


TIME	EVENT	Room C201	Room C202	Room C203	Room C198	Room C197	Rooms C204 & C205	
8:45 AM	Registration/Coffee						POSTERS AND DEMOS Einstein & the Honeybee – Tabletop game, Rocio Rayo, Dylan Shad, Rees Shad New American Sweatshop: Training Module, Amelia Marzec Project Oneiros, Ramsay Shepard Road to Damascus: Gaming the Syrian Civil War, Alexander Langer Connecting using Kinect: Assessing Collaborative Learning, Deborah Sturm, Kristen Gillespie-Lynch, Pavel Asanov, Gabriel Goldstein Game Based Learning in a Game Development Course, Deborah Sturm The Game Of College, Melissa A Barlett A Novel Method for Measuring and Fostering Growth Mindset Using Games, Ecem Olcem, Robert O Duncan Sumer, Geoffrey Suthers, Misha Favorov, Sig Gunnarsson, Josh Raab A Games-Based Learning Approach to Teaching and Assessing Structure-Function Relationships in Functional Neuroanatomy, Rose Deng, Robert O. Duncan A Novel Method for Controlling Narrative Flow in Games, Kashfi Fahim, Robert O. Duncan  Ten minute short presentations are in gray .	
9 AM	Icebreaker activity							
9:15 AM	Opening Remarks							
9:30 – 10:45 AM	Session 1 (75 min)		LITERACY AND STORY Storytelling, Game-based Learning and the Student Experience; Two Case Studies (30-minute interactive), David D. Seelow, Katherine Nelson-Born Reaching Level 100: Literacy in Wordless Narratives across Platforms, Susan M. Strayer Super Mario World and Game-Based Learning: New Literacy Development in Adults, Beatriz Albuquerque Writing Game Rules and Instructions as a Communication Exercise, Joshua Fishburn	ANYTHING CAN BE ATTEMPTED: In-Person Simulations and Role-plays in Education A Practical History of Geopolitical Simulations in Research and Education, Scott Silsbe Roleplaying History: A Political Simulation of World War II in the Classroom, Michael Barnhart Megagames in the Classroom: How Educators Can Build and Run Their Own, Noam Strassfeld	GAME DESIGN Colmena Design - PlugNPlay: An Educational Game Design System for Non-Designers (30-minute interactive), Dylan Shad, Rocio Rayo, Rees H. Shad Tabletop Exercises and Tabletop Games: Bridging the Gap (30-minute interactive), Tavis L. Allison	STEM The Development of Game-Based Virtual Patient Simulations for Communication Skills Practice and Assessment in Health Professions (30-minute interactive), Cyrille Adam, Allisun O'Connell Playing Video Games to Learn about the Nature of Science and Technology? Investigating the Learning Potential of Fallout 3/4 Video Game Play from a Science Education Perspective (20 minutes), Stephen DeMeo, Dennis Robbins		
11 AM – 12	Plenary (60 min)	Four experts consider the state of game-based learning today: Josh Debonis, Game Designer, Sortasoft ☼ Carlos Hernandez, Professor, English Department, BMCC, CUNY ☼ Jennifer Mangels, Professor, Psychology Department, Baruch College, CUNY ☼ Leah Potter, Senior Instructional Designer, Electric Funstuff						
12 – 1:30 PM	Lunch, Posters, Games							
1:30 – 2:45 PM	Session 2 (75 min)		STEM Integrating Board Games into a Science Classroom (20 minutes), Melissa A. Barlett Learning from Nature: Marine Educational Games that Scaffold Science Inquiry (20 minutes), Lindsay Portnoy, Jessica Ochoa Hendrix, Mande Holford Designing Digital Games for Math: Choices and Questions, Francesco Crocco and Kathleen Offenholley	DESIGN RESEARCH We Got This: Strategies for Right Sized Facilitation of Youth Created Location-Based Digital Games, Sara Vogel, Judy Schiller Perry Do Online Gamified Learning Programs Increase Performance in an Undergraduate Psychology Statistics Course? Wei Zhang, Beliz Hazan, Ecem Olcum, Laura Rabin Graduating from the Electoral, Michael