



NASAGA 2012 Certificate & Pre-Conference Workshops

Certificate A

The Design of Games, Activities, and Simulations Brian Remer and Raja Thiagarajan

This certificate program provides an opportunity for NASAGA 2012 conference participants to gain professional credibility in the area of design of games, activities, and simulations for education and training. Previous participants reported real value in working and learning with experienced game designers to focus their conference experience on the specific skills they wanted to build.

Goal

To design games, activities, and simulations for education and training by using field-tested approaches that produce high levels of instructional motivational effectiveness.

Objectives

By the end of the preconference workshop, participants will:

1. Define games, activities, and simulations; specify their advantages and limitations in corporate training and education; and differentiate among simulation and non-simulation activities.
2. Briefly explore and experience different “frames” (templates) for designing non-simulation activities (such as board games, card games, improv games, online games, interactive lectures, and text games) and different types of simulation activities (such as production simulations, interactive storytelling, cash games, and jolts).
3. Select the most appropriate frame (or type) of activity to suit their specific learning objectives and participant characteristics.

By the final day of the conference, participants will:

4. Have prepared a plan for the design, development, evaluation, and revision of the selected type of activity during the conference.
5. Present their design to peers and facilitators for critique on the final day of the conference.

Certificate B

The Facilitation of Games, Activities, and Simulations Sivasailam “Thiagi” Thiagarajan

This certificate program provides an opportunity for NASAGA 2012 conference participants to gain professional credibility in the area of facilitation of games, activities, and simulations for education and training. This certificate program complements the Design Certificate Program as well as provides the principles and procedures for participants who are interested in conducting training and educational activities that are more interactive, enjoyable, and effective. People enrolled in this certificate program will have the unique opportunity to work with and learn from experienced facilitators to focus their conference experience on the specific skills they want to build.

Goal

To conduct games, activities, and simulations by using effective and flexible techniques that result in more engaging activities, thoughtful reflection, and applicable learning.

Objectives

By the end of the preconference workshop, participants will

1. Differentiate among training, “pure” facilitation, and instructional facilitation; specify the advantages and limitations of instructional facilitation.
2. Identify critical dimensions of activity-based training (including pace, intensity, competition, and playfulness); select, maintain, and balance appropriate intensities of these dimensions; also make appropriate adjustments along these dimensions while facilitating a group.
3. Recall and implement improvisation principles that enable co-opting participants in the design and delivery of training.
4. Create instant training activities that incorporate existing sources of training content.
5. Recognize disruptive behavior patterns among participants; reduce and eliminate these behaviors by transforming hostile participants into active collaborators.
6. Recognize the importance of the debriefing process for linking the training game or activity to the workplace reality and apply a powerful six-phase model for maximizing learning from experience.

By the end of the conference, participants will

7. Observe facilitators of at least five concurrent sessions during the conference and record their behaviors on a systematic observation form.
8. Create and present their personal action plan for improving their facilitation skills for their peers and facilitators on the final day of the conference.

Please note that if you participate in the Certificate Programs, you must attend the entire conference.

Preconference Workshop

Calling All Gamers: Using your Passion in the Workplace Facilitated by Scott Nicholson and Greg Koeser

The goal of this workshop is to help hobby gamers explore ways that they can take their love for gaming into the workplace.

In this preconference workshop, participants will

- learn about some common ways hobby games can be used in the workplace;
- play some examples of games based upon commercial games appropriate for corporate settings;
- document their own gaming interests to understand what aspects of their gaming background might be most useful;
- explore how their gaming interests can connect to various workplace and consulting opportunities.

Audience:

This workshop is designed for hobby gamers. No experience in corporate or training games is expected.