRUCTURED NETWORKING</b> Player Journey Milestone
18:00-19:00		<a href="#">Javier Velasquez</a> Free to Play Gamification Colombia	<b>"Thank you, Mario, but your princess is in another Castle" - Declared, Nested, Suggested and Narrative Goals in Gamified E-Learning</b> Explore goal setting and challenge design in gamification such as nested goals, arbitrary goals, non-verbal goal queues, secondary goals, optimization goals, uncertain results, and progression goals. We'll examine how this affects attention spans, motivation direction, and measurable learning.
19:00-19:30		<a href="#">Jim Egan</a> Brown University <a href="#">Naomi Pariseault</a> Brown University <a href="#">Dave Eng</a> University XP  USA	<b>The Dark Side of Gamification</b> Gamification is supposed to be fun. That's why businesses, organizations, and individuals use it on a daily basis. Why else would someone play games? But what are the ethics of gamification? What stops someone from doing something nefarious? Is there a limit to gamification? Should it be up to academics, the government, or individuals to police how gamification is used? Can you imagine a world dominated by the <i>Black Mirror</i> episode <i>Nosedive</i> ? Join three gamers, designers, educators, and academics as they discuss a world where everyone you interact with is rated on a five-star scale.
19:30-20:00		<a href="#">Dr. Ginger Malin</a> Badgcert USA	<b>Digital Badges and Micro-Credentials: The New Currency of Credentialing</b> This session will discuss how stackable micro-credentials differ from traditionally offered credentials, and present case studies about how they provide additional value for professionals while developing new revenue streams for organizations. We'll explore: "Is a digital badge a micro-credential?", "What's involved in developing and granting micro-credentials", "How to generate new revenue streams with micro-credentials", and "The innovative trends and how to stay ahead of the curve so you're future-ready".
<b>Block 5 – 20:00-24:00 GMT — Featuring Speakers from USA</b>			
20:00-20:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
20:30-21:30		<a href="#">Kevin Miklasz</a> Nickelodeon The Global Game Jam USA	<b>Intrinsic Rewards are why Games are better than Schools for Learning</b> Although reward structures are successful in games, the types of rewards used in education typically impede the learning process. Games have used well-designed, meaningful, intrinsic reward structures, while educational systems have often used poorly designed, meaningless, extrinsic reward structures. We'll dissect and address the reasons for this discrepancy, attempts to revolutionize education in a gamified manner are doomed to failure.

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21:30-22:00		GamiCon Leadership Team	<b>BREAK AND STRUCTURED NETWORKING</b> Player Journey Milestone
22:00-23:00		<a href="#">Alex Galloway</a> Wells Fargo USA	<b>The Evolution of the Text Adventure Game into Digital Humans</b> In the beginning, you started in a forest, cave, or dungeon with a troll to the north, sunlight to the east and there was an open field west of a white house with a boarded front door. You entered text, and the story progressed. All that mattered was figuring out the story. You will look at how all that changed with the addition of graphics and what it takes to build a visual adventure today in Unity3D.
23:00-24:00		<a href="#">Betty Dannewitz</a> ifyouaskbetty LLC  <a href="#">Destery Hildenbrand</a> Motive.io  USA	<b>Augmented Reality ScavengAR Hunt Unpacked - Getting Started with Augmented Reality Development</b> Augmented reality has found an accessible space in learning and development. Developing with AR is easier than it has ever been, and gamified learning is the perfect use case! In this session, we will explore how to build an effective, engaging, and immersive AR scavenger hunt. We will identify tools to easily get started creating your AR and how to include game elements while building.

