

NASAGA Online Conference

October 15-30, 2020

Pre-Conference

NASAGA Certificate Program	Presenter(s): Jega Manoharan Brian Remer
Includes three sessions <ul style="list-style-type: none">• 10/15/2020 - From 07:00 PM to 09:00 PM EDT• 10/16/2020 - From 07:00 PM to 09:00 PM EDT• 10/29/2020 – From 07:00 PM to 09:00 PM EDT (Open to all Participants to see certificate program presentations)	Certificate Program
The certificate program provides an opportunity for NASAGA 2020 conference participants to gain professional credibility in the design of games, activities, and simulations for education and training. Previous participants have reported real value in working and learning with experienced game designers to focus their conference experience on the specific skills they wanted to build.	

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Conference Welcome Address	Presenter(s): Becky Reese, NASAGA Director
10/17/2020 - From 1:00 PM to 1:30 PM EDT	Spotlight Events
Welcome statement from NASAGA Board Chair to conference participants.	

Climate Action Simulation (Climate Interactive)	Presenter(s): Climate Interactive Experts
10/17/2020 - From 07:00 AM to 10:00 AM EDT	Spotlight Events
Interactive Simulation in which participants play the role of stakeholders for Climate Change and attempt to identify policies that will reduce Green House gasses sufficiently to keep temperature rise at or below 2 degrees C by 2050. Facilitated by experts from Climate Interactive.	

Climate Action Simulation (Europe/Asia)	Presenter(s): Climate Interactive Experts
10/17/2020 - From 02:00 PM to 05:00 PM EDT	Spotlight Events
Interactive Simulation in which participants play the role of stakeholders for Climate Change and attempt to identify policies that will reduce Green House gasses sufficiently to keep temperature rise at or below 2 degrees C by 2050. Facilitated by experts from Climate Interactive.	

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Ethics and Dungeons and Dragons in the Virtual Classroom	Presenter(s): Ryan Gabriel Windeknecht
10/18/2020 - From 01:00 PM to 03:00 PM EDT	Interactive Workshop
<p>This session demonstrates the use of tabletop role-playing games (TRPGs) for online teaching and learning. We will begin by outlining some key features of game-based learning. Next, we will consider how TRPGs can facilitate online teaching and learning. Then, we will create player characters and work our way through a dungeon crawl. The player characters represent different ethical theories. The dungeon crawl is based on Chapters 13-15 of Hobbes's Leviathan. We will conclude with a short debriefing. Assuming an interest in online teaching and learning, this workshop should appeal to designers and instructors alike, regardless of a familiarity with either ethical theory or TRPGs.</p>	

The Social Science of Eco: Virtual Experiments with Culture and Society in Accelerated Worlds	Presenter(s): Juni L Yeung, Tim Handley
10/18/2020 - From 05:00 PM to 06:30 PM EDT	Case Study
<p>On the surface, Eco is a whole-Earth simulator, emulating the cycles of our living, breathing planet. However, players' near-total freedom enables deep sophistication in gameplay. Most importantly, this shows up in the accumulated knowledge of players and player communities, of what does and doesn't work in the social and economic metagame. In this session, we share our experience with Eco, both in the classroom and in the world. We invite discussion on options, events, and lessons learned. How does one choose world-generation parameters for different audiences? Once players have settled, should you pool your resources into a collective pot, or adopt a currency and engage in trade? How is value determined and regulated? When disagreements come up, should one stay, fight, or leave?</p>	

Lead Like a Maestro: Fresh Leadership Insights Through Gaming	Presenter(s): Dr. Cindy Egolf, Dr. George Simons
10/18/2020 - From 08:30 AM to 10:00 AM EDT	Playtesting Session
<p>After a brief introduction to the project, participants will be formed into small breakout room groups (4-5 persons per group to play, taking turns, 5 kinds of card questions presented which involve a fresh metaphor and model for leadership and team collaboration. The game project, currently called Maestro, is based on the concepts of group musical performance, harmonious direction, ensemble and concert in place of the currently most common language of war and sports metaphors that tend to dominate leadership and group performance. After tasting the game, participants will be invited to build interactive questions supporting the new metaphors.</p>	

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Cultural Diversity: Teach country specific cultural values with interactive games	Presenter(s): Lucy Fogarty
10/18/2020 - From 12:00 PM to 01:00 PM EDT	Interactive Workshop
<p>In this workshop Lucy Fogarty, the founder of Culture Buff Games (www.culturebuffgames.com) will show how intercultural trainers and educators can use interactive games to teach country specific cultural values (Chinese, Indian, British or American values) to foreigners in a way that is fun and engaging. Designed by culture experts, Culture Buff Games leverage visual culture scenarios and gamification to illustrate how Chinese, Indian, American or British values manifest in contemporary culture and are informed by key historical events. Culture Buff's interactive games emphasize learner driven problem solving and practical application of cultural knowledge. Join this virtual workshop to learn how to facilitate country-specific interactive games in a virtual cultural training. Experience assuming the role of learner by playing country specific interactive games in breakout rooms with other participants and see first-hand the power of visual culture scenarios to boost awareness about different cultures. Game Demo (20 mins), Breakout rooms (30mins), Q &A (10 mins)</p>	