J Lee, Zachary Shirkey	STORY AND HISTORY Stepping Through The Darkness: Reenacting The Journeys of Refugees (30-minute interactive), J Stallard Narrating America: Problem Solving through Interactive Digital Storytelling, Colette Daiute, Jessica Murray Back to the Future: Studying Periodization and Literature in an Early Modern Card Game, Andie Silva Sumer: Addressing Tensions Between Historical Accuracy and Fun in Educational Games, Geoffrey Suthers	AWARENESS: GENDER AND SEX Journey to Gender Equality - Using Board Game to Raise the Awareness of Gender Equality (30-minute interactive), Linying Wang, Zhuo Wang, Rishika Jain, Zui Cheng Tryst: Teaching Sex Ed through a Mobile Card Battle Game (20 minutes), Marty Buccafusco		
2:45 – 3	Break							
3 – 4:15 PM	Session 3 (75 min)	TRANSFORMATIVE GAMES INITIATIVE: GAME DESIGN AS A CLASSROOM LABORATORY FOR ANY DISCIPLINE (1-hour interactive) Robert O. Duncan	NARRATIVE AND RHETORIC Experiencing the Buffalo State Insane Asylum: A 3D Reconstruction and Game Narrative (20 minutes), Trent Hergenrader, Lisa Hermsen Gamified Composition Studies: Playing with Agency at the Rhetorical Inn (20 minutes), Christopher M. Stuart Using GBL To Enhance Writing and To Speculate on the Future of Education (20 minutes), Tonya C. Hegamin	DESIGN CHALLENGES Developing an Accessible Online Game Design Course: Challenges and Solutions for ADA Compliance (20 minutes), Mark A. Lewis, Justin Albohn Integrating General Education, Computational Thinking and Interdisciplinary Awareness in Game Design (20 minutes), Reneta Lansiquot, Candido Cabo, Tamrah, D. Cunningham Moving Past K-12: Building Our Own Games for Higher Learning (20 minutes), Leila McKinney	INFORMATION LITERACY AND LANGUAGE An Interactive IL Game that Teaches Students How to Create a Question for Research (20 minutes), Galina Letnikova Information Games & the Scholarly Conversation, Nancy M Foasberg Class! A Game of Phonetics, Phonology, and Categorizing Sounds (30-minute interactive), Lauren Spradlin	STEM Addressing Remediation and Retention Through Play-based Engagement (20 minutes), Rees Shad, Rocio Rayo Gem Spinner: Creating a Sandbox for Learning Probability, Ira Fay Using Games and Game Components to Teach Number Systems and Computer Concepts, Daryl J. Dates Teaching Statistical Laboratory Sessions Through A Gamified Learning Experience, B. Hazan, W. Zhang, E. Olcum, L. Rabin		
4:15 – 4:30	Break							
4:30 – 5:30 PM	Session 4 (60 min)	GAME DESIGN FOR ALL What's Your Game Plan? Turn Any Idea into a Game! (1-hour interactive) Joe Bisz	GHOSTS IN THE MACHINE Ghosts in the Library (30-minute interactive), Lydia Willoughby, Heather Shimon, Amanda Babirad Winning Alone: A Gameful Approach to Solo Musical Improvisation (20 minutes), Tom Zlabinger	GAME TYPES AND DESIGN There and Back Again with Skill and Drill Games: When to Use Them or Look Elsewhere, Victoria (Tori) Mondelli "Hi, I'm Beth" -- Speed Dating for Editors: Why Games of Introduction are Critical for the College Classroom, Beth Boswell Using Simple Student Surveys to Inspire and Augment Game Design, Mary T. Gross Nostalgic Childhood Puzzle Games Utilized as Learning Aids, Eda Sanchez-Persampieri	RESEARCH AND PERSPECTIVES Perspectives on Gameful Design in an Online Business Degree Program (20 minutes), Suzanne L. Kissel, Elizabeth Kane Digital Game-Based Learning and College Courses: The Effect of Textbook Format on Mental Effort and Time on Task (20 minutes), Antonio L Thomas, Nichole G. Thomas	GAMEFUL CLASSROOMS Location-based Augmented Reality Games (ARGs) in the Classroom (30-minute interactive), Doug C Maynard The RPG Classroom, Timothy J. Woods		

