

8-8:45 a.m.	Wednesday, October 11, 2023 Registration Open Tuesday, 1- 4 p.m. and from 8 - 8:45 a.m. Wednesday; Sign Up at Registration to Join a Speaker for Dinner (No host; split check)						
8:45 - 9 a.m.	Welcome, Charles Falzon, Dean, The Creative School, TMU; Announcements: Sue Bohle, Executive Director, Serious Play Conference						
9 - 10 a.m.	<b>Plenary Panel:</b> <i>Where We've Been, Where We are Now, and What's the Next Frontier</i> Doug Whatley, CEO, BreakAway Games; Danny Goel, CEO, PrecisionOS; Bernard Francois, CEO, Preview Labs; Ali Mazalek, Professor, Digital Media Moderator: Sue Bohle						

10:30 - 11:30 a.m.	<b>EMPLOYEE DEVELOPMENT:</b> Designing Training for Corp, Govt, NP, Military Room 183	<b>HEALTHCARE:</b> Resident/Staff/Patient Medical Training, Nursing, Live and Remote Room 203	<b>GAME/INSTRU DESIGN:</b> Design, Curriculum Tips; Technology, Best Practices Rm 201	<b>HIGHER ED:</b> Running Game Programs; Game-Based Course Design Tips - The Venn -	<b>USING GAMES IN K-12:</b> Developers + Teachers Share Info; Applications, Handouts Rm 185	<b>TECH TUTORIALS FOR GAME DESIGNERS:</b> DEVELOPER ADVICE Rm 223	<b>RESEARCH:</b> Other Great Submissions and Grad School Projects Rm 189
		Creating a Virtual Simulation Game that Reduces Racial Inequities  Karen Fleming Clinical Nurse Specialist University of New Hampshire Health Network	Leveraging Analytics in the Metaverse for Learning  Tony Bevilacqua CEO Cognitive3D	Gaming Up The Classroom!!!  Brandon Armstrong Mathematics Professor Valencia College-Poinciana	Using Emotion To Teach  Jade Norwood, Kathryn Moffitt Assoc Creative Directors McKinney	Game Changer: ChatGPT in Unity  Dennis Glenn Technology Consultant Dennis Glenn LLC	Making 3D Worlds Accessible to Blind Gamers with Amaze3D  Greg Gay, IT Specialist The Chang School TMU Matthew Ralston Application Developer

11:30 - Noon: Break

Noon - 12:45 p.m.	<b>Tales from the Trenches of Serious Game Development</b>  Michael DiPonio Instructional Design Team Lead AmeriSave Mortgage Corporation	<b>Games for Health: Which Ones Succeed?</b>  Thomas Talbot Principal Medical Expert / Research Scientist USC Institute for Creative Technologies	<b>Bodies in Play: Centring on Marginalized Makers</b>  Emma Westcott Undergrad Program Chair Assoc Professor, Game Design and Undergrad Program Chr OCAD University	<b>Playtesting for Serious Success</b>  Samuel Liberty Lecturer Game Design Northeastern University	<b>From Research to Reality: Crafting a VR Driver Training Game through Rigorous Testing</b>  Khalid Shaiff CEO Project White Card	<b>Learning Analytics for Serious Games</b>  Peter Guenther Implementation Engineer Watershed LRS	<b>Practical Application of the Art of Serious Game Design</b>  Anastasia Dimitriadou, Naza Djafarova, Mariam Ahmed and Ozgur Turetken, The Chang School, TMU
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12:45 - 2:15: LUNCH ON YOUR OWN AT NEARBY RESTAURANTS; PRODUCT DEMOS AND EXHIBITS IN THE CATALYST