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Learning to think like a (Game) Designer: Making Tabletop Games & Design Thinking	Presenter(s): Elisabeth R. Gee, Yuchan (Blanche) Gao, Taylor M. Kessner, Luis E. Pérez Cortés
10/19/2020 - From 02:00 PM to 03:00 PM EDT	Poster Session
<p>Our poster will outline the d.school model of design thinking along with activities that we used with youth to guide them through the process of designing and testing tabletop games about social issues. We will include images of games and excerpts of participants' talk to illustrate the outcomes of the process. We will prepare guiding questions to prompt discussion; for example, we will ask participants who are experienced game designers to critique or modify the design thinking model based on their own design processes. We will encourage participants who are educators who have used game making activities to consider how design thinking might be relevant to their students, goals, and contexts. We will periodically "seed" the asynchronous discussion with provocative questions, counter-arguments, and otherwise demonstrate discussion techniques that illustrate how tabletop game design can be a starting point for deeper understanding of design in general and ourselves as designers.</p>	

What are we supposed to do here?: A Case Study on Fixing Broken Games to Cultivate Designerly Ways of Thinking	Presenter(s): Elisabeth R. Gee, Yuchan (Blanche) Gao, Taylor M. Kessner, Luis E. Pérez Cortés
10/19/2020 - From 04:00 PM to 05:00 PM EDT	Case Study
<p>In this session, we will introduce the concept of Design play--a playful approach to cultivating designerly ways of thinking and creative collaboration that we developed as part of a larger project. Design play sessions engage learners in collectively playing and open-endedly modifying (or "fixing") incomplete (or "broken") tabletop games that are thematically oriented towards societal issues (e.g., pollution, water use). This is done with the goal of enhancing players' appreciation of games as designed objects, cultivating capacities as designers, and concretely illustrating the nature of design as a complex and social activity. Design play activities are an alternative to involving participants in creating completely new games as a way to engage in designerly ways of thinking. This is because creating completely new games--although often exciting, fun, and rewarding--can be too time-consuming and challenging for learners with little or no formal design experience and resources. Thus, Design play activities can be used as an introduction to design thinking, for example, in maker environments or as preparation for other game design activities such as the creation of digital games. Attendees will log out from our session with new ideas for how games--even broken ones--can help enhance interest in design, provide a memorable context, and make the abstract concept of "design" more concrete. This is because, at their heart, Design play activities are one way for helping others, especially young people, to realize their own abilities (and responsibilities) to effect positive change in the world. Design play is intended to serve as a starting point for enhancing participants' insight into designerly forms of thinking more broadly. This, we hope, can serve as a starting point for enhancing participants' designerly insights and buttress their development as designerly citizens--people who possess a general awareness of and disposition for engaging in design as a more general practice.</p>	

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Mission Summit - A Virtual Mt. Everest Team Expedition Simulation to build a team of Summiteers	Presenter(s): Ami Kotak,Himani Chandorkar
10/19/2020 - From 10:00 AM to 12:00 PM EDT	Playtesting Session
This is a virtual game based simulation wherein the attendees get divided into teams and go through a fast paced highly engaging game which needs them to take quick decisions, think out of the box, show flexibility, learner's attitude, adapt, work with time and resource constraints, delegate effectively, communicate effectively and much more. The participants would thus learn important elements of an effective team by experiencing them through a game wherein they are headed to summit the Mt. Everest with different challenges on the way.	

Semper Smart Games: Always Smart, Always Fun!	Presenter(s): Jim Moran
10/19/2020 - From 12:30 PM to 01:30 PM EDT	Expo Session
Jim Moran, game creator and founder of Semper Smart Games, will present a few of our award-winning educational games, including PlaySmart Dice, Election Night! and Blobby's Pizza, and discuss how families and educators are using the games in learning environments.	

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Teacher Tips for Digital Game Based Learning	Presenter(s): Dr Elena Shliakhovchuk
10/20/2020 - From 01:00 PM to 02:00 PM EDT	Expo Session
I will present my books written to support teachers, trainers, and practitioners' interests in digital game-based learning. The goal is to help teachers, trainers, and practitioners to feel more confident using digital games in their teaching practice.	

Discovering your Play: Can adult play lead to a healthier society?	Presenter(s): Bilan Hashi, Farzad Fazeliani
10/20/2020 - From 02:00 PM to 04:00 PM EDT	Interactive Workshop
<p>“Work and play are words used to describe the same thing under differing conditions.” Mark Twain</p> <p>This session is about self-exploration to help employees find greater connection and meaning through play in the workplace environment. According to Gallup Survey polls, 70 percent of American employees are either not engaged or actively disengaged in their work. The ongoing COVID-19 pandemic has, in some sense, added to this challenge by removing certain elements of work and organizational engagement: such as face-to-face communication, water-cooler conversations, and other forms of emotional and social connectivity that are often easier to come by when we work in the same physical space. The lack of connection and self-awareness of many adults is resulting in greater societal challenges such as the risks of greater loneliness, mental health issues, and even greater disengagement with the work employees need to do in order to make a living. Play is an innate need for every individual to be healthy. Play motivates, inspires creativity, and play makes us more collaborative and resilient. In this workshop, we will share insights from Farzad S. Fazeliani’s 3M Innovation Award winning research on the importance of finding play in our day-to-day work and life experiences. Participants will have an opportunity to explore, dialogue and reflect through online facilitation techniques, in order to better discover the play and playful components of their identities. These experiences will empower them as individuals to be more self-aware, and self-affirmed in their personal journey, and also lay the foundation of deeper and more meaningful connections with others in their personal and professional lives. At the end of this workshop, participants will walk away with four takeaways: Discover why adult play is important in day-to-day life and a healthy society Discover their play and playful identities Discover ways to infuse play in their work Connect with others and have fun</p>	