**February 23, 2021**
**Day 2 – The Second 24-Hour Spin Around the Sun in 5-Hour Blocks**

GMT	<a href="#">My Time Zone</a>	Speaker(s)	Session Title
<b>Block 6 – 0:00-5:00 GMT — Featuring Speakers from Australia, India, Taiwan, and USA</b>			
0:00-00:15		<b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
00:15-01:00		<a href="#">Dr. Larysa Nadolny</a> Compassnorth Iowa State University USA	<b>Lean in with the Science of Gamification: A Decade of Research</b> Many of the trends in gamification are NOT supported by research. Why? Many developers look to other software tools or the most popular gamification strategies for their own applications. This perpetuates a cycle of ineffective applications for gamification. This presentation will walk the participants through the research on making the right choice for their own unique situations.
01:00-02:00		<a href="#">Chuck Sigmund</a> Microsoft USA	<b>Playing in the Dark – Gamification with Nefarious Intent</b> The phrase dark pattern was originally used by Harry Brignull to describe the ways that UI designers were creating interfaces, web pages, and marketing strategies that were deceptive or manipulative. As instructional designers have increasingly leveraged elements of game design to engage their learner-players, they have often taken cues from the UI work done in some of these other spaces. While they do not generally employ these designs with malicious intent, there is a significant risk that lack of knowledge of the risks of dark patterns will lead to unintended, negative consequences for the learner-player, including user manipulation.
02:00-02:30		GamiCon Team	<b>BREAK AND STRUCTURED NETWORKING</b> <b>Player Journey Milestone</b>
02:30-3:30		<a href="#">Christian Gossan</a> KPMG International Australia	<b>Funding Your Idea</b> Tips on creating a better business case. Have a great idea on how to transform an experience within your business, but don't yet have the funding or approvals to execute from your organization? This session will share tips (and traps) in forming your value proposition to get the funding you want.
03:30-05:00		<a href="#">Jimbo Clark</a> innoGreat Taiwan	<b>"This Was Better than Face to Face." Making the Virtual Physical to Blow the Box Off People's Minds</b> Nearly one year into COVID influenced training and facilitation, and every one of us has done something that we thought was impossible in our respective domains. We are getting better. We are learning and adapting. And our participants/learners are getting better at learning in the virtual world, both in terms of using the technology, and in being more present and authentic during sessions. So, let's shoot for the moon and focus on how to make virtual better than face to face. Why go back when we can go forward? In this

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			session, Jimbo takes you through the methodology that he used to unlock creativity, deepen sharing, and motivate change from two perspectives.
<b>Block 7 – 05:00-10:00 GMT — Featuring Speakers from Australia, Egypt, India, Jordan, and USA</b>			
05:00-05:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
05:30-06:00		<a href="#">Vaughan O'Leary</a> KPMG International Australia	<b>KPMG's Interactive Learning Apps Program</b> During 2020, due to an emphasis on working virtually, KPMG's people needed a solution to help them feel they belonged. The Interactive Learning Apps Program was able to step up with various initiatives, engaging more than 20,000 people across the KPMG network. Some of those initiatives will be highlighted in this session.
06:00-06:30		<a href="#">Rakshith Bhagavath</a> Gentle Bamboo Solutions India	<b>Race for Rockets: 3 Keys to Building an Engaging Management Game</b> With the pandemic, classroom training has largely reduced in India. While companies are adapting to live virtual facilitation, issues surrounding technology, engagement, and participation persist. Experiential learning is being replaced by lectures; teams are operating in silos and there is little interaction between participants.
06:30-07:30		<a href="#">Wesley Ball</a> Sententia Gamification USA	<b>Roleplaying Games - Exploring Structure, Motivation, and Gamified Application</b> The evidence is clear that storytelling is a powerful way to prompt learner engagement and increase knowledge retention. The defining feature of roleplaying games is the huge amount of narrative freedom they afford participants. We will explore what makes a roleplaying game and see what lessons can be learned and brought back to your gamification design.
07:30-08:00		GamiCon Team	<b>BREAK AND STRUCTURED NETWORKING</b> <b>Player Journey Milestone</b>
08:00-08:30		<a href="#">Ehab Abu Dayeh</a> Edraak GamifiedMENA Jordan	<b>Gamifying MOOCs</b> As education organizations worldwide move towards putting educational experiences on the internet via Massive Open Online Courses (MOOCs), the retention of enrolled students throughout the course remains a challenge. E-Learning reduces delivery costs significantly, and if existing MOOCs are made more engaging for users, a drastic increase in the user retention (and thus ROI) can be achieved. Gamification can be the bridge between MOOC and user engagement.
08:30-10:00		<a href="#">Mohamed Reda</a> (Moe Ash) The Catalyst Entity Egypt	<b>The Oracle</b> <i>"Stories are learnings for the ages"</i> Any educator can tell you a story is the most compelling form of learning and by stories we can let learners travel to worlds beyond possible imagination. Which begs the question: "Aren't stories also a form of games that our learners can dwell in?" Learning game designers always fall into a

