

Brian Remer
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Curriculum Vitae

Brian Remer, Creative Learning Director of The Firefly Group, is a designer of interactive strategies for training, facilitation, and performance improvement. He blends information, discussion, games, and participant input to insure involvement and commitment from everyone. His special interest is in helping other trainers to become more effective educators. Through the practical application of experiential education techniques, he creates a learning environment that blends action, reflection, and theory. As a result, participants gain a commitment to continuous learning and leave each session with their own action plan for future growth.

With a B.A. in psychology and an M.A. in Intercultural Management, he has worked with businesses and organizations in Egypt, Ecuador, Democratic Republic of the Congo, and throughout the United States. He also is a regular presenter at three national training-of-trainers conferences. Brian is a member of the International Society for Performance Improvement and has served on the Board of Directors and as chair and president of the North American Simulation and Gaming Association. Brian is noted for his ability to create a low pressure, high impact learning environment.

PUBLICATIONS (Writing about the design and use of business simulations and games)

- *Say It Quick! 99-Word Stories About Leadership, Learning, and Life*, The Thiagi Group, 2011.
- *The Firefly News Flash*, On-line monthly newsletter about using games and business simulations for continuous learning, published by The Firefly Group since June, 2008.
- *Say it Quick!*, regular column in the *Thiagi GameLetter*, Sivasailam Thiagarajan, editor, published on-line monthly since October 2007.
- *Reflective Practice: Learning from Real-World Experience*, The Handbook of Experiential Learning, Mel Silberman, editor, Pfeiffer, 2007.
- *Your Best Guess: Playing with Assumptions*, The 2006 ASTD Organization Development & Leadership Sourcebook.
- *Mystery Theater: An Entertaining Way to Wrap Up Your Training*, The 2006 ASTD Training and Performance Sourcebook.
- *Shifting Power and Control, Training Tools for the Self-Determination Journey*. Book of training activities with special notes for use as a training of trainers guide, 188 pages, Monadnock Developmental Services, 1999.

GAMES FOR LEARNING (Games designed and invented for learning purposes)

- Playing with Words: 99-Word stories that teach
- Double Exposure: build relationships, build teams
- Can You Explain It: making judgments, making sense
- Family Folklore: learning about life from our ancestors
- DreamQuest: a game to teach the dynamic process of person-centered planning
- Cosmic Questions: the meaning of life, universal precautions and everything . . .

- PowerShift: a game about the process of empowerment
- Black and White and Gray: protecting the rights of the disadvantaged

TRAINING OF TRAINERS (Workshops designed to teach others the art of facilitation)

- *NASAGA Game Design Certificate Program*, Designer and co-facilitator for the North American Simulation and Gaming Association, 2005, 2006, 2007, 2008, 2009, 2010.
- *Spice Up Your Training Toolkit!* SABES Adult Learning Center, Holyoke, MA, 2007
- *Play Learn Perform: Interactive Strategies for Trainers*, 2003, 2004, 2005.
- Girl Scouts, Swift Water Council, Keene, NH, 2005.
- *Experiential Training Tips*, SABES Adult Learning Center, Wooster, MA, 2005.
- The Moore Center, Manchester, NH, 2003.
- *Training of Trainers in Self-Determination*, Concord, NH, 1995, 1998, 1999, 2000.

CONFERENCE PRESENTATIONS (Workshop facilitation at national conferences)

- *Leadership Driven Performance in 99 Words*, Training 2011 Conference, San Diego, CA, February 2011.
- *Pirates and Parrots*, North American Simulation and Gaming Conference, Vancouver, BC, October 2010.
- *Confucius Says and Lessons for Leadership in 99 Words or Less*, ISPI Conference, San Francisco, CA, April 2010.
- *Your Metaphorical Toolbox*, Training 2010 Conference, San Diego, CA, February 2010.
- *Three Flexible Frames for Learning and How to Have Fun with Statistics*, North American Simulation and Gaming Association, Washington D.C., October 2009.
- *Say it Quick: Learning from 99 Word Stories*, International Society for Performance Improvement, Orlando, April 2009.
- *Hammer it Home: A Metaphorical Toolbox for Trainers*, Training Magazine's 2009 Conference, Atlanta, February, 2009.
- *The Board Game Body Shop: Build Your Own Board Game*, North American Simulation and Gaming Association, Indianapolis, 2008.
- *Briefly Stated: 99 Words that Teach*, North American Simulation and Gaming Association, Indianapolis, 2008.
- *Reputation and Personal Branding*, International Society for Performance Improvement, New York, NY, April 2008.
- *Impassioned Motivation*, North American Simulation and Gaming Association, Atlanta, GA, October 2007.
- *Metaphor and Meaning: Using Symbols for Analysis, Learning, and Evaluation*, International Society for Performance Improvement, Dallas, TX, April 2006.
- *Build it Now: Rapid Game Design and Development*, North American Simulation and Gaming Association, Washington, DC, November 2004.
- *Metaphors for Dummies and Skills for Social Capital*, North American Simulation and Gaming Association, Montreal, October 2003.
- *Sharks and Dolphins*, North American Simulation and Gaming Association, San Diego, CA, October 2002.
- *GURU: Learning from Every Situation*, North American Simulation and Gaming Association, Indianapolis, IN, October 2001.
- *What's in a Metaphor?* North American Simulation and Gaming Association, Minneapolis, MN, October 2000.