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Engaging Virtual Meetings Games	Presenter(s): John Chen,Debbie Ann Schneider
10/20/2020 - From 07:00 PM to 09:00 PM EDT	Interactive Workshop
<p>Are you attendees having Zoom fatigue? Do you need a new way to engage them? Do you want to see which games work best online?Then come to Engaging Virtual Meeting Games! You will learn 6 key principles for making your virtual meetings engaging and then you'll see them in action as you play games exactly like your participants will. You will need to communicate, problem solve, collaborate and trust your teammates as you succeed in your games. Most importantly, you will learn valuable and applicable team lessons that you can take back to your next meetings.This session is led by NASAGA conference chair and author of "Engaging Virtual Meetings" John Chen. John has been meeting online for 35 years and continues to bring his passion of technology, adventure and human change to NASAGA.</p>	

Entreprendre par le jeu: un recueil de jeux multifonctionnel	Presenter(s): Pierre Corbeil Ph.D.
10/20/2020 - From 11:00 AM to 12:00 PM EDT	Expo Session
<p>Je présenterai le recueil, et j'expliquerai un ou deux des jeux. Les participants pourront poser des questions. Ceux qui le souhaitent pourront acheter le livre pour livraison par courrier avec fichier attaché. Le paiement se fera par Paypal.Although the game collection is in French, as will be my presentation of the collection, I will happily answer any questions in English !</p>	

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Route 726	Presenter(s): Carolyn Aubry,Matthew Stevens
10/21/2020 - From 03:00 PM to 04:30 PM EDT	Interactive Workshop
<p>Route 726 seeks to inspire participants to think outside the box for operational solutions, as well as to shed light on the importance of team work, negotiation skills and leadership in humanitarian settings. With no right or wrong outcome to the game, the learning goals and outcomes will depend on the personalities of those participating. Creative thinking, interpersonal skills, empathy, as well as decisive action will all be confronted as finalizing a decision, however imperfect it may seem, is more important than running out of time and allowing the Cessna to be filled arbitrarily. The goal is to educate attendees on: Collaboration on a goal; Negotiation of divergent sub goals; Prioritization of insufficient resources; Stress management; Time pressure; and Adaptability. We are excited to host our first public playtest of an online humanitarian learning game. Route 726 quickly presents participants with the dilemmas and coordination challenges of last-mile procurement in a humanitarian response. The game is designed to take advantage of the opportunities online simulation games provide and will be shared over a “digital learning stack” of google spreadsheets. Participants will experience a clash of personal goals and bias vis-a-vis team goals and operational constraints as they work against the clock to request supplies for a supply-drop.</p>	

Road to Financial Independence	Presenter(s): Abang Abu
10/21/2020 - From 09:00 AM to 10:00 AM EDT	Interactive Workshop
Financial Road Map towards Economic Independence	

Virtual Rose Bowl Market	Presenter(s): Anna Heinrich, M.Ed. CPTP
10/21/2020 - From 10:00 AM to 12:00 PM EDT	Playtesting Session
<p>The introduction of the session will be a game designed for participants to learn the tools of the Webex platform. Participants will then spend time playing a shortened version of the Rose Bowl Market Game where they create a product as a small group then 'sell' the product to other participants. Finally, I will share some of the design, facilitation and technical considerations to creating an activity like this on a virtual platform. Be prepared to have some fun, brainstorm with colleagues and gather ideas on how to create virtual activities for your trainings!</p>	

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Solution Focus Approach to Developing Digital Game Based Learning	Presenter(s): Dr Elena Shliakhovchuk
10/21/2020 - From 12:30 PM to 02:00 PM EDT	Interactive Workshop
<p>Integrating any technology, including video games, into the online or offline classroom is a multi-faceted affair that many teachers find overwhelming. As with any new instructional tool, there are barriers to digital game use in the classroom. Some are physical barriers, some are cultural, and some are perceptual. During this webinar, we will work with the most typical obstacles for video game integration in the teaching practice. We will use a Solution Focus Approach (SFA) techniques to transform a problem-dominated conversation into a fascinating "research" process for developing solutions for introducing video games into your teaching practice comfortably and with confidence. The language of solutions is different from that of problems. Instead of asking "What's blocking us?" we will do Solution Talks using Coping Questions to develop the smooth path to digital game-based learning (DGBL) and teaching.</p>	

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Analog Artificial Intelligence: Adding Algorithms to Rulesets	Presenter(s): Melissa Peterson
10/22/2020 - From 04:00 PM to 05:30 PM EDT	Interactive Workshop
<p>In this session, we will draw parallels between machine learning, neural networks, artificial intelligence, and the design of non-digital game and simulation rule-sets. Participants will learn about artificial intelligence and machine learning, through interacting with an analog AI. As this is a workshop session, we will collaborate to unpack how the AI was designed, and then begin working on creating analog AIs that adapt to changing conditions in a non-digital game or simulation. This will allow you to add more realistic and chaotic elements to your own work, providing more powerful experiences for your learners.</p>	

