

**Building at 201 President-Kennedy (Metro Place-des-Arts, exit: UQAM)
Université du Québec à Montréal (UQAM)**

Registration opens at 8:15 a.m. in the Lobby

WEDNESDAY, JULY 10, 2019 Keynote in Agora Hydro-Québec (CO-R500)

Welcome: Magda Fusaro, Rector, Université du Québec à Montréal
Announcements: Sue Bohle, Executive Director, Serious Play Conference

Keynote Address: Katie Salen

Founder, Institute of Play, Co-Founder and Chief Designer, Connected Camps
Professor, University of California Irvine

"Minecraft's Role in Raising a Generation of Good Gamers"

9 - 9:15
a.m.

9:15 - 10
a.m.

10:15 -
11 a.m.

11:15 a.
m. -
NOON

noon -
1 p.m.

1 - 1:45
p.m.

2 - 2:45
p.m.

2:45 - 3:
15 p.m.

3:15 - 4:
30 p.m.

4:45 - 5:
45 p.m.

6 - 7 p.
m.

	Room PK-R220	Room PK-R605	Room PK-1320	Room PK-1620	Room PK-1705	Room PK-R610
	BUSINESS/MILITARY/GOVT	HEALTHCARE	EDUCATIONAL GAMES & TEACHER SESSIONS	EDUCATIONAL GAMES & TEACHER SESSIONS	HIGHER EDUCATION	GAME / INSTRUCTIONAL DESIGN
	Guy Boulet Naval Training Dev Centre Royal Canadian Navy Using Gaming Technology to Support Performance Based Training	Lorin Grieve University of Pittsburgh Serious Games for Drug Development	Panel: Role of Educational Games In 21st Century Education Avery Rueb, Shawn Young, Alex Gray, Caroline Julien, François Boucher-Genesse	Workshop: Kade Wells Ruth Wells Building Heroes Using Roleplaying Game Design for Classroom Management, Reading Intervention, Interactive Fiction and Socio-emotional Growth	Daniel Siegel Full Sail University Fear the Cave! Using a Role-Playing Game to Teach Self-Actualization	Jennifer Javornik Filament Games So You Want to Make an Educational Game?
	Jonathan Peters Sententia Games Mechanics & Motivators: How to Gamify Employee Experiences	Manuela Ferrari Douglas Mental Health University Institute Design for Understanding: An Anti-Stigma Toolkit for Games	Thierry Karsenti Simon Parent Université de Montréal Learn to Use Minecraft: A Guide for Beginners + Advanced Users	Double Session	Maja Pivec FH Joanneum, University of Applied Sciences, Austria From Research to Development: Where Academia Meets Industry	Karen Schrier Marist College Using Games and Game Design for Anti-Bias Training
	Lunch in Agora Hydro-Québec (CO-R500)					
	Elin Festøy Teknopilot AS Norway Understanding Prejudice: the Case of My Child Lebensborn (child of soldier in war country)	Kimberly Hiefje play2PREVENT Lab at Yale School of Medicine A Virtual Reality Videogame Intervention for JUUL/e-cigarette Prevention in Teens	David Zimmerman Renton Prep Navigating The Challenges to Adopting a Vision for an EdTech School District	Peggy Sheehy Epic Learners EXCALIBUR: Creating a Story and Gaming Academy- for Middle Schoolers	David Gagnon Field Day Lab University of Wisconsin Using Data-Driven Design and Co-Design to Produce Effective Education Games on a Shoestring Budget	Brad Tanner Health Impact Studios When to Choose Immersive VR Headset Technology
	John Findlay Launchfire Gamification vs. Game-based - Why One Works and One Doesn't	Rosemary Lokhorst Shadow's Edge Can Mobile Gaming Revolutionize How to Treat Chronically Ill Teens?	Stuart Criley Indelible Learning Alphabet Soup Cans: Avoiding Bad Tropes of Educational Games	Francis Dubé Université Laval The Journey to Co-Create Music Learning Games with Young Students	Claudia-Santi Fernandes Yale Center for Health & Learning Games John Joy, Schell Games Practice What You Preach: Strategies for a Positive Environment	François Boucher-Genesse Ululab Design Lessons Learned While Creating the Slice Fractions Series
	BREAK (Coffee & Tea in PK-1150)					
	Workshop: Valary Oleinik Weil, Gotshal & Manges LLP 4 Cs to an A+ Learning Experience: A Design Sprint	Panel: Best Practices for Healthcare Games Jenn McNamara, Doug Whatley, Breakaway: Peter Smith, UCF; Cynthia Sanner, Elsevier; Meagan French, Second Avenue Learning	Panel: How Do We Create Games for Everyone? Enid Brown, BrainPOP Bob Holmes, Sudden Noah Warnke, Cornell Lab of Ornithology Bird Academy	Workshop: David Seelow Revolutionary Learning Up, Up and Away: Designing Game-based Challenges and Missions	Workshop: Tony Crider Elon University Reacting to the Past: Using Historical Roleplay to Teach Speaking and Empathy	Workshop: James Kiggins Adtalem Immersive Learning Experience Design (ILXD)

