

NASAGA 2021, NOVEMBER 5-7

Time PT	Time ET	FRIDAY	SATURDAY	SUNDAY	
8:00 AM	11:00 AM	OPENING SESSION	[Virtual] Bishop / 2030 Sustainability Development Goals Game [120m]		
8:30 AM	11:30 AM				
9:00 AM	12:00 PM				
9:30 AM	12:30 PM			[Design] Lambin / Your Brain Is a Time Machine [120m]	
10:00 AM	1:00 PM			[Games] Simons / The Future of Men [120m]	
10:30 AM	1:30 PM				
11:00 AM	2:00 PM	[Virtual] Malena-Webber / Yes, It's Time to Start Playing D&D [90m]	[Games] Gabel, Walker / World Game: Inventing the Future by Design [90m]	CLOSING SESSION / ANNUAL MEETING / KEYNOTE	
11:30 AM	2:30 PM		[Virtual] Leydig Bryant / Spatial Media - the Next Collaborative Learning Frontier [90m]		
12:00 PM	3:00 PM		[Games] Baharom / Precious Cargo [90m]		
12:30 PM	3:30 PM				
1:00 PM	4:00 PM	[Design] Leigh, Roche / Creating your Simulation with a Cross-Disciplinary Approach [90m]	[Virtual] Wong, Ignatius / Enabling Experiential Learning Online [120m]		
1:30 PM	4:30 PM		[Games] Todosiychuk / THE GLOBAL TEAM Play Session [120m]		
2:00 PM	5:00 PM		[Design] Lambin / The Quest: Improv for Transformation--Find Your Mission Edition [120m]		
2:30 PM	5:30 PM		[Virtual] Helou / Three Mini-Games for Leadership Development [120m]		
3:00 PM	6:00 PM			[Games] Borreson, Fazeliani / Play to Progress: Using Play and Ritual to Overcome the Forces of Evil in the Future [120m]	
3:30 PM	6:30 PM	[Design] Shostack / Time Bandits Challenge: An Interactive Historical Game [90m]	[Games] Hirshorn, Allen / Games for Diversity and Cultural Awareness: the Techniques of NASA meet the Hero's Journey [90m]		
4:00 PM	7:00 PM		[Design] Tsvetanov / A Business Simulation to Diagnose and Change the Organizational Culture at a Fortune 500 Company [90m]		
4:30 PM	7:30 PM				
5:00 PM	8:00 PM				
5:30 PM	8:30 PM	GALA	GAME NIGHT		
6:00 PM	9:00 PM				
6:30 PM	9:30 PM				
7:00 PM	10:00 PM				
7:30 PM	10:30 PM				
8:00 PM	11:00 PM				
8:30 PM	11:30 PM				

Tracks/Categories:

- Designing Games and Simulations
- Adapting to a Virtual World
- Games for Learning
- Plenary

ALL sessions and times are subject to change. Watch this space!

FRIDAY, NOVEMBER 5

- | | | | |
|--------|----------------------------------|---------------------------------|---|
| FRIDAY | 8:00 am PT
to
10:00 am PT | 11:00 am ET
to
1:00 pm ET | <p>OPENING SESSION</p> <p>Welcome to NASAGA 2021! We'll kick it off with games, a welcome address, and details on how to get the most out of your conference.</p> |
| FRIDAY | 10:30 am PT
to
12:00 pm PT | 1:30 pm ET
to
3:00 pm ET | <p>Yes, It's Time to Start Playing D&D [Virtual]</p> <p>It's the perfect time to start teaching kids how to play Dungeons & Dragons. Not only will they have fun while exploring collaborative storytelling, creative writing, and problem solving, but they'll be able to use incredible new websites to develop creative tasks with deliverable outcomes. If you've been considering roleplaying with your students, there's no better time to start than right now. In this session, we'll explore the newest online tools that you can use to help strengthen students' creative writing and problem solving while building social skills.</p> <p>Richard Malena-Webber is an academic, puzzle and game designer, and presenter. He's the Headmaster of the Academy of Adventures, an online Dungeons & Dragons summer camp and afterschool program for kids ages 11-15. Rich has a thirteen-year history as a high school math and physics teacher, teaching a wide variety of courses for non-traditional students. You can find Rich online as the host of Atomic Game Theory, a video series devoted to game analysis, and as co-host of Owlbear Soup, a weekly tabletop gaming talk show on Twitch.</p> |
| FRIDAY | 10:30 am PT
to
12:00 pm PT | 1:30 pm ET
to
3:00 pm ET | <p>World Game: Inventing the Future by Design [Games]</p> <p>The World Game was originally proposed by Buckminster Fuller in the 1960s. It traditionally takes place on a giant map, the size of a basketball court, where 100 or more people are given the responsibility to solve the world's problems. Participants learn a huge amount about the world, its resources, problems and options in a short time while having fun. In this session, we'll play a new online adaptation of The World Game. This game not only informs and inspires participants, but helps them develop real solutions to the problems of the world.</p> <p>Medard Gabel is the Executive Director of the non-profit research and development organization EarthGame. He also leads BigPictureSmallWorld, the Global Solutions Lab, and is the former executive director of the World Game Institute. He has written six books on world food and energy problems and solutions, the U.S. food system, multinational corporations, and strategic planning. He worked with Buckminster Fuller for 12 years, most of which was working on the World Game.</p> |
| FRIDAY | 12:30 pm PT | 3:30 pm ET | <p>Creating your Simulation with a Cross-Disciplinary Approach [Design]</p> |