The Quest: Insight, Improvisation, and Adventure	Presenter(s): Jeanne Lambin
10/22/2020 - From 09:00 AM to 11:00 AM EDT	Interactive Workshop
<p>“The kind of attention we pay actually alters the world, we are literally, partners in creation.” --- Iain McGilchrist, <i>The Master and His Emissary</i></p> <p>The Quest is about making the improvisational mindset accessible and useful, it is about seeing storytelling as sense-making activity and discovering what happens when we attend to our attention. How Does it Work? The Quest takes place in three parts: ● the workshop in which participants are introduced to The Quest and the skills needed to carry it out, ● The Quest itself and then ● the final part---gathering together and storytelling.</p> <p>Workshop During the workshop, participants are introduced to the Quest, and through a series of interactive exercises, they learn some basic improv skills or building blocks (including presence, attention, listening, agreement, and letting go) needed to embark on The Quest. Then, during a short ceremony, participants are given the “prompts” or cues intended to help guide their Quest. Then, they leave the workshop space and go on their Quest.</p> <p>The Quest The Quest was initially intended to be a 24-hour activity, however, it is possible to do a shorter Quest. The Quest can be as short as a few hours or as long as 24 hours, or for some, even longer. The general instructions for The Quest itself are simple: informed by the skills learned in the workshop and guided by your prompts, go out into the world with an improvisational mindset, and attempt to sustain that mindset for the duration of the exercise. At the conclusion of The Quest, reflect on that experience, and see what insights are revealed as a part of that process.</p> <p>Storytelling At the end of The Quest, participants gather together to share their stories of their journey. The storytelling is a key component of the Quest. It helps to clarify the experience, tease out additional insights, and reinforce and enhance the group mind.</p>	

Learning to Think Like a Leader using vLeader 2.0	Presenter(s): Graham Courtney
10/22/2020 - From 10:00 AM to 12:00 PM EDT	Playtesting Session
<p>You will use a computer game which simulates conversational settings where you, as the learner, will hone your interpersonal skills. The program addresses subject areas of leadership styles, conflict resolution, group dynamics, stress management, facilitation and emotional intelligence.</p>	

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Improv is the Gym! Exercising Facilitation Skills through Improv!	Presenter(s): Livia Armstrong, Kat Koppett
10/22/2020 - From 12:00 PM to 01:30 PM EDT	Interactive Workshop
<p>Organizations these days preach the value of emotional intelligence, creativity, and communication skills. As trainers and facilitators, we not only design and deliver programs on these topics, but must demonstrate them at the highest levels. But creativity, empathy, flexibility, awareness, risk-taking and courage are not bodies of knowledge. They are skills that must be practiced, muscles that must be exercised. That is why more and more companies of all kinds, are turning to the world of improvisational theatre for their training and development needs in these areas. Improv is the gym. In this playful, experiential session, participants will engage in activities that they can then take for use themselves that will help to:</p> <ul style="list-style-type: none">- Exercise empathy and awareness- Encourage risk-taking and build comfort with uncertainty- Expand creative problem-solving strategies- Build collaboration and influencing skills. <p>The session will be 75 minutes of experiential activities, each followed by brief topical debrief and discussion. The activities have all be extensively vetted in virtual space and will use the wide variety of tools and group configurations available online. The last 15 minutes will be reserved to answer general questions about using and facilitating improvisational activities.</p>	

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Simulation Based Learning to Reinforce Appropriate Police Decision-Making Skills in Use of Force Situations	Presenter(s): Dr. Brian Harte
10/23/2020 - From 01:00 PM to 02:00 PM EDT	Poster Session
<p>Police officer use of force remains a topic of interest for scholars, an area of policy creation for practitioners and an area of concern for the general public. Fear, anxiety and stress can often lead to both under-reactions and over-reactions on the part of police officers in rapidly changing and dynamic police encounters. Moreover, the appropriate use of deadly force continues to be an area of great concern for all community stakeholders. The need to strike a balance between the maintenance of order and peace within society and the need for protection against dangerous persons also continues to be an area of great debate. This poster illustrates how the use of simulated (game-like) use of force police scenarios can assist in developing decision-making skills of potential police officers within a higher education setting.</p>	

Gamified Branching Scenarios for Skills Building in Generation Z Criminal Justice Students	Presenter(s): Dr. Brian Harte
10/23/2020 - From 02:00 PM to 03:00 PM EDT	Poster Session
<p>The need for rapid appropriate decision-making in policing environments has promulgated the use of new strategies and techniques to better address dynamic encounters and complex situations. One common practice for new police recruit indoctrination into the profession of policing upon completion of a police academy is to assign the recruit a field training officer. While experiential learning and field training is an important component of police training, additional tools may be needed to teach valuable skills and decision-making abilities under stress. Moreover, interactive video with branching scenarios may provide a vehicle to build aspiring police officers' confidence in their ability to make appropriate decisions in highly dynamic and complex situations. Additionally, depending on the policing environment the recruit is exposed to, opportunities for a variety of police calls-for-service may be limited. This poster examines the use of gamified branching scenarios to teach appropriate decision-making skills across a variety of police situations. This presentation is applicable to all professional settings, but for the purpose of this poster, applications for criminal justice students and aspiring law enforcement officers will be discussed.</p>	

