

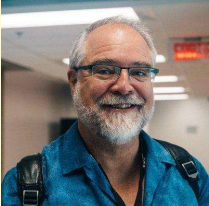






**THURSDAY SKILL WORKSHOP PROGRAMS (LIVE OR VIRTUAL)**

**FRIDAY SKILL WORKSHOP PROGRAMS (VIRTUAL)**

Rm #107	Rm # 152	Rm #154	Rm # 171		
<p><b>Gamification Certification Course</b> (Learn How to Create, Set Up Game-Based Learning Programs)</p> <p>Instructors: Monica Cornetti, CEO Jonathan Peters, CMO Sententia Gamification Consortium</p>   <p><b>Thursday, June 16</b></p> <p>9 a.m. - 5 p.m. ET LIVE at UCF</p> <p>\$350 8 hours</p>	<p><b>Make a Game Workshop</b> (Learn the basic process to design and create an educational game; leave with a playable paper prototype. Beginner)</p> <p><b>(CANCELLED)</b></p> <p>Instructor: Chris (Wombat) Crowell Game Design Faculty Sheridan College Woodbridge, Ontario, Canada</p>  <p><b>Thursday, June 16</b></p> <p>10 a.m. - 4 p.m. ET LIVE at UCF</p> <p>\$350 6 hours</p>	<p><b>DIY Game Design: Puzzles, Digital Maps, &amp; Online Escape Rooms</b> (Learn a palette of accessible tools and techniques to create online and offline puzzles, ciphers and games. Beginner &amp; Intermediate)</p> <p>Instructor: Paul Darvassi CEO, Co-Founder of Gold Bug Interactive Lecturer, University of Toronto</p>  <p><b>Thursday, June 16</b></p> <p>10 a.m. - 2 p.m. ET LIVE at UCF</p> <p>\$350 4 hours</p>	<p><b>Learn About, Make Your Own Wargame</b> Bring your idea (or use one of ours) and spend the day working with a team of experts in wargaming and game design to create a wargame that will allow for you to address your training or game concept.</p> <p>Instructors: Ret. Gen. Frank Kelley, VP, DAU; Alicia Sanchez, Game Czar, DAU; Sam Roberts, Technical Trainer, 75th Innovation Command; SFC Chris Keeling, US Army; Sasha Kappes Barkhaus, Andrew Olson, Vikram Venkatram, Georgetown Univ.</p>  <p><b>Thursday, June 16</b></p> <p>10 a.m. - 2 p.m. ET LIVE at UCF</p> <p>\$350 4 hours</p>	<p><b>5 Steps to Creating Gamified Learning</b> (Learn how to create engaging learning experiences: a game-based course or lesson or a workplace challenge. Entry-Intermediate)</p> <p>Instructor: Rob Alvarez Professor Game Faculty Member IE Business School Madrid, Spain</p>  <p><b>Friday, June 17</b></p> <p>10 a.m. - 4 p.m ET VIRTUAL SESSION</p> <p>\$350 6 hours</p>	<p><b>Collaborate &amp; Create AR/VR games &amp; Content</b> (Learn about a free platform that lets anyone - teachers, staff or even middle school students -- collaborate and create training or education games)</p> <p>Instructors: Newlands Intermediate: Daniel Miller, Lead Teacher; Marianne Malmstrom, Mini Devs Founder; Intermediate/College Students; Theta Innovation Lab: Jim Taylor, Emerging Tech. Architect</p>  <p><b>Friday, June 17</b></p> <p>5 - 9 p.m. ET VIRTUAL SESSION from New Zealand</p> <p>\$350 - 4 hours</p>