Agora Hydro-Québec (CO-R500)

Ubisoft Presentation: Beyond Gaming: Meaningful Collaboration Can Have a Big Impact

How you can use the potential of video games to bring your project to another level

Moderator: Nadine Gelly, Director General, Alliance numérique, with Panelists:

Olivier Palmieri, Game Director & Director of XR Workshop, Ubisoft; Alexandra Beauchemin, Learning Experience Designer, Knowledge One; Maxime Durand, Historian & Game Designer, Ubisoft; Marc-André Éthier, Professor, Université de Montréal

Cocktail Reception in Agora Hydro-Québec (CO-R500)

Enjoy an Evening in Festive Montreal. To join a group, check out the Dine Around options at the Registration Desk on the Metro level (M). Everyone splits the check.

Thursday, July 11, 2019

No Keynote today. Go Directly to the Session of Your Choice at 8:50 a.m.

	Room PK-R220	Room PK-R605	Room PK-1320	Room PK-1705	Room PK-1620	Room PK-R610
	CORPORATE APPLICATIONS	HEALTHCARE	EDUCATIONAL GAMES & TEACHER SESSIONS	HIGHER EDUCATION	GAME / INSTRUCTIONAL DESIGN	SERIOUS GAMES RESEARCH / HIGHER EDUCATION
9 - 9:45 a.m.	Joseph Lee Jane Eisenstein The Wharton School Univ of Pennsylvania Simple Framework, Big Impact!	Naomi Mwasambili Megan Charles Chanua Neuro Champions: Using Games to Improve Mental Health of Children and Adolescents	Peggy Sheehy Epic Learners Your Game Is My Textbook!	Caroline Coulombe Université de Montréal Strategical Pedagogical Tool in MBA Class	John Kolm Team Results USA The Viking Chicken, or Why Linear Game Designs Don't Work	Maude Bonenfant, Alexandra Dumont, Émilie Paquin, Louis-David Lalancette-Renaud Université du Québec à Montréal Online Gamified Platform to Manage Classrooms: A Case Study of Classcraft
10 - 10:45 a.m.	Dov Jacobson Games that Work Winning the Boss Fight; Get Management Support for your Serious Game	Todd Chang Children's Hospital LA & Univ of Southern Calif New Insights in Research For Impactful Healthcare Training Games Dev	Shawn Young Classcraft How to Drive Engagement-Driven SEL	Chris Dede Iulian Radu Harvard University Designing Immersive Experiences that Create Empathy, Reveal Biases, Alter Mindsets	Jenn McNamara BreakAway Games Client-Centered Serious Game Design	Adam Dubé McGill University Are Educational Games Actually Games?
10:45 - 11:15 a.m.	BREAK					
11:15 - noon	William Robinson Catalaxy Mining Bitcoin: How a Decentralized Game Incentivized an Unexpected Revolution	Thomas Talbot USC Institute for Creative Technologies High Stakes Games: Simulations that Result in Emotionally Impactful, Learning Experiences	Paul Darvasi Royal St. George's College/York University The Museum of Me: Using a Commercial Video Game to Foster Social Emotional Learning in the Classroom	Leonora Zefi, Naza Djafarova, Mariam Ahmed The Chang School Ryerson University A Methodology and Practical Guide for Serious Game Design	Michel Groulx Caroline Julien CREO Reinventing Public Spaces and Exhibitions	Jonathan Bonneau Université du Québec à Montréal Learning through LARPing: Interviews and Biometrics
noon -- 1 p.m.	Lunch in Agora Hydro-Québec (CO-R500)					