to
2:30 pm PT to
5:30 pm ET

Wondering how to create or adapt a simulation for your own area of expertise? Every discipline has its own approach and vision, but we can all benefit from an interdisciplinary approach. In this interactive session, based on doctoral work undertaken in Australia, we'll create an interdisciplinary map of principles and practices that you can use to develop your applied simulation. Come with your ideas, and learn how to use your 'creative copying' skills to build new simulations and expand your repertoire.

Dr. Elysebeth Leigh is a Visiting Fellow with the Faculty of Engineering and IT at the University of Technology Sydney. She has published books and numerous journal articles, on simulations for learning focusing on facilitation, design and integration into a range of learning contexts. Elysebeth received the Ray Page Award for lifetime services to simulation in Australia and is a lifetime member of Simulation Australasia and of ISAGA.

Jan Roche is an academic at the Australian Catholic University campus in Sydney. Her research focus is exploring, identifying, predicting and establishing the nature of the simulation workforce across industries. She has served as Simulation Australasia Chair and Modeling and a Simulation Standards Committee member.

FRIDAY 12:30 pm PT 3:30 pm ET
to
2:30 pm PT to
5:30 pm ET

Enabling Experiential Learning Online [Virtual]

In this highly interactive session, you and your teammates will navigate yourselves out of the Maze, a virtual online activity. To do so, you will have to communicate and reach a breakthrough together. In the process, you'll practice creative thinking, risk management, and innovation in new ways -- and even manage any fears you might have of success.

Max Wong is a trainer certified in Meta-NLP, Meta Coaching and DISC. He has conducted several workshops to youth in Malaysia on 21st-century leadership and keys to influencing others. His expertise in soft skills training includes Managerial & Executive Development, Situational Leadership & Team Building, Inner Self Discovery, Problem Solving & Decision Making, Supervisory Competency, and Interpersonal Communications.

FRIDAY 12:30 pm PT 3:30 pm ET
to
2:30 pm PT to
5:30 pm ET

THE GLOBAL TEAM Play Session [Games]

The Earth is on the brink of extinction. A few survivors from different parts of the globe meet to combine efforts and develop a strategy to save the planet. Not only are they different, but they are also superheroes with their superpowers and individual vulnerabilities, which makes their teamwork a bit complicated. Will they find their way as a team, agree about the strategy, and save the Earth? The game is designed for DEI professionals as a tool revealing the challenges of a diverse team work and teaching players cultural sensitivity and empathy.

Maria Todosiychuk is a trainer and consultant in Intercultural Competence, Diversity & Inclusion and Business Ethics. She is and intercultural intelligence game designer, edutainment expert, and global speaker and presenter.

FRIDAY 3:00 pm PT 6:00 pm ET **Time Bandits Challenge: An Interactive Historical Game [Design]**
to to
4:30 pm PT 7:30 pm ET In this session, you'll play the "Time Bandits Challenge: An Interactive Online Historical Game" in small breakout groups. The game provides an interactive historical experience focused on Onondaga Community College and Onondaga Hill in Syracuse, NY. After playing the game, you will learn how it was created, and how to create your own variation of this online game experience using Google Forms and Genially.