2:15 - 3 p.m.	<b>Educating about Logical Fallacies and Manipulative Language</b>  Peter Leveille Serious Games Lead Josh LeFevre Human Centered Engineer The MITRE Corporation	<b>Empathy, Leadership and Healthcare Edutainment</b>  Kirk DesRosier Instructional Designer/Evaluator The Royal College of Physicians & Surgeons of Canada	<b>Serious Game Accessibility: Design Considerations</b>  Jennifer McNamara VP Serious Games BreakAway Games Michael Brooks Asst Dir, Ed Tech Penn State World Campus	<b>Playing with the Climate Crisis</b>  Adam Clare Prof, Prog Co-ordin Game Level Design Sheridan College	<b>Approaches to World Design in Minecraft Education</b>  Mike Washburn Director of Learning Experiences Logics Academy	<b>Five Tips for Researchers Who Want to Make Educational Games</b>  Peter Stidwell Executive Producer FableVision Studios	<b>Digital &amp; Interactive Non-Linear Stories in Higher Education</b>  Elif Memis PhD Student York University
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3 - 3:30 p.m.: Break

3:30 - 4:45 p.m. Interactive Session	<b>Practical, Easy, Gamified Engagement for ILT, VILT, &amp; Hybrid</b>  Sherry Prindle Certified Master Coach Trainer Professional Coach Academy	<b>Simulation in VR: Driving Towards Proficiency</b>  Danny Goel CEO PrecisionOS	<b>Is Augmented Reality for Me? AR for Science Classrooms</b>  Corinne Brenner Director of Learning and Development Killer Snails	<b>Practical Ways to Incorporate Existing Video Games into Education and Training</b>  Justin Matheson Learning Tech Trainer Saskatchewan Polytechnic	<b>Using Game-based Learning to Explore Local &amp; Global Issues</b>  Mike Farley, Teacher Univ of Toronto Schools Adria Lee, Teacher, St. Mildred's Lightbourn School	<b>Generative AI: Why, When...and How?</b>  Dov Jacobson Managing Partner Games that Work	<b>Chinese Gender Marginalization in Interactive Narrative</b>  Runyi Guo Wenyue Zheng MDM Students Toronto Metro Univ
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4:45 - 5 p.m.: Break

5 - 6:30 p.m. Interactive Session	<b>Participate in a Leadership Training Simulation About Responding to an Emergency</b>  Valary Oleinik, CEO Valary With a Why Roz Hussin Instructional Architect KuKa	<b>If You Build It, They May Not Come</b>  Meagan Willing, Research Psychologist; Kevin Holloway, Dir, Online Training, Asst Prof, Ctr for Deployment Psychology Uniformed Services University of the Health Services	<b>What's New in VR &amp; AR? An Interactive Session</b>  Bernard Francois Founder Preview Labs	<b>Expanding Our Reach: How to Make Our Games for Everybody</b>  Barbara Chamberlin Dept Head, Professor New Mexico State University Learning Games Lab	<b>Building Teen SEL Skills through TableTop RPGs</b>  Monique Simkova High School Counselor Puyallup High School	<b>Creating and Measuring Collaborative Capacity in a Game</b>  Court Ashbaugh Head of Senior School Coast Mountain Academy	<b>PANEL: Designing for Designers: Programmed Tangible Creations with AR</b>  Ali Mazalek Assoc Prof, TMU Jared Lorenz Kai Little-White Grad Students
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6:30 - 9 p.m.: See Exhibitors Before the Opening Session, at Lunch or after the Day in the RCC Catalyst Room  
Sign Up at Registration to Join Speakers for a No Host Dinner at an Area Restaurant Tonight

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The Chang School of Continuing Education