Journey to Smash the Extinction Challenges in New Ice Age	Presenter(s): Sandra Abadir, Emad Henin
10/23/2020 - From 03:00 PM to 05:00 PM EDT	Playtesting Session
<p>Full Board Game experience (includes teams, scoring, competition, unexpected situations) to: - Understand the consumer/ player journey cycle in a fun interactive way -Considering how to motivate each consumer according to their personality to reach the Purchase phase -Get exposed to what external internal influences are like and how involuntarily it can change a consumer behavior positively or negatively.</p>	

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Storytelling for Learning: Increase Motivation, Deepen Understanding, Enhance Retention and Build Connection	Presenter(s): Jeanne Lambin, Kat Koppett
10/23/2020 - From 05:00 PM to 06:30 PM EDT	Interactive Workshop
<p>Storytelling, the ancient communication method, taps into the fundamental way our brain makes meaning and helps us understand new concepts, engage deeply, tap into our passion, and connect with others. In this active, practical session, you will unpack the building blocks of great storytelling to make this innate, unconscious meaning-making process conscious in order to: - Harness the power of story to strengthen key learning points, making them more comprehensible and memorable - Align the story you mean to be telling with the story your learners are receiving - Recognize your individual storytelling strengths and habits - Expand your storytelling range In addition we will explore: - How to solicit stories from participants - How to use story activities and structures to enhance skills development, problem-solving and action-planning. Each participant will identify a context in which they would like to explore using story in a learning context and walk through the process of choosing and crafting a story for the audience/environment. We will also experience a variety of storytelling activities that can be used by the participants in their own environments.</p>	

Using Improvisation to Teach Change Navigation	Presenter(s): Cathy Brown
10/23/2020 - From 11:00 AM to 12:00 PM EDT	Playtesting Session
<p>Participants will gain relevant knowledge about how humans respond to change and how to help themselves and others navigate the change cycle. They will experience how to adapt their response to change by participating in a series of improvisational activities. Participants will be able to use what they learned to help themselves and their colleagues respond to change in a productive and positive way. A handout of key learning points from the session will be provided.</p>	

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The Doubleclicks	Presenter(s):
10/24/2020 - From 02:00 PM to 03:00 PM EDT	Spotlight Events
<p>The Doubleclicks are a folk-pop music duo made up of siblings Laser and Aubrey. The siblings perform songs that are geeky, snarky, sweet, and uplifting, on their cello, ukulele and meowing cat keyboard. The latest Doubleclicks album, "The Book Was Better" has songs about cats, video games, gender identity, and trying to get away from the Internet. The Doubleclicks songs are for everybody, and tend to be appreciated by nerds, queer folks, kids and rad folks who helped fund the production of their new album on Kickstarter, and have made four of their previous albums Billboard-charting successes. They've released more than 70 music videos on YouTube.com/thedoubleclicks, where they have 16,000 subscribers and 3 million views. The Doubleclicks have been played on NPR shows like All Things Acoustic, and featured on BoingBoing, io9, Bustle, Jezebel, and the Upworthy. The Doubleclicks have opened for nerd stars like Jonathan Coulton and Patrick Rothfuss. They've performed at dozens of conventions, libraries, colleges, comedy clubs and game stores around the US, Australia and Canada, including SF Sketchfest, PAX, and JoCoCruise. The Doubleclicks are siblings. Since launching their band in 2011 with a weekly new-song YouTube project and the animated music video for their Dungeons & Dragons love song, The Doubleclicks have toured their clever brand of folk music around the country, usually in comic shops, game stores or in their fans' living rooms. The duo has also performed at w00tstock shows with Paul & Storm and Wil Wheaton, and entertained audiences at pop culture, gaming and sci-fi conventions. The duo's first full-length album "Chainmail and Cello" (2012) intones the life and loves of the geek girl – with songs about love, Velociraptors, and Pride Prejudice. In 2012 the band also released a CD of their music for kids called "Worst Superpower Ever." In 2012, the Doubleclicks also persevered through the year-long Song Fu 2012 monthly songwriting challenge as a featured artist, wrote the official theme song for party game Cards Against Humanity, and released a 5-song Christmas EP and performed on the Jonathan Coulton Cruise. Their 2013 album "Lasers and Feelings" debuted on the Billboard charts at #7! The music video for the song "Nothing To Prove" off that album has over 1 million YouTube views. The ran "Weekly Song Wednesday," a project to post new songs on YouTube every week from September 25 til the end of 2013. In early 2014, the Doubleclicks raised over \$80,000 in a Kickstarter campaign to fund a new album and a music video project. That album released in June and is called "Dimetrodon". In 2015, the Doubleclicks launched a Patreon crowdfunding project to make more music videos. The 2015 album "President Snakes" was funded by Kickstarter and spent two weeks in the top 5 comedy albums on Billboard. Their 2017 album "Love Problems" charted on 11 Billboard charts in its first week, peaking at number one on the comedy charts. Their 2019 album "The Book Was Better" was number one on the Billboard comedy chart when it debuted.</p>	

