

**“Game-changing Pedagogy: Fully Gamified Instruction For Any Content or Grade Level.”**

*Student-Centered Classrooms Inspired By  
Theme Parks, Board Games, and Escape Rooms*

October 4, 2018  
Shenandoah University

<b>8:30 - 9:00</b>	<b>Coffee and Check-In</b>
<b>9:00 - 9:15</b>	<b>Welcome, Participant Pre-Session Survey</b>
<b>9:15 – 11:00</b>	<b>Large Group Activity Play-In</b> <b>Gamification Basics: Research, Points, Badges, and Leaderboards</b>
<b>11:00 - 11:30</b>	<b>Small Group Activity</b>
<b>11:30 - 12:15</b>	<b>Lunch</b>
<b>12:15 - 1:30</b>	<b>Advanced Gamification: Mini-Game Buffet</b> <i>Hands-On Playtesting: 12 sample games in 75 minutes</i>
<b>1:30 - 2:30</b>	<b>Makerspace Design Challenge</b> <i>Small Group Breakout Sessions by Grade Levels</i>
<b>2:30 – 3:00</b>	<b>Smackdown, Shareout, Debrief</b>
<b>1:30 - 2:15</b>	<b>Makerspace Design Challenge</b> <i>Small Group Breakout Sessions by Grade Levels</i>
<b>2:15 - 2:30</b>	<b>Small Group Makerspace Share-Out</b> <i>General Session</i>
<b>2:30 - 2:50</b>	<b>Smackdown</b> <i>Attendee Share-Out</i>