Pauline Lynch Shostack is a librarian and professor at Onondaga Community College. She has been a librarian for over 20 years and has worked in a variety of libraries throughout the country. In her current position she is responsible for managing Coulter Library's web presence, social media, and chat reference service. Her current areas of research focus on community-building and life-long learning through play and making.

FRIDAY 3:00 pm PT 6:00 pm ET **Games for Diversity and Cultural Awareness: the Techniques of NASA meet the Hero's Journey [Games]**
to to
4:30 pm PT 7:30 pm ET In this session we'll discuss our approach to developing two different games, one that teaches about diversity and inclusion, and one that helps to build cultural awareness. You'll play our games, and we'll share stories about how our game was inspired by research conducted at NASA's Johnson Space Center and how we uncovered the narrative of the "Hero's Journey" in this learning experience. First, play E I Games' award-winning Diversity & Inclusion game and see if you can create a culture of diversity, inclusion, and equity, a culture where all people feel safe to be themselves. Then, test your intercultural competency by playing our newest cultural awareness game which is still in development.

Kevin Allen is a former Advertising executive and best selling author and founder of award-winning E I Games, which is currently in use at Google, Oracle, Expedia, Arizona State University and the Harvard School of Design. Kevin is an Adjunct Professor of Marketing at Florida Atlantic University, where he is also pursuing his Ph.D. in Management.

Dr. Jessica Hirshorn teaches Organizational Leadership at Arizona State University. She is the author of the intercultural training simulation "Rocket: A Simulation on Intercultural Teamwork" based upon her research at NASA's Johnson Space Center. She has lived, studied, and/or worked in Israel, India, China, Micronesia, U.K., Ireland, Dominican Republic, and New Zealand. She is a Fulbright Scholar and will be teaching in Warsaw, Poland this coming Spring.

Sage Rosenberg is the general manager at E I Games. Having been raised in an orthodox jewish environment as a black jew, Sage now has a keen interest in topics such as: diversity, gender, sexuality, resilience, and mental health. They've turned their social media into a safe haven for those looking to explore themselves in their gender and sexuality.

FRIDAY 5:30 pm PT 8:30 pm ET **GALA**
Celebrate NASAGA as only NASAGA can. Our 1985 Murder Mystery will be a game for everyone, filled with intrigue and suspense! All participants will help solve the mystery.

SATURDAY, NOVEMBER 6

SATURDAY 8:00 am PT 11:00 am ET **2030 Sustainability Development Goals Game [Virtual]**
to to
10:00 am PT 1:00 pm ET The 2030 SDGs Game is a multiplayer, card-based game that simulates taking the “real world” into the year 2030. In this game, you'll work in a group to explore how the world can achieve the United Nations 2030 Sustainability Development Goals. Will you create a prosperous, fair and sustainable world? Over 250,000 people have played the in-person game, but with the challenge of the pandemic, an online version was developed and launched this year.

James Bishop is a Hong Kong based Kiwi, and is a dynamic facilitator (CPF, CVF), learning experience designer and team coach. James brings with him over 25 years of experience and insights in managing and leading projects in a variety of industries, countries and cultures.

SATURDAY 8:00 am PT 11:00 am ET **Outside of the Box: The Art of Board Gaming and RPGs in Learning Spaces [Games]**
to to
10:00 am PT 1:00 pm ET In this interactive workshop, your Game Master Lydia-Rae will lead a journey of her discovery of how board gaming has transformed from a hobby into a learning tool for diversity and inclusion. Come play, learn and see how even a game like Catan can be used for building skills such as persuasion, or a game like Wordsy can build on literacy and fluency. Come with an open mind and ideas to share!

Lydia-Rae Wehmeyer is the Speech and Theatre director at University City High School in Missouri. She holds a Master's degree in Educational Technology, and is pursuing additional degrees in Clinical Mental Health Counseling and Art Therapy. She has been interviewed on several podcasts, has been a panel participant on diversity and inclusion and board gaming, and this year she presented at NASAGA's one-day conference on DEI.

SATURDAY 10:30 am PT 1:30 pm ET **Spatial Media - the Next Collaborative Learning Frontier [Virtual]**
to to
12:00 pm PT 3:00 pm ET Once a novelty, virtual worlds are gaining acceptance in a world that seeks ways to connect beyond Zoom. These spaces offer us new landscapes to teach, discuss, reinforce, and market learning offerings. In this session, you will occupy a new body (your Topi) in a strange land, where you can explore and meet the fellow explorers you happen to encounter. You'll compete in a series of virtual challenges. Then, in breakout spaces in this “spatial media” world, we'll discuss the implications and opportunities for playing and learning.