8:30 - 8:45 a.m. ENT

Pick Up Program Changes/Announcements at Registration

<b>EMPLOYEE DEVELOPMENT:</b> Designing Training for Corp, Govt, NP, Military Room 183	<b>HEALTHCARE:</b> Resident/Staff/Patient Medical Training, Nursing, Live and Remote Rm 203	<b>GAME/INSTRU DESIGN:</b> Design, Curriculum Tips; Technology, Best Practices Rm 201	<b>HIGHER ED:</b> Running Game Programs; Game-Based Course Design Tips The Venn	<b>USING GAMES IN K-12:</b> Developers + Teachers Share Info; Applications Rm 185	<b>TECH TUTORIALS FOR GAME DESIGNERS:</b> DEVELOPER ADVICE Rm 223	<b>RESEARCH:</b> Other Great Submissions and Grad School Projects Rm 189
<b>STEM Games and Sims for Manufacturing Workforce Training</b> Erik Verlage Research Scientist MIT	<b>The Role of Gamification in Nursing Education</b> Afra Calik Research Assistant Nursing Dept Suleyman Demirel Univ Turkey	<b>OK, We Democratized the Media; Now What?</b> Leslie Gruis Author, Expert on Privacy	<b>Course Gamification for the Blind: A Case Study</b> Colleen Cleveland Course Director Full Sail University	<b>How Do We Fix the K12 Education System?</b> Mitchell Weisburgh CEO Academic Partners	<b>Using Demographics to Create a Serious Games Platform</b> Joshua Peery Lead Game Designer East Carolina University	<b>Real World Skill Evaluation Using Serious Games</b> Mihal Miu PHD Student TMU

9 - 10 a.m.

Break						
<b>Activating Star Power: A Simulation Approach to Teaching Human Skills</b> Lydia Sani CEO Lee Downs Instructional Designer Redwood Performance Group	<b>Towards Transformative Health Applications Using VR</b> Khaled Shariff CEO Project Whitecard	<b>Action Adventure Games in Serious Learning: Be Brave!</b> David Chandross Faculty in Digital Media, Serious Games Design Raquel Meyer, PhD Student Toronto Metro Univ	<b>Inspiring Students to Develop Meaningful Games</b> Scott Nicholson Professor Steve Wilcox Asst Professor Wilfred Lauer Univ	<b>Expanding Game-Based Learning Around a State</b> Tammie Schrader Science/Computer Science Coordinator NE Washington Ed Service	<b>A Question of Fidelity: How and Where Do I Use Realism?</b> Thomas Talbot Research Scientist USC Institute for Creative Technologies	<b>Framework for Interactive Digital Narrative in Virtual Reality</b> Samira Soltani Researcher TMU Graduate

10:30 - 11:15 a.m.

11:15 - 11:30 a.m.

Break						
<b>How to Include Serious Fun for Employees, Virtually, In-Person or Hybrid</b> Mark Booker CEO Good Games	<b>Creating a VR Game for NICU Patients: Infection Prevention Focus</b> Kim Hieftje Assistant Professor Yale Dept of Pediatrics	<b>Opening the "Black Box" of AI Models with 3D Game Interfaces</b> Erin Drake Kajjoka Head of Applied Game Design Google Research	<b>Work Hard, Play Hard: Teaching Allyship through Escape Rooms</b> Rachael Zeleny Assistant Professor University of Baltimore	<b>Games for Civic Health in an Election Year</b> Stuart Criley Founder, COO Indelible Learning	<b>Designing a Digital Escape Room for Instruction Using WebXR</b> Enrique Cachafeiro Training & Education Duke Health	<b>Game-Based Worldbuilding and Collaborative Creative Writing</b> Terrell Page Undergraduate Student University of Arkansas, Fayetteville

11:30 - 12:30 p.m.

12:30 - 1:30 p.m.

LUNCH ON YOUR OWN; PRODUCT DEMOS AND EXHIBITS IN RCC'S CATALYST HUB

<b>Moth in the Mainframe: Human Factors in Serious Games</b> John Kolm CEO Team Results USA	<b>Approaches to Evaluating Healthcare-related Serious Games</b> Teresa Thomas, Asst Prof; Dmitry Babichenko, Prof; Kai-Lin You, PhD Stu; Univ of Pittsburgh School of Nursing	<b>Practical Tips to Depict Real Life in Games</b> Paul Darvasi + Elisa Chinchilla, Co-CEOs Goldbug Interactive	<b>Epic Finales: Experiential Assessment in Final Exams</b> Anthony Crider Professor, Astrophysics Elon University	<b>Choosing the Right Tool for Beginning Game Designers</b> Caleb Gentry Teacher Sequim Middle School	<b>Teaching VR Art &amp; Design -- in VR / Web3D</b> Steve Guynup Game Design Faculty Southern New Hampshire University	<b>CANCELLED</b>
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1:45 - 3 p.m. Interactive Session

3 - 3:15 p.m.