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Big Data Display Method and Marketing Business Game (MBG) Prototype	Presenter(s): Masakazu FURUICHI, Megumi AIBARA, Satoru KAWAKAMI, Ryoju HAMADA
10/24/2020 - From 08:00 AM to 09:30 AM EDT	Poster Session
<p>The age when the generation called digital natives will become the center of the consumer is about to arrive. What kind of products and services should be provided to the generation who use modern technology to collect information, and respect their own ways to see values, and choose things and experience to consume? Marketing must be promoted by making full use of digital world consumer big data. In this marketing business game (MBG), two business games were prototyped in order to study the display method for utilizing consumer big data in marketing decision making. The two MBGs are real-time games that were prototyped with Agent-Based Modeling to express a complex market. MBGs will experience about 10 years of marketing in 20 minutes. Formidable competitors also participate in marketing and compete for market share and profit. In order to beat the competition, players plan their strategies, select the market segments to launch their products, and aim to improve profits. In this way, players learn the real pleasure of marketing and the balance of company management.</p>	

Using Zoom Tools to Play and Learn	Presenter(s): Jorj Helou
10/24/2020 - From 10:00 AM to 11:00 AM EDT	Interactive Workshop
<p>The session will start with an overview of some basic tools with Zoom. The participants will play some basic games using those tools. The last part is dedicated to how to design games using Zoom's options.</p>	

Online Operation of Analogue Business Game	Presenter(s): Masahiro Hiji, Tomomi Kaneko, Ryoju HAMADA
10/24/2020 - From 07:00 AM to 08:00 AM EDT	Case Study
<p>The session intends to remind participants how to play non-computerized games by using the internet partially. Covid-19 outbreak accompanied significant damage to teachers who prefer physical games. While recognizing the usefulness of the internet, most developers insisted on analogue because sharing the atmosphere and feeling something from the classroom is physically essential. However, we still have an alternative way to use the online method as part of the analogue game interface. To maintain the merit of analogue at most, while enjoying the benefit of a computer, we developed the "hybrid style" in our business game. Throughout the session, the participants can find tips to maintain, improve, and change their game that is sustainable in the new era.</p>	

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<p>A community experiment in ragequit: Let's play Eco!</p>	<p>Presenter(s): Juni L Yeung, Tim Handley</p>
<p>10/25/2020 - From 01:00 PM to 03:00 PM EDT</p>	<p>Interactive Workshop</p>
<p>Get your hands dirty in the world of Eco! Chop, dig, and plant! Build a house and choose a trade! Despair at the tragedy of the commons. Engage with your neighbors, and struggle to overcome your differences. Can you unify around common values, or will you splinter apart? Gain perspective on how Eco acts as a virtual laboratory for social experiments, and how the accumulated experiences and histories from multiple virtual worlds might impact the culture of future game worlds, and the culture of our real-life world. Eco is an open-world digital game that inspires learning about how societies can and should be constructed. Come play with us!</p>	

<p>Roll for (Political) Initiative! Heroic Agency and Believable Governments in RPGs</p>	<p>Presenter(s): Jennifer Shinefeld, Sean Patrick Fannon, Michael Surbrook, Cory Williamsen, James "Pigeon" Fielder, PhD</p>
<p>10/25/2020 - From 04:00 PM to 06:00 PM EDT</p>	<p>Interactive Workshop</p>
<p>In this session, participants will work together to build a living and breathing roleplaying game world from scratch. Attendees will work in groups and in plenary to brainstorm geography, histories, cultures, governments, and other critical setting elements. The result of this workshop will be added to a research paper of the same name. Get your dice sharpened and whiteboard markers ready, everyone!</p>	

<p>Storytelling, Insight, and Sensemaking to Imagine New Possible</p>	<p>Presenter(s): Jeanne Lambin, Kat Koppett</p>
<p>10/25/2020 - From 11:00 AM to 01:00 PM EDT</p>	<p>Interactive Workshop</p>
<p>What is your session about? This session is about the power of story as a sense-making tool, as a way to capture insights and nest them in a narrative and transform them to action. If ever there was a time to hone our sense-making and storytelling abilities, that time is now What will it be like to attend this session? Attending this session will be like finding a crumpled up wad of hope in your pocket that you didn't know what was there. Whether seasoned story spinner or just now starting to gather your yarns this session will offer new ways to think about the process of story-creation and sharing. Participants will be inspired by hearing the heartfelt stories of others, delighted by the simple storytelling structures introduced and ready to bring some new stories out into the world. What activity(ies) will participants experience? Understanding storytelling as sense making tool Personal reflection Small group discussions Story creation Storytelling Group reflection and debrief.</p>	

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Addressing Diversity, Equity, and Inclusion (DEI) with Applied Improv	Presenter(s): Rebecca Stockley, Sheree Galpert
10/26/2020 - From 01:00 PM to 03:00 PM EDT	Interactive Workshop
Through a variety of select Applied Improv (AI) activities, we'll go with participants on an exploration of how DEI challenges and opportunities show up in our interactions. We'll look at how identity influences group processes and outcomes, as well as how group and societal norms are created, and what it takes to change them. We'll examine how power and dominance create obstacles to equity, and generate options for alternatives. We'll explore how we can shift to become more inclusive individually, organizationally, and on a societal level.	

Flippity- the online interactive tool you never knew you were missing.	Presenter(s): Teagan Presler MSW, CDC, Henry Wyatt
10/26/2020 - From 03:00 PM to 04:30 PM EDT	Interactive Workshop
Participants will participate in an interactive game created by using Flippity. They will then be shown how to create interactive games using the tool, including scavenger hunts, word circles, quiz shows, board games and more. Who knew that making something so complicated could be so easy?	

