

GAME SAGE Conference Program Write-up

Here is the information we sent to MTS. Take some time to review all the sessions. Registration opens Tuesday, September 3, 2019 at 8:00am.

Our conference this year is highlighted with Keynote Speaker Lucas Gillespie. Last year Lucas joined us remotely from North Carolina, but we are very excited to have him join us this year in person! Lucas will start the day and give a couple sessions.

We also have a full day session with Dr. Stephen Hassard, a Google certified Design Sprint Master from YouTube who will be spending an entire day on Design Sprint.

Combine all this with almost twice as many sessions to choose from, good luck only choosing two.. 😊

See you there!

This information will also be used for the SAGE page on the MTS website.

A. Conference Information

SAGE Name: Gaming Association of Manitoba Educators

Title of Conference: Engagement by Design

Conference Location: Glenlawn Collegiate

Conference Date and Time: Thursday October 24 (evening) and Friday October 25

General Program Outline:

October 24

- 6:00 p.m. to 11:00 p.m.
- Social evening of gaming
- Chance to network with members of industry

October 25

- 7:30-8:30 Registration
- 8:30-9:30 Concurrent Keynotes
- 9:30-10:00 Break/Vendors/Network
- 10:00-11:30 Breakout Session 1
- 11:30-1:00 Lunch provided – Manitoba Social Food/ Open Gaming
- 1:00-2:30 Breakout Session 2
- 2:30-3:00 Final Thoughts/Prizes

Maximum participants for the conference (if applicable):

If not using online registration, where/how do participants register? We will not be accepting walkups at the door. Please register in advance.

B. Keynote Information

Code, Keynote Title (if applicable): Lucas Gillispie, Director of Academic and Digital Learning, Surry County Schools

Live and in Person this Year!!

Lucas will be presenting his philosophies on games in the classroom. He will talk about how games not only make your class fun (shouldn't learning be fun?) but also engaging and will strengthen learning. Lucas will also talk about how to get your administration on board also.

Keynote Biography: Lucas Gillispie ([@lucasgillispie](#)) is Director of Digital Learning and Media for Surry County Schools in North Carolina. A passionate educator and gamer, Lucas explores the intersection of games and learning. He is the creator of the WoWinSchool Project, exploring the educational potential of online games like *World of Warcraft* with middle schoolers, was one of the earliest pioneers to bring *Minecraft* into classrooms, and is working to build game-inspired professional development for teachers in his district through his EPIC Academy program. From board games to eSports, Lucas shares games and learning resources with educators and even makes an occasional blog post at: <http://www.edurealms.com>.

Keynote Picture (if applicable):



Session location or Room Number: Gym

Grade Level: K-12

- Use same format for each additional Keynote.

C. Session Information

FULL DAY SESSIONS

Session Title: FULL DAY Design Sprint

Session Code: F01

Session Description: A design sprint is a structured approach to jump-starting innovation in any subject area. Design Sprints are not just limited to the area of Interactive Digital Media but can be applied to any topic to produce creative solutions to difficult problems. This workshop will use the techniques of a design sprint to generate unique solutions to the current issues that are facing educators. Throughout the course participants will work through generating actionable ideas, how to come to a consensus quickly, how to sketch out possible solutions (even if you can't draw), and how to test those ideas to make sure your ideas truly resonate with the people you are trying to help. The session will be facilitated by Dr. Stephen Hassard, a Google certified Design Sprint Master from YouTube, who will guide everyone through how to apply the basics of a Design Sprint to the field of education and how to create new ideas and test them out to see if they will transform your classroom or land like a dud. This will let you be nimble with your time and resources to create maximum impact with a minimum of support.

Session Time: 8:30 a.m.

Presenter's Name: Dr. Stephen Hassard

Presenter's Bio: Dr. Stephen Hassard has over 12 years experience working in the field of user experience working with brands such as Sony, Garmin, Mercedes-Benz, and Google. In addition to working with students and not for profits in instruction of how to apply user experience principles to their work at University College London, University of Winnipeg, and University of Kansas. As a google certified design sprint master he has a unique experience in to how to use design principles and apply them to a wide areas of work. Dr. Hassard is currently a User Experience researcher at YouTube.

Maximum Participants for the session: 100

Session location or Room Number: Theatre @ 8:30 a.m.

Grade Level: K-12

Session Title: Game Crafting for Learning

Session Code: F02

Session Description: Practically anything, from historical events, scientific theories to literary genres can be made into a game!

This session will be designed to introduce and cover designing games for learning in the classroom. The general focus of the content will be designed for Middle Years education but can easily extend both into the Early and Senior Years. I want to create a session that is useful and informative, encouraging educators to implement game crafting to enhance learning. The session will discuss aspects of asset building, game concept design, and

iteration and innovation processes. Participants will also be given practice creating a "pocket game" to show educators how easy the process can be, by using basic materials and tools. In addition I will be giving them numerous resources and advice in how to bring their game crafting up to the next level. I will show them my own game creation process from my beginning stages up to a completed printed game (my own game, Courageous).

Session Time: 10:00 a.m. & 1:00 p.m.