Break						
<b>Persona Power: Crafting Learner Personas</b> Mallori Steel CEO Growductive Consulting	<b>Creating TTRPG Worlds for Clinical Purpose: Live</b> William Nation Staff Psychologist Board Gamers Anonymous	<b>Using the Learning Sciences to Create Effective Learning Simulations</b> Bert Snow Principal, Lead Designer Snow & Co	<b>Art Appreciation through a Gaming Lens</b> Nathaniel Torson Adjunct Professor of Art Appreciation, Digital Media Tarrant County College STEM Teacher, Creek Valley Middle School	<b>Serious Games: Amplifying &amp; Diminishing Student Motivation</b> Max Neu, Games and Media Educator, Game Designer and Creative Producer Landesverband Kinder- und Jugendfilm Berlin e.V.	<b>What You Need to Know about Authoring Tools for Problem-Solving Game Learning</b> Lindsey Tropf, CEO Immersed Games	<b>The AREduX Project: Augmented Reality for Person Living with Dementia</b> Sina Karimi Research Assistant AREduX

3:15 - 4:30 p.m. Interactive Session

4:30 - 4:45 p.m.

Break						
<b>With Employees, Play with a Purpose</b> Joshua Bell Senior Director Experiential Learning	<b>Funding Opps for U.S Healthcare and STEM Games</b> Tony Beck National Institutes of Health (NIH) SBIR/STTR funding	<b>Strategies for Making Entrepreneurship &amp; Creativity Playful</b> Henry Greenberg Educator/Entrepreneur SoarCo	<b>Virtual Humans, Avatars and Digital Identity</b> Jamie Hurcomb Unreal Engine Epic Games	<b>Photogrammetry, 3D Storytelling and Interactive Experiences</b> Jim Pedrech Innovation and STEM Consultant London District Catholic Story Board	<b>Protection: A Crisis Training Game: PANEL</b> Paul Darvasi, Co-CEO Gold Bug Interactive Nicholas Finney Jessica Lenz, Erin Weir, and Jane Cocking Interaction	<b>Iterative Design of an Icebreaker Game for Online Courses</b> Matthew Ralston, App Dev; John Murray, Learning Exper Designer; Kripa Salvaya, UX/UI Designer, The Chang School at TMU

4:45 - 6 p.m. Interactive Session

6 - 9:30 p.m.

**Exhibits Open at Breaks, Lunch and after Sessions Close**

**Game Night**

See Award Winning Games from our International Serious Play Awards Competition.

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Pick Up Any Schedule Changes/Announcements at Registration Desk