Simulations Gone Bad: Designing Activities that Do No Harm	Presenter(s): Samantha Knight, Jeremy Caddel
10/26/2020 - From 07:00 PM to 08:00 PM EDT	Interactive Workshop
Role-play simulations can be a great way to teach empathy with people from different backgrounds. However, we also need to be aware of the risks, particularly when there is a lack of representation the part of facilitators and when participants with no direct experience of the situation are asked to play a role representing a marginalized community. A badly conceived simulation could result in negative learning by reinforcing stereotypes. It could also lead to professional repercussion. Participants will review and discuss relevant literature on the topic and then convene to share experiences and ideas to brainstorm a set of best practices we could use to ensure our simulations do no harm.	

Step-by-Step Game Design Technology for Beginners	Presenter(s): Maria Todosiychuk
10/26/2020 - From 09:00 AM to 11:00 AM EDT	Interactive Workshop
Participants who are interested in designing educational games will receive a hands-on step-by-step technology of creating a game, that can be used as a solid guideline for anyone who creates games. It is a practical, well illustrated and interactive session in which the audience will be involved in the process of developing the technology of game design.	

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Facilitation Design for Reaching Learning Goals with Simulation Games	Presenter(s): Marieke de Wijse MSc
10/27/2020 - From 01:30 PM to 03:00 PM EDT	Interactive Workshop
The goal is to inspire participants to make use of facilitation techniques to increase impact of simulation games. The format will be a short intro and interactive session to help participants design their facilitation approach for simulation games with an educative goal, This activity is based on PHD case study research and the results of the study will be shared.	

Adapting Existing Games for Your Purpose	Presenter(s): Kathleen Mercury
10/27/2020 - From 07:00 PM to 08:00 PM EDT	Interactive Workshop
Reinvent the wheel! Existing published games have specific Learn core mechanics that are applicable to the real world. Learn how these games' core mechanics drive game objectives, and explore how matching published games' core mechanics to your intended purpose can create meaningful games for your audience. Participants will learn about core mechanics, play games, and work with other participants to apply these games to their own purposes. (If possible, have index cards and a sharpie handy.)	

"Diversity Space Meeting" Play Session	Presenter(s): Maria Todosiychuk, Grazia Ghellini
10/27/2020 - From 09:00 AM to 11:00 PM EDT	Interactive Workshop
Participants will play a shortened online version of the Diversity Space Meeting game to experience how it feels to raise inclusion via a game + debrief. In this game, players being individuals from different cultures will become aliens from different planets. They are going to take steps towards each other by learning about each other and by discovering other planets' cultures. They will be answering questions, finding out skeletons in closets, contacting other aliens, revealing emotions and unlocking culture codes. At the end of the game they will meet by the Sun, feeling close and warm together. They are different, but the Sun is for everyone! Diversity Space Meeting is designed to be played in all kinds of diverse groups - international teams, diverse classes, migrant-plus-local mix, etc. It is a tool that trainers and educators in general can use to raise inclusivity in any diverse setting.	

Learning How an Economy Works with Econland	Presenter(s): Tim Rogmans
10/27/2020 - From 12:00 PM to 01:00 PM EDT	Expo Session
The session will follow a brief-play-debrief cycle, all in less than 1 hour. The purpose and (simple) rules of the games will be discussed, participants will play the game (twice) and a discussion will follow.	

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Collaborative Online Card Game Creation	Presenter(s): Cathlena Martin
10/28/2020 - From 02:30 PM to 04:00 PM EDT	Interactive Workshop
In this interactive design workshop, we will collectively create a card game using Google Slides, write its rules in Google Docs, and upload it to Tabletop Simulator. No experience with Tabletop Simulator required -- this will be a basic, but hands on tutorial for beginners. However, more experienced TS designers are welcome.	

Playing the Sustainability Lens Game	Presenter(s): Tamara Stenn
10/28/2020 - From 04:00 PM to 05:30 PM EDT	Interactive Workshop
It is about playing a new game I developed based on my book, Social Entrepreneurship as Sustainable Development. It can be used in the classroom, business development centers, in workshops, and with youth, adults, corporate leaders. No experience is needed. It includes a deck of cards, board, pieces, and works with global business models. it can be accessed online too vis printable pdfs and played together in a zoom.	

Top 3 Tips to Debriefing Activities in a VILT	Presenter(s): Anna Heinrich, M.Ed. CPTP
10/28/2020 - From 10:00 AM to 11:30 PM EDT	Interactive Workshop
We'll spend the first part of class playing a game in small groups then debriefing the experience. The second half of the class will go over the three things I did to make the debrief as engaging as possible. Two of these tips are specific to facilitating in a virtual classroom.	

Road to Financial Independence	Abang Abu
10/28/2020 From 08:00 AM to 09:00AM	Interactive Workshop
Financial Road Map towards Economic Independence	

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Gaming Geopolitics: History and Hindsight	Presenter(s): Robert McCreight
10/29/2020 - From 01:00 PM to 02:00 PM EDT	Case Study
Review 3 major grad school games to impart perspectives on thorny geopolitical issues where perception drives decisions	

Ghost Hunters Needed! An Online Library/Campus Orientation Adventure Game	Presenter(s):
10/29/2020 - From 03:00 PM to 04:00 PM EDT	Interactive Workshop
Session participants will play "Ghost Hunters: An Online Adventure Game" in small breakout groups. This game is an online variation of an in-person library/college orientation game experience that was created and played during the 2013 fall semester on the Onondaga Community College campus. After playing the game, participants will learn how it was created. They will also be provided with information regarding similar games. The session will conclude with a debriefing about their game playing experience.	