Presenter's Name: Neil Klassen

Maximum Participants for the session: 24

Session location or Room Number: 101

Grade Level: K-12

Session Title: Gamification in the Middle Years Classroom

Session Code: F03

Session Description: This session will explore how gamification fits into the middle years environment. The session will present ideas and invite participants to participate in game-based learning experiences by middle years students.

Session Time: 10:00 a.m. & 1:00 p.m.

Presenter's Name: Kris Drohomereski

Presenter's Bio: Kris Drohomereski is a gamer, educator, designer and futurist interested in making learning more engaging and accessible to all students. Kris is currently a Grade 8 teacher at Ecole Edward Schryer School and a Makerspace collaborator.

Maximum Participants for the session: 24

Session location or Room Number: 102

Grade Level: 5-12

AM SESSIONS

Session Title: Classroom Game Jams

Session Code: A101

Session Description: Looking for a fun and exciting way to engage your learners in your content while leveraging games? Mix one part content, one part random design elements, and one part student ingenuity, and you have a recipe for powerful and fun learning! What will you and learners create?

Session Time: 10:00 a.m.

Presenter's Name: Lucas Gillespie

Maximum Participants for the session: 30

Session location or Room Number: 112

Grade Level: K-12

Session Title: Exploring Educational Research and Literature on Tabletop Games

Session Code: A102

Session Description: A discussion examining educational research on board and tabletop games with a focus on modern games, game-based learning, the cognitive processes used when playing games, ideas for implementing games in different classrooms, and the opportunity to play some of the games featured in the literature.

Session Time: 10:00 a.m.

Presenter's Name: Niall McFadyen

Maximum Participants for the session: 24

Session location or Room Number: 103

Grade Level: K-12

Session Title: Forum to Share Games Used in Your Classroom

Session Code: A103

Session Description: In this session teachers will share about games that they use in their classroom and for board game clubs at their school. Ryan has run a board game club at his school for grade 4-6 students over the past several years and would be excited to share about the hits in the board game club and those that have been great in class.

Teachers will be asked to bring or share about a great game they have used in their class or they can just come to listen and learn as well.

After taking time to share a bit about each of our games there would be time to learn and play with the groups so that we could all head back to our schools with some new ideas to keep stalking up that game collection!

Some popular games from my school have included

- Splendor
- King Domino
- Ubongo
- Spindrella
- Sushi Go
- Magic Maze
- The Mind

And many more ...

Session Time: 10:00 a.m.

Presenter's Name: Ryan Malech

Maximum Participants for the session: 24

Session location or Room Number: 104

Grade Level: K-12

Session Title: Captain Sonar in the Classroom

Session Code: A104

Session Description:

Captain Sonar is a 4 versus 4 game of hide and seek Battleship on steroids!!! You need to pursue your opponents while they pursue you. The fun begins when you think you can identify where the other team is. The only problem is the closer you get to them, the closer they are to finding you.

It teaches:

Leadership skills

Communication skills

Problem solving skills

Critical thinking

Strategy

Teamwork

Cooperation

and did we mention a little bit of chaos to deal with so:

How to handle adversity

How to deal with a stressful situation

AND A WHOLE LOT OF CRAZY FUN!

We will show you how we use it in a Highschool setting in Psychology, but you can alter the game to suit any setting. Be ready to DIVE, DIVE, DIVE right in and get accustomed with the rules and modifications.

Session Time: 10:00 a.m.

Presenter's Name: Norm Froemel

Maximum Participants for the session: 24

Session location or Room Number: 206

Grade Level: 5-12

Session Title: League of Legends 101

Session Code: A105

Session Description: With the success of the MHSeA's first ever League of Legends Championships in April of 2018 you've decided this is the perfect opportunity for you to get your school's eSports team up and running. League of Legends is the perfect first game for your eSports team; it's got a huge community, it's free, and it will run on most computers.

There's only one problem; you know NOTHING about League of Legends!

This session will introduce you to the basics of League of Legends including topics such as:

- 1) Account Management - Creating your account, unlocking champions and other features of the game
- 2) Choose Your Champion - Abilities, Spells, Leveling Up, Role Choice, Setting up Runes
- 3) Gameplay Basics - Role Expectations, Items and Stats, Minion Waves, Towers, CS-ing, Vision, Neutral Monsters
- 4) (Time permitting) Advanced Gameplay - Vision Control, Team Fight Strategies, Team Compositions and Pick/Ban, Jungle Pathing, Objective Control

The intent of this session is to actually play a game to practice these skills so we strongly recommend you bring a laptop with the game already installed. There will be a few computers available to play on but it is unlikely there will be enough for everybody. The link to download the game can be found here

<https://signup.na.leagueoflegends.com/en/signup/redownload>

Session Time: 10:00 a.m.

Presenter's Name: James Young

Maximum Participants for the session: 24

Session location or Room Number: 208

Grade Level: 9-12

Session Title: Press Start to Gamify Your Class

Session Code: A106

Session Description: Some students prefer to play games in class instead of focusing on their work, so why not try to turn their work into a game? Gamification attempts to add a game layer to the traditional classroom and take advantage of the pull that gaming has on the youth of today. Join me for an introductory look at how to add some basic game layers such as theme, leaderboards, badges and experience points. Press start when ready!