1 - 1:45 p.m.	Samer Forzley Simutech Multimedia Digitally Developing Future Manufacturers with Gamification & 3D Simulation	Ron Stevens UCLA School of Medicine Exploring Wonderland: Uncertainty, Gaming and the Brain	Andrew Easton Westside Community Alternate-Reality Game Units for Immersive Learning	Fares Kayali University of Vienna Austria Playful Digital Musical Instruments in STEAM Education	Michelle Zimmerman Renton Prep An AI Curriculum in the K12 Classroom -- Preparing Students for the Future	Julien Mercier NeuroLab, Université du Québec à Montréal What about Detecting Affective and Cognitive Correlates of Learning as They Occur?
2 - 2:45 p.m.	Pascal Nataf Université de Montréal/Affordance Studio An Escape-the-Room Game to Learn Office 365	Hélène Michel Grenoble École de Management France Citizen Science & Game: The Gamification of Medical Research Platforms	Bron Stuckey Innovative Educational Ideas Australia If Minecraft is the "Gateway Drug" what Games Follow?	Susan Bonner Bill Fischer The EPIC Project at KCAD + L.E.A.D. Integrating Inclusive, Socio-Emotional, Entertainment and Universal Design Using I. S.E.E. U.	Tony Beck National Institute of General Medical Sciences, NIH Serious STEM Games SBIR, STTR Funding Opps and Grant Writing Workshop	Anaëlle Gravier Université du Québec à Montréal Using Cooperative Videogames to Facilitate Communication for Children with ASD
2:45 - 3:15 p.m.	BREAK (Coffee & Tea in PK-1150)					
3:15 - 4 p.m.	Claire Masson Ian Shakeshaft Financial Times/IE Business School Corp Learning Alliance, UK + Spain Minimum Resources for Maximum Learning in Two-Player VR Games	Laurent Gosselin Collège de Bois-de-Boulogne Serious Games in Pediatric Rehabilitation: A Journey to Practical Design	Tammie Schrader Washington State ESD 101 Creating a Multi Discipline Learning Program for K12	Francis Dubé Université Laval Creating an Inter Network On Music Game-Based Learning Approach	Alex Gray Nanomox Classroom-Focused Design: Centering Students and Teachers	Suzanne Atkinson Aurelia Difabrizio CHU Sainte-Justine Use of Escape Games in Healthcare: a Literature Review and a Practical Simulation
4:15 - 5:30 p.m.	Workshop: Stephen Baer The Game Agency Employee Training Games That Drive Engagement & Deliver Better Results	Panel: Video Games to Help Emotionally Traumatized Youth Moderator: Robert Overell, Foundation BioVentures Kelli Dunlap, IThrive Games; Claudia-Santi Fernandes, play2PREVENT Lab, Yale; John Joy, Schell Games; Jason Kahn, Mightier	Workshop: Kevin Miklasz BrainPOP Immersive Theater as a Playful Format for Educational VR	Workshop: Alvaro Uribe Quevedo Ontario Tech University Customizing Serious Play with Makerspace	Workshop: Paul Pivec Cranberry Blue R & D Austria Create Serious Games without Coding: Visual Scripting for Educators and Developers	Workshop: Eva Den Heijer HKU Univ School of the Arts Netherlands How to Design Inner Play in a Study-Narrative

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Friday, July 12, 2019

No Keynote today. Go Directly to the Session of Your Choice at 8:50 a.m.