Kristin Leydig Bryant is a consultant with Clarity at Work, where she focuses on organizational change management, executing business strategy, and leading for innovation. She is the author of "72 Tricks for Better Virtual Meetings: Achieve Goals, Engage People, and Leave Smiling – Even in an Online World." She also leads women's retreats (both online and IRL) called Goddess Camp, and facilitates business simulations through Boston-based Insight Experience.

SATURDAY 10:30 am PT 1:30 pm ET **Precious Cargo [Games]**
to to
12:00 pm PT 3:00 pm ET Precious Cargo is a fun game that is suitable for everyone. In this game, you'll have to load your own cargo for shipment, but due to the limited space, you'll have to work with others and practice empathy to find the optimum way to arrange all the goods. The online adaptation of this game uses Mural as a supporting whiteboard.

Zairul Baharom is a certified Master Hypnotherapist who specializes in team effectiveness and learning game design. He was featured in 'Successful People in Malaysia 2020' by Britishpedia Vol. 2, and he is a certified Virtual Presenter. He is a co-founder of Accordia Training & Development, where he has developed and commercialised many learning games and simulations such as Temple of Doom, Eastern Trading Company and Grazeville Farm.

SATURDAY 12:30 pm PT 3:30 pm ET **The Quest: Improv for Transformation--Find Your Mission Edition [Design]**
to to
2:30 pm PT 5:30 pm ET The Quest: Improv for Transformation is a framework for accessing and exploring the improvisational mindset, discovering new insights, and using stories to help make sense of it all. In this fun, engaging, interactive session, we will use the framework of the quest to create personal or organizational missions or manifestos, timelines, maps, and other creative interventions. You'll learn the framework of the Quest and how to use it as a means to create a mission statement, manifesto, or time capsule story from the future where you live in alignment with your mission.

Jeanne Lambin is a writer, coach, facilitator, storyteller, writer, and artist. She is the founder of the Human Imagination Project (HIP) and the Museum of the Ordinary Extraordinary (MOREX), a virtual space that exists to help people cultivate hope, nurture their imagination, and create a new possible. She uses applied improvisation, storytelling, and other creative interventions to help people reconnect to the magic of the ordinary, extraordinary, and everything in between.

SATURDAY 12:30 pm PT 3:30 pm ET **Three Mini-Games for Leadership Development [Virtual]**
to to
2:30 pm PT 5:30 pm ET Being in a virtual mode, leadership development trainers are often challenged to keep their workshops interactive, interesting and introspective. In this session, we will experience three games on different leadership development topics: influence, delegation, and negotiation. A double-debrief will follow each of these games, including tips on how you can further develop these games.

Jorj Helou is a facilitator, coach, and training designer with two decades of experience. He is especially focused on cultivating untapped leadership potential. Over the years, he has developed deep expertise in designing custom development programs, facilitating training workshops, coaching leaders, and managing learning projects. Jorj is a CHRP (Certified Human Resources Professional), a certified NLP Coach (Neuro Linguistic Programming), and a certified member of the International Coach Federation.

SATURDAY 12:30 pm PT
to
2:30 pm PT

3:30 pm ET
to
5:30 pm ET

Play to Progress: Using Play and Ritual to Overcome the Forces of Evil in the Future [Games]

Ritual can center and connect us during times of adversity. And roleplaying allows us to suspend the ego attachments that limit creativity, and help us redefine our boundaries. In this session, you'll use both roleplaying and ritual as you are propelled into a challenging future scenario. This activity will expand your self-awareness, creative thinking, and ability to tackle the forces of evil that lie ahead.

Erin Borreson grew up designing collaborations to visualize the invisible and interconnected ways in which we relate to create greater harmony between the whole and sum of its parts. Erin is an expert in experience design and using ceremony as a way to navigate life transitions. She currently works as a service experience designer who uses design + agile methodologies to improve employee experience.

Farzad Fazeli is an Iranian Gen Xer who is deeply interested in exploring the intersection of old and new cultures, ideas, systems, and modalities. He's an economist and a strategic designer, creator of the 3M Innovation Award winning works "Play to Perform: Why Play is the Future of Work" and "Play to Transform: Will Playing Make AI More Human?".