9 a.m.	Pick Up Any Schedule Changes/Announcements at Registration Desk					
9:30 - 10:15 a.m.	<b>EMPLOYEE DEVELOPMENT:</b> Designing Training for Corp, Govt, NP, Military Rm 183	<b>HEALTHCARE:</b> Resident/Staff/Patient Medical Training, Nursing, Live and Remote Rm 203	<b>GAME/INSTRU DESIGN:</b> Design, Curriculum Tips; Technology, Best Practices Rm 201	<b>HIGHER ED:</b> Running Game Programs; Game-Based Course Design The Venn	<b>USING GAMES IN K-12:</b> Developers + Teachers Share Info; Applications Rm 185	<b>TECH TUTORIALS FOR GAME DESIGNERS:</b> DEVELOPER ADVICE Rm 223
	Gamifying Skill Training  Vineet Kapoor Director Chandigarh Design School India	Health Applications for Schools  Jasminka Criley Indelible Learning Clinical Professor of Medicine, UCLA  Go to Rm 185 for this talk	Good Games Start With Content  Deb Fuller Senior Instructional Designer Stride, Inc.	Game-Based Experiential Workshops in the Writing Classroom  Anthony Chatfield Adjunct Instructor Composition and Rhetoric Drexel University	Health Applications for Schools  Jasminka Criley Indelible Learning Clinical Professor of Medicine, UCLA	From Early Learning Game to TV Series Tutorials  Bill Culbertson Professor New England Institute of Technology
10:15-10:30 a.m.	Break					
10:30-11:15 a.m.	<b>Research-Based Games:</b> Developing Unique Experiences  Cory McKague Asst Professor, Game Design + Interactive Media University of Montana	<b>Failing Fast: Using Iterative Design for Healthcare Learning Games</b>  Stuart Criley CEO Indelible Learning	<b>Co-Creating a K12 Serious Game with an Indigenous Partner</b>  Marion Blanchet Alizee Bessin Gagne Game Designers Affordance Studio	<b>Using Side Quests to Improve Student Engagement</b>  Andrew Davies Adjunct Faculty Virginia Commonwealth	<b>Building Fun and Educational Games</b>  Tom Smith Lead Game Designer Roblox	<b>AI-driven 3D Open World Games for Deeper Learning</b>  Ian Natzmer Head of Engineering Reading Reimagined
11:15 - 11:30	Break					
11:30 a.m. - 12:30 Interactive Session	<b>The Science of Play at Work</b>  Peter Williamson Co-Founder Head of Product Barameter XP	<b>Creating a Game about Federal Budgeting – and Keeping it Updated and Relevant 7 Years Later</b>  Tobi Saultier CEO 1st Playable Productions		<b>Games for Cultural and Language Preservation</b>  Dmitriy Babichenko Clinical Assoc Prof University of Pittsburgh	<b>Using Role-Playing Games to Help Students Develop Reading and Collaboration Skills</b>  Jamie Dorval-Caya, CIO; Florence Girard-Laperrière Project Manager Affordance Studio	<b>Using FrameVR as a Virtual Learning Platform</b>  Mick McCarthy Special Educator Exceptional McCare
12:30 - 1:45 p.m.	LUNCH ON YOUR OWN; PRODUCT DEMOS AND EXHIBITS IN CATALYST HUB, 2ND FLOOR, RCC					
1:45 - 2:45 p.m. Interactive Session	<b>Merging Fun with Change - Using Table-Top Roleplaying Games</b>  Joshua Heath Chief of Operations Reach-Out Roleplaying		<b>Teach Climate Change through Playful, Experiential Learning</b>  Jane Ji CEO Springbay Studio	<b>Lessons Learned from Using Visualization Games for Learning</b>  Enrique Ortiz Professor University of Central Florida	<b>Beginner 3D Microcourses Using Unreal Editor for Fortnite</b>  Elizabeth Daily Co-Founder, Exec Dir Create Access	<b>The Secret Sauce for Digital &amp; Physical Convergence</b>  David Morris Experiential Consultant NYCAP3D
2:45 - 3 p.m.	Break					
3 - 3:45 p.m. Career Sessions	<b>CAREER GUIDANCE SESSION</b> What it is Like to Be a 3D Environmental Artist Working on Video Games  Nansy Khanano Respawn Entertainment Room 201		<b>CAREER GUIDANCE SESSION</b> My Job as a Real Time Attack Instructor  Thiago Carneiro Epic Games Room 203		<b>CAREER GUIDANCE SESSION</b> Exploring Career Options In the Game-Based Learning Industry  Ashleigh Peters Producer Stitch Media Room 223	
3:45 - 4 p.m.	Break					
4 - 4:45 p.m. Career Sessions	<b>CAREER GUIDANCE SESSION</b> Preparing Yourself To Be a UX Designer, Researcher  Aadil Khan Design Researcher IBM Room 201		<b>CAREER GUIDANCE SESSION</b> How to Be Hired for a Technical Position with a Studio or Engineering Company in the Game Industry  Industry Professionals Room 203		<b>CAREER GUIDANCE SESSION</b> Exploring Careers in AI Learning Technology  Russell Sng Unreal Fest	

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