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			pit when they are contemplating on creating a game: should we start with a story or mechanics? Should we build mechanics & fashion a story around it or should we narrate a story & then stuff the mechanics within? Why can't we think of stories as an overarching mechanic that encompasses a plethora of mechanics & elements within, making our game run soundly.
<b>Block 8 – 10:00-15:00 GMT — Featuring Speakers from Germany, Netherlands, UK, and USA</b>			
10:00-10:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
10:30-11:00		<a href="#">Karen Sikkema</a> LivingStory Netherlands	<b>Game-Based Learning Demo: Cold Case</b> Cold Case is an innovative new concept, linking paper dossiers sent to the participants with online communications via online conferencing tools. This online teambuilding game/online Escape Game was developed at the start of the Covid19 crisis and helped many people to learn how to better communicate and cooperate online. Supported by slides and funny pictures of people trying to solve a Diamond Heist - learn how Cold Case was designed and developed, and what results were gained from the game.
11:00-12:00		<a href="#">Carlo Fabricatore, PhD</a> E.H.E. Europa Hochschule EurAka UK	<b>Intrinsic Gamification: A Human Factors Approach to Overcome the Limits of Badges and Leaderboards</b> The gamification of learning is very often centered on leveraging extrinsic rewards to promote learners' engagement and attainment. However, complex learning activities are driven by stronger motivational factors, which are crucial to make complex learning intrinsically motivating. This talk presents a novel approach to identify these factors and leverage game-based approaches to address them, in order to promote sustained learner engagement and achievement in complex learning activities.
12:00-12:30		<b>GamiCon Team</b>	<b>BREAK AND STRUCTURED NETWORKING</b> <b>Player Journey Milestone</b>
12:30-14:00		<a href="#">An Coppens</a> Gamification Nation UK	<b>Co-Create a Collaborative Game</b> Using the game, <i>A Planet Called Hope</i> as a starting point, the challenge, should you choose to accept it, will be to build either extension packs, level-ups, a digital version, or other items that will make this collaborative game bigger and better. You will discover the basics of a collaborative game, the deciding factors on choosing digital or physical games, and then you will get to co-create additions. Those that are workable will be included in the free to play and download game.
14:00-14:30		<a href="#">Ercan Altuğ Yılmaz</a> Gamfed Turkey Inooster Gamification Designer Turkey	<b>Gamification Works Because of Science</b> Gamification is still just a buzzword for some, while for others they've already implemented it with powerful effects on their business process. We've seen some gamification projects which have a very pretty design but have failed to engage users, and others with a very ugly interface but are addictively

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			engaging their users! What is the secret? Let's analyze this and talk together at this session with Altuğ.
14:30-15:00		<a href="#">Dr. Philipp Busch</a> Philipp Busch Consulting Germany	<b>Gamifying Online Training for Reforestation in Afghanistan</b> Imagine yourself as a 13-year-old girl named Ayla living in the mountains of Afghanistan without intact vegetation, facing existential problems due to climate change, desertification, and erosion. You are concerned about the supply for your village, but it is hard for you to talk in front of the local dschirga, the gathering of the village that is mainly driven by men. What are your perspectives? This session will give you insights about how gamified training activities were implemented in the challenging context of Afghanistan by a German development cooperation.
<b>Block 9 – 15:00-20:00 GMT — Featuring Speakers from Canada and USA</b>			
15:00-15:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
15:30-16:30		<a href="#">Valary Oleinik</a> U.S. Distance Learning Association USA	<b>Upcycled Gamification: Remix, Repurpose, and Reengage</b> The idea of upcycling focuses on finding creative ways to reuse things. In Upcycled Gamification you will participate in a brief gamified adventure to explore how remixing games and instructional design, and repurposing content and tools, can lead to learning experiences that will reengage your learners time and time again. By adopting this gameful approach to design you will always have an abundance of creative options right at your fingertips.
16:30-17:30		<a href="#">Yuan-Ting Chiu</a> Wells Fargo  <a href="#">Matt Taillon</a> Wells Fargo  USA	<b>UX: Embrace User's Feelings to Drive a Successful Design</b> The key to successfully engaging user experience is to know and understand your user's feelings. We are often taught to not discuss or show emotion in order to act like a mature adult, especially in work environments. A big part of user experience is about understanding a person's emotions and attitudes. We can leverage these feelings to design an authentic product outcome to be more practical, experiential, effective, meaningful, and valuable – allowing the user to have more product ownership and use their understanding to transform their behaviors.
17:30-18:00		GamiCon Team	<b>BREAK AND STRUCTURED NETWORKING</b> <b>Player Journey Milestone</b>
18:00-19:00		<a href="#">David Chandross, PhD</a> Ryerson University Canada	<b>Hyperreality, Mixed Reality and Open World Games: Designing Serious Games for the U.N. and the W.H.O.</b> In this session, we will explore the design of game worlds for professional education. The building of alternate 'realities' for training is closely connected to the design of mixed reality training games including VR, AR, and desktop immersive narrative simulations. The hope is that after attending