	Room PK-R220	Room PK-R605	Room Room PK-1620	Room PK-1705	Room PK-R610	Room PK-1320
	CORPORATE APPLICATIONS	HEALTHCARE	EDUCATIONAL GAMES & TEACHER SESSIONS	HIGHER EDUCATION	GAME / INSTRUCTIONAL DESIGN	BONUS SESSIONS
9 - 9:45 a.m.	Patrick Riccards The Woodrow Wilson National Fellowship Foundation MBA Game-Based Training Programs	Marc-André Maheu-Cadotte Université de Montréal Differentiating Serious Games from Virtual Simulations in Healthcare Education	Make a Game Workshop: 3 Hour Session	Ann DeMarle Champlain College Emergent Media Center Combating Gender-based Violence through Student Created Games	Jiwon You University of Alberta Conveying Culture Through Digital Gaming: Development and Example	Lili Guyat-Michel The Mysterious Cartable Age 9, France How to Transform the School Backpack into...an Escape Game!
10 - 10:45 a.m.	Dov Jacobson Games that Work Boeing's First Training Game: What We both Learned	Peter Smith Matt Dombrowski University of Central Florida & Limbitless Solutions Alternate Game Controls for Accessible Design	Leader: Christopher Crowell Crowell Interactive	Tony Crider Elon Assessing Experiential Learning: Epic Finales and Roleplaying Rubrics	Birdie Champ Thorne Palmer UXDiversity The UX of Serious Games: How to Impact a Wider Audience	Alina Grenier-Arella Rapids, Inc. Learning Agency through Play
10:45 - 11:15 a.m.	BREAK		Attendance Limited; Sign up at Registration Desk	BREAK		
11:15 - noon	Edna May Ednamation Playful Solutions for Trust Building, Teambuilding, Networking, Incentives, Trade shows	Allal Mokeddem University of Algiers 3 Algeria Healthcare Training with Simulations, Games and Virtual Reality		Gabriel Beck TAG Concordia Play with Norms Built on Language; Deepen Self through Others	Interactive Session: Kevin Miklasz BrainPop A Model for a Global Game Jam for Youth	Seyed Mohammad Hani Sadati McGill University A Serious Game to Combat SGBV in Ethiopia's Agriculture Colleges
Noon - 1 p.m.	Lunch in Agora Hydro-Québec (CO-R500)					
1 - 2:15 p.m.	Workshop: Scott Silsbe Liveware Lab Designing a Board Game to Model (and Teach) Political Crisis	Workshop: Fabio Balli Breathing Games On Air: Co-Creating a Board Game around the Breath	Workshop: Marci Klein 3Dux Design Design Thinking, Architecture and Urban Planning for a Sustainable Future	Workshop: George Ghanotakis Institute Philos CIEPC Designing Classroom Games to Foster 21st Century Competencies (This session runs to 3 p.m.)	Workshop: Bruno Campos Concordia University Creating Playable Infographics Using Construct 3 Game Engine	Michelle Goodridge Wilfrid Laurier Univ Creating and Assessing the Pedagogical Benefit of In-Class Game Simulations
2:30 - 5 p.m.	<p>An Afternoon of Games Agora Hydro-Québec (CO-R500) Come Try Board and Digital Games Created by International Serious Play Award Winners and Exhibitors</p>					

Tuesday, July 9, 2019

Gamification Basics: A Certification Course for Program Leads and Trainers. Room PK-1320
Monica Cornetti, Sententia Games

9 a.m. -
4:30 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.

Pre-Conference Workshop: Design Your Own Serious Game Room PK-1140

Have you ever wanted to design your own serious game?
Have you ever had an idea for a learning game that you want to take to the next level?

9 a.m. -
4:30 p.m.

In this interactive workshop, you'll have the chance to learn hands-on about both the theory and practice behind serious game design. You'll learn about the history of serious games as well as the best practices in serious game design. You'll also have the opportunity to use the GameStorm tool, developed by Affordance Studio, to brainstorm and design the first iteration of your serious game idea. You'll also learn how to run a playtest to iterate on your game. By the end of the day, you'll have a fully-functional prototype for a serious game that you can test out in a classroom or in a company.

Board Game Judging: Room PK-R605
Check in at Registration Desk. Lunch and soft drinks will be available

Noon -
5:30 p.m.

Wednesday and Thursday, July 10 - 11, 2019

Networking Dinners

If you would like to join a group for no-host dinner (everyone splits the check), sign up at the Registration Desk, choose a speaker or another attendee who has offered to lead the dinner and chosen a restaurant. Transportation plans and the address of the restaurant will be on the sign-up sheet.

Friday, July 12, 2019

Agora Hydro-Québec CO-R500

An Afternoon of Games

2:30 -
5 p.m.

Award winners in the International Serious Play Competition as well as local game companies will show their games. Board games as well as digital games will be available, providing attendees with the opportunity to try interesting games, network and enjoy a social activity.

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