- *Playing with Self-Organizing Systems and The Cocktail Party*, North American Simulation and Gaming Association, San Francisco, CA, November 1999.

CONSULTATION (Training and facilitation at the request of other organizations)

- *Meeting Facilitation and Board Development Retreat*, Brattleboro Time Trade, Brattleboro, VT, 2010 and 2011.
- *Staff Meeting Facilitation*, Winston Prouty Child Development Center, Brattleboro, VT, 2010.
- *Meeting Planning & Preparation*, Center Health & Learning, Brattleboro, VT, 2008.
- *Mission, Vision, Values*, Guilford Central School, Guilford, VT, 2008.
- *Board Strategic Planning*, Council on Aging for Southeast Vermont, 2008.
- *New Hire Orientation*, Valley Cares, Townsend, VT, 2007.
- *Leadership Training Series*, University of New Hampshire, 2005 through 2009.
- *Strategic Planning*, Windham Child Care Association, 2007.
- *From Manager to Mentor*, State of Vermont, Cyprian Learning Center, 2005.
- *Strategic Planning*, Landmark College, Putney, VT, 2005.
- *Curriculum Design*, Center for Health and Learning, Brattleboro, VT, 2005.
- *Mid-level Management Series*, Monadnock Family Services, Keene, NH, 2003.
- *The Changing Role of Support Staff and Group Facilitation and Negotiation*, The Moore Center, Manchester, NH, 1999.
- *Teaching Decision-Making Skills*, Area Agency for Developmental Services for Greater Nashua, Nashua, NH, 1997
- *Team Building and Organizational Development*, Community Developmental Services, Portsmouth, NH, 1995
- *Cross-Cultural Awareness*, Nutrition Consortium of New York, Albany, NY, 1994.

WORK HISTORY

- Project Manager and Trainer: Vermont Youth Suicide Prevention Coalition, Brattleboro, VT, 2008 – present.
- Creative Learning Director: The Firefly Group, Brattleboro, VT, 2004 – present.
- Director of Training: Monadnock Developmental Services, Keene, NH, 1992 – 2008.
- Teacher of English, Ecuador: Fulbright Commission and Colegio Americano, Quito, Ecuador, 2000 – 2002.
- Coordinator of In-Country Training for Africa, Asia, and the Pacific: Habitat for Humanity International, Americus, GA, 1990 - 1991.
- Medical Social Worker: Omaha Tribe of Nebraska, Carl T. Curtis Health Education Center, Macy, NE, January 1989 - July 1989.
- Program Associate for Volunteers: Presbyterian Church (USA), Volunteers in Mission/USA, New York, NY, 1986 - 1988.
- Teacher of English, Egypt: Ramses College for Girls and Salaam Language School, Cairo and Assiut, Egypt, 1983 - 1986.

EDUCATION

- Master's in Intercultural Management & Administration, Concentration in Training & Organization Development, 1992, School for International Training, Brattleboro, VT.
- B.A. Psychology, 1981, Coe College, Cedar Rapids, IA.
- Spanish language, two years in-country experience.
- Arabic (Egyptian Colloquial), FSI spoken level of 2.

- Fluency in web page design using Macromedia's DreamWeaver.

MEMBERSHIPS and VOLUNTEER WORK

- North American Simulation and Gaming Association, member, 1997 to present, Board Member, 2001 to 2007, Chair and President, 2005.
- Center for Health and Learning, Board Member, 2000 to 2006, Treasurer since 2003.
- International Society for Performance Improvement, member 2005 to present.
- Guilford Community Church, Lay Leader, 2002 to 2008.

SPECIAL INTERESTS

Swimming, bicycling, collage, photography, super-8 filmmaking, lively conversation.