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			this session, you will begin to design your own game worlds and implement them in training.
19:00-20:00		<a href="#">Jeffrey Riley</a> Practical Learning Concept USA	<b>Escape the Compliance Cave</b> We have been told for some time that xAPI is the solution we have wanted for decades to include all learning in a person's record. While this is technically true, few businesses are adopting this standard. The main reason is most Instructional Designers, course developers, etc. are not programmers. To make xAPI work, people must be javascript experts. Now that Torrence Learning has created the xAPI.ly builder, this is no longer a barrier. This session demonstrates how any person can use this tool with a Learning Record Store and Learning Management System to collect information they can actually use.
<b>Block 10 – 20:00-24:00 GMT — Featuring Speakers from USA</b>			
20:00-20:30		<b>BREAK AND STRUCTURED NETWORKING</b> <b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
20:30-21:30		<a href="#">Prageeth Sandakalum</a> Virtusa USA	<b>Reimagine Learning with Gamification &amp; Social Enterprise</b> Gamification in many organizations is limited to a stand-alone platform that offers points and badges to independent productivity matrices and shows the highest gainers on a leaderboard. This does not bring great results, and it can also lead to a strong employee active disengagement. Conversely enterprise social platforms help individuals to share their achievements and interact with fellow colleagues with similar interests, it also helps the organizations to develop communities of practice and community role models without any additional investment. The session will cover case studies and a number of research areas of enterprise onboarding, learning, and certifications.
21:30-23:00		<a href="#">Robin Kreiglstein</a> Live Neuron Labs USA	<b>The Hero Design Framework</b> The majority of projects fail because we've been so very wrong about how human behavior works. Fortunately, a renaissance in the Behavioral Sciences has been replacing folk wisdom with data. And the new field of Behavioral Design is establishing how to apply these findings to greatly improve outcomes on real-world projects. In this session, one of the pioneers of the field will teach us the fundamentals of his "Hero Behavioral Framework". You'll learn Robin's most practical insights distilled from his decades on the frontlines designing large-scale positive behavior change. You'll find it a very applicable synthesis of insights from game design, media design, behavioral science, behavioral economics, social science, and more.
23:00-23:45		<a href="#">Bernardo Letayf</a> BLUerabbit USA	<b>Conference Wrap-Up</b> After learning and designing with him throughout the conference, Bernardo will use his <a href="#">BLUerabbit</a> platform to take us through the entire player journey in our conference wrap up.

**February 24, 2021**  
**Day 3 – After Party and Game Show**

<b>GMT</b>	<a href="#">My Time Zone</a>	<b>Speaker(s)</b>	<b>Session Title</b>
<b>Block 11 – 0:00-2:00 GMT – Featuring Speakers from USA</b>			
00:00-00:15		<b>Log into the GamiCon21V Platform</b> Join a table, check your tech (mic/speakers/camera), meet your Guild Leader and Guild	
00:15-02:00		<b>Amber LaJeunesse</b> <b>Steve Silverberg</b> Text Breakers Gamify Live USA	<b>GamiCon After Party &amp; Game Show</b> We know you learned a lot and had a great time throughout Gamicon21V. Let's conclude our time together by playing Text Breakers Virtual Game Show for the After Party! Get to know some of the amazing people you've met over the past 48-hours and laugh with new friends!  Text Breakers Virtual Game Show is 100% interactive and involves participation from everyone who is playing. Games range from trivia to humming, and so much more! Host Steve Silverberg and Producer Dr. Amber LaJeunesse will make your jaw hurt from laughing so hard.  We can't think of a better way to conclude this incredible virtual conference than with a game! So, grab your drinks and let's play!