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| SATURDAY | 3:00 pm PT
to
4:30 pm PT | 6:00 pm ET
to
7:30 pm ET | <p>A Business Simulation to Diagnose and Change the Organizational Culture at a Fortune 500 Company [Design]</p> <p>Today, no organization takes pride in staying the same. Learn how one of the world's most admired Fortune 100 companies measures and changes its culture using data analytics and gamification. In this session, you'll experience the hands-on business simulation that helped more than 70,000 employees commit to change and map their growth opportunities. You'll see how we've used a gamification framework to drive engagement and ownership of the change process, and how we analyzed the data generated by the activity.</p> <p>Georgi Tsvetanov has served as Regional Director for Silega Americas since 2010. He has worked in the Training & Development field with global customers from industries including FMCG, Pharmaceutical, Banks and Financial, Manufacturing, and Retail. He has facilitated more than 450 experiential learning sessions throughout the world.</p> |
| SATURDAY | 3:00 pm PT
to
4:30 pm PT | 6:00 pm ET
to
7:30 pm ET | <p>Gamified Learning Reinforcement Board [Virtual]</p> <p>What's the secret to helping people change behaviour and habits in the long term? In this session, we will apply basics of learning psychology and share techniques using new age online tools to make learning stick, form new habits and transform learning into action. We'll use a virtual board an engaging gamified post program support system to transfer behavioral skills learning into implementation, encourage active engagement, generate healthy competition, and encourage collaborative learning and problem solving.</p> <p>Himani Chandorkar is an entrepreneur and learning & development professional who holds a post graduate diploma in Business Administration from Welingkar Institute Mumbai. She is certified by the International Transactional Analysis Association.</p> <p>Ami Kotak is a programmer turned HR & L&D professional, edutainer, game designer, and entrepreneur. She holds a Master's degree in Human Resources, and her industry experience includes working with Vodafone, Bombardier Transportation, and Prakash Chemicals International.</p> |
| SATURDAY | 5:30 pm PT | 8:30 pm ET | <p>GAME NIGHT</p> <p>Join us at our virtual gaming tables and let's do this NASAGA style. Watch for a Game Night agenda of both scheduled and drop-in games.</p> |

SUNDAY, NOVEMBER 7

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|--------|---------------------------------|---------------------------------|---|
| SUNDAY | 9:00 am PT
to
11:00 am PT | 12:00 pm ET
to
2:00 pm ET | <p>Your Brain Is a Time Machine [Design]</p> <p>Chronesthesia is a powerful quirk of human cognition that makes it possible for us to remember the past, engage with the present, and imagine the future. What better way to explore this unique human ability than through applied improvisation and storytelling? In this interactive and engaging workshop, Zoom will be transformed into a mini-time machine, and we will delve into what makes chronesthesia possible. We'll explore this amazing human ability, and in doing so re-imagine our relationship with time and possibility.</p> <p>Jeanne Lambin is a writer, coach, facilitator, storyteller, writer, and artist. She is the founder of the Human Imagination Project (HIP) and the Museum of the Ordinary Extraordinary (MOREX), a virtual space that exists to help people cultivate hope, nurture their imagination, and create a new possible. She uses applied improvisation, storytelling, and other creative interventions to help people reconnect to the magic of the ordinary, extraordinary, and everything in between.</p> |
| SUNDAY | 9:00 am PT
to
11:00 am PT | 12:00 pm ET
to
2:00 pm ET | <p>The Future of Men [Games]</p> <p>The diversophy® intercultural game series addresses the the neglected issues of men, the dwindling sense of purpose in many men and boys, the perils of aging men, and, in particular, the phenomenon of toxic masculinity. In breakout sessions you will play one of the games in this series. Women as well as men are welcome to share their insights as partners, mothers, and teachers of men and boys.</p> <p>George Simons is the creator and general editor of diversophy®, He was a co-founder of the Hidden Valley Center for Men, and is co-author of "Men & Women: Partners at Work," "Sexual Orientation in the Workplace," and "Cultural Detective: Women & Men."</p> |
| SUNDAY | 11:30 am PT
to
1:30 pm PT | 2:30 pm ET
to
4:30 pm ET | <p>CLOSING SESSION / ANNUAL MEETING / KEYNOTE</p> <p>NASAGA leadership announcements, awards, and prizes., including our grand prize to the winners of the Conference Game.</p> <p>Keynote by Louisa Rosenheck: The future of game-based learning will be student-led. See web site for full details.</p> |