NASAGA Certificate Program – Participant Presentation (Open to all for viewing)	Presenter(s): Certificate Participants
10/29/2020 - From 07:00 PM to 09:00 PM EDT	Presentations
Certificate Program attendees will present their games and activities for public viewing and sharing.	

The Game of Feelings	Presenter(s): Maria Todosiychuk, Grazia Ghellini
10/29/2020 - From 09:00 AM to 10:30 AM EDT	Playtesting Session
In this fun and interactive session participants will be introduced to and play in break-out rooms The Game of Feelings and Physical sensations, created by Grazia Ghellini. The Game of Feelings and Physical sensations is a board game which can be played face to face with a computer or a tablet, as well as online using Zoom or Microsoft Teams. Inspired by Barbara Schaetti's methodology of two principles and six personal practices as in Personal Leadership: Making a World of Difference (2008), it has been designed to foster international students', newcomers' and expatriates' intercultural communication and leadership skills. It can also be used for team-building purposes in a company or community centre setting. The main aim of the game and of this session is to increase awareness of our feelings and physical sensations, what triggers them and how they impact us, our lives, our perception, our judgments, and our relationship with others so as to manage them in a positive way. It also aims at making players consider how culture shapes the way we express, perceive, control, and respond to our and others' emotions. The game also develops active listening, empathy, curiosity of others and other cultures, which are amongst the main skills for effective intercultural communication. After playing the game, attendees will reflect collectively on their experience of playing the game, and will share the insights they will have gained from it. They will also be invited to provide feedback on the strengths and limits of playing the game online and with players from culturally diverse backgrounds.	

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Multisensory Learning Online	Presenter(s): Aneta Key
10/29/2020 - From 04:00 PM to 06:00 PM EDT	Interactive Workshop
Learners are more engaged when multiple senses are activated, together or in different combinations. We enable this through a variety of carefully crafted experiences. But how do we reimagine multisensory learning online when we want to mix things up a bit?Part 1: Interactive Topic Discovery - Framing activities to align on session expectations, experientially introduce ideas, and establish common languagePart 2: Practitioner Sharing - Small group interactive activities to build on the diverse experiences of the participants and generate options — tried or imaginePart 3: Gameshow Integration - Applied improvisation-style formats that crystalize tangible ideas to draw on in the future	

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Implementing Digital Game-Based Learning in Health Science Education (Amanda Calitz)	Presenter(s): Amanda Calitz
10/30/2020 - From 05:00 AM to 06:00 AM EDT	Case Study
<p>A need for a new approach to teaching was created with growing student numbers but also the 4IR impacts on how we teach. Traditional educational pedagogy relies on passive student engagement in a structured environment, whereas, a more modern educational view emphasise that learning happens everywhere and using co-op experiences engaging the student to relate new knowledge to what they already know is very effective. Piaget stated that learning is operative rather than figurative. The combination of a concrete experience and a more abstract view is crucial to learning. Games create the an opportunity to interact with and be engaged in the learning process and give instant feedback. Gamification is the process of enhancing lessons with motivational affordances to create a game like experience and encourage participation. Digital game-based learning shifts students from being the passive recipient of knowledge to being actively involved in their learning process, as they participate in game play they are encouraged to interact with, collaborate on and be involved in the game and the learning content. The lecturer tailors the game to facilitate the learning to take place at the students level and at their own pace to meet the learning objectives. Who should attend: Educators interested to explore game-based learning and gamification in health science education. Participants will be introduced to game-based learning and gamification in Health Science Education, showcasing the available applications (online and offline) and to equip them with knowledge on how to use game-based learning and gamification in the classroom.</p>	

Closing Session including Mikey Mason	Presenter(s):
10/30/2020 - From 05:30 PM to 07:00 PM EDT	Board Meeting - Open to all attendees
<p>Agenda 05:30 PM – Comedy Rock Geek - Mikey Mason 06:00 PM – NASAGA Annual Board Presentation and Closing Remarks 06:30 PM – Comedy Rock Geek - Mikey Mason</p> <p>Comedy Rock Geek Mikey’s music is sometimes comedy, sometimes rock, and sometimes geeky. Sometimes it’s all three. But it’s always good. Mikey Mason spent more than a decade as a full-time standup comedian. He headlined on all four coasts, performed multiple times each on NBC, at the legendary House of Blues, and the Hard Rock Casino. He even headlined the Atlantis Resort and Casino in the Bahamas. But it wasn’t enough. In 2011, he released a song expressing his geekier side (She Don’t Like Firefly) that went viral on YouTube and got him featured on Nerdist.com, SyFy, MTV Geek News, The Funny Music Project, DrDemento.com, and even Time magazine. Ten albums and 5 EPs later, his lifelong love for fantasy, science fiction, cats, video and role-playing games continues to inspire his music and help him evolve, not only personally, but musically and professionally. Today his profession is creating art and music with geeky themes. His performances are fueled by his passions and sharpened by long years of experience as a stand-up comedian. He’s performed at theaters, bars, comedy clubs, casinos, colleges, festivals, and conventions across the US, hosted podcasts, exhibited at art shows, created a coloring book, and more, continually expanding his horizons as to what his next project will be.</p>	