LEARNING GAME DESIGN CERTIFICATION PROGRAM

20 - 22 December 2016
Ara Eventhall@TheAtmosphere
c-25-3 The Atmosphere Business Center 5, Seri Kembangan

"Training is about designing effective learning activities"

Thiagi

Objectives

By the end of the program, participants will…

Describe when and how to use games, simulations, and other interactive strategies for better learning.

Experience at least 8 different types of games and modify them for their own use.

Restate the game elements that are essential for learning and describe how to balance them for optimal effect.

Design and test a prototype learning game customized for their own content and use.

Program

Day 1

Describe the difference between games, simulations, learning activities, and gamification;

Discover the elements of facilitation necessary to enable people to learn from games

Day 2

Define the concept of Frame Games and play at least eight different kinds.

Day 3

Learn how to adapt frames, stories, metaphors, and existing games for your own use

Day 4

Follow-up session (date to be determined) where you will have a chance to play-test a prototype of a game or simulation of your own design. You'll receive feedback and ideas for improvement from expert game designers and other participants.

LEARNING GAME DESIGN CERTIFICATION PROGRAM

What Is This ?

There is a lot of talk about games in the training field. But how do you design them? How do you use them? And don't you need to have a robust computer platform?

The Game Design Certificate Program is a four-day experiential workshop that will help you sort out the differences between learning games, simulations, and gamification. You'll cut through the jargon and catchphrases to discover what really makes learning engaging. And you'll see how these concepts can easily be applied in face-to-face classrooms.

During days one through three of the program, you'll discover how to use games that teach by playing them yourself! We'll walk our talk so that you can experience the effectiveness of games – and see firsthand how to facilitate them so that everyone learns as much as they can. You'll learn simple techniques to quickly create a game for any topic and you'll discover the learning potential in the games that you already know and play.

Day four is a special day that will be scheduled one month after this program. It's a time for you to return and share a game you have invented, receive meaningful feedback from game designers, and gain new ideas to expand your gaming playbook.

This certificate program is endorsed by the North American Simulation and Gaming Association (NASAGA) which has been promoting a playful approach to active learning for more than 50 years. NASAGA members are active across North America, Europe, South America, the Middle East, and Asia where they use their interest in learning, games, and fun to improve engagement in order to teach about serious topics.

Who Should Attend ?

- Training designers and subject matter experts who want to improve the retention of information.

- Group facilitators who want to increase engagement and participation in meetings and trainings.

- Independent training consultants who want a competitive edge and specialized approach to their work.

- In-house trainers who want to revitalize orientation and other organizational programming.

Why You Should Come ?

- To answer your questions about how to use games and how to make learning more interactive

- To meet other like-minded professionals who want to make learning as dynamic as possible

- To share your expertise as a learning professional

- To expand the number of games you already use

What You'll Get ?

- Four days of intense, energizing learning about games and simulations

- Handouts describing all games and activities that you experience

- Contact with local professionals and international game designers

- Membership in the North American Simulation and Gaming Association and access to all its membership resources

- A certificate in game design endorsed by NASAGA

Brian Remer

Brian's talent is helping people make sense of what they learn and experience by designing interactive strategies for training, facilitation, and performance improvement. Through the practical application of experiential education techniques, he creates a learning environment that combines action, reflection, and theory. His special interest is in helping other teachers and trainers to become more effective educators. Brian has worked with businesses and organizations in Egypt, Ecuador, Democratic Republic of the Congo, and throughout the United States. He is a regular presenter at three national training-of-trainers conferences. Brian is a member of the International Society for Performance Improvement, the Association for Talent Development, and has served on the Board of Directors and as chair and president of the North American Simulation and Gaming Association (NASAGA). He was the 2011 recipient of NASAGA's Ifill-Raynolds Award for lifetime achievement. Author of two monthly newsletters and the book Sy It Quick! 99-Word Stories About Leadership, Learning, and Life.

Contact details

For more information and to register:
+603 8075 0386
team@accordia.com.my

Endorsed by:

North American Simulation and Gaming Association

Organized by:

Accordia Training & Development Sdn Bhd