Session Time: 10:00 a.m.

Presenter's Name: Ryan Blight

Maximum Participants for the session: 24

Session location or Room Number: 209

Grade Level: K-12

Session Title: Manitoba High School eSports – Find out about how to become part of it

Session Code: A107

Session Description: This year the first ever Manitoba High School eSports Championship took place with 11 high schools and 13 teams. This session will talk about what you need to do to become part of it, what the organization is looking at doing next year, the challenges of getting started and maintaining the program in your school and of course – the benefits for your kids. We will talk about the game which was played, possible other games and looking at game for Jr. High schools. This could be the fastest growing high school organization in the province.

Session Time: 10:00 a.m.

Presenter's Name: Brian Cameron

Maximum Participants for the session: 24

Session location or Room Number: 210

Grade Level: 9-12

Session Title: Starting From Scratch: Pen-&-Paper Design to Game Development in Scratch
Session Code: A108

Session Description: In his Grade 10 Graphic Communication Technology course, Stephen teaches a short section on Game Design. In the course, students use Scratch to develop a single game level, with an option to create a game as a final project.

In this session, Stephen will lead participants through the pen-and-paper design process, which includes reading apprenticeship practices to teach students the vocabulary of game development.

You will leave this session with an understanding of how to lead your students through the design stages of game design. You will also learn how to create a Scratch class and the basics of the Scratch coding platform.

Session Time: 10:00 a.m.

Presenter's Name: Stephen Whitmore

Maximum Participants for the session: 24

Session location or Room Number: 211

Grade Level: 5-12

Session Title: Partnering with your FLGS

Session Code: A109

Session Description: Partnering with your FLGS (Friendly Local Game Store) can provide a multitude of benefits for bringing games into the school. In this session Brian and Scotia from A Muse N Games provide an overview of how they can support getting games into the school, whether it be in the classroom to supplement the existing curriculum, building a board game club, or even hosting Dungeons and Dragons over the lunch hour.

Session Time: 10:00 a.m.

Presenter's Name: Brian Mitchell

Maximum Participants for the session: 24

Session location or Room Number: 212

Grade Level: K-12

Session Title: The Role of Role-playing in the Classroom

Session Code: A110

Session Description: When teaching your students new concepts and content, don't just show a Powerpoint and drone on. Have them step into someone else's shoes while being active and engaged with their learning: try role-playing! Learn about different RPG systems and settings that can be adapted to your content area, methods for differentiation in your role-plays, and some tips and tricks for teachers with little or no Dungeon Master experience. Plus, discuss strategies and limitations for incorporating role-playing in your class with other like-minded professionals.

Session Time: 10:00 a.m.

Presenter's Name: Jay Lubiansky

Maximum Participants for the session: 24

Session location or Room Number: 213

Grade Level: K-12

*Note: This session is also offered in the afternoon.

Session Title: Middle Years eSports

Session Code: A111

Session Description: Professional eSports are rapidly changing the face of what we traditionally consider "sport" across the globe. With the rise of eSports at the professional level comes the rise of eSports at developing levels, and now is the time to get on board. Come explore Super Smash Bros Ultimate: why it can be an asset to your schools programming, how to get started from funding to set-up, and see how your school can be at the forefront of this growing phenomenon in the inaugural season of the MB Middle Years Smash League.

Session Time: 10:00 a.m.

Presenter's Name: Melissa Burns & Oleksa Balko

Maximum Participants for the session: 24

Session location or Room Number: 214

Grade Level: 5-9

*Note: This session is also offered in the afternoon.

Session Title: The Classroom Story

Session Code: A112

Session Description: The Classroom Story is a shared narrative experience that combines imagination, cooperation, game elements, and curricular outcomes (skills and content) centred on a constructivist model of learning. Think campfire stories mashed up with a roleplaying game and a notebook.

The teacher acts as storyteller and moderator; creating the setting, inciting event, general plot, curricular outcomes, and any game elements. Students engage with the story by becoming characters, authors, and actors. By responding to shared events in the story, students are stimulated, challenged, and encouraged to interact and cooperate. There are opportunities to create, mess-up, move around, talk, draw, write, act, code, or whatever summative activity a class designs. The end result will be a shared experience that you could never plan totally and will produce work you could have never expected!

Session Time: 10:00 a.m.

Presenter's Name: Brent Schmidt

Maximum Participants for the session: 24

Session location or Room Number: 225

Grade Level: K-12

*Note: This session is also offered in the afternoon.

Session Title: The Dragon Experience - Planning an Early Years Unit using GBL, Gamification and Game Like Learning

Session Code: A113

Session Description:

This session will detail the planning, implementation and celebration of a grade 2/3 collaborative team unit planning effort. Through pictures and discussion our journey to create a highly engaging, outcome based unit built around the tenets of GBL, Gamification, Game- Like Learning and the Circle Of Courage will be shared.

Session Time: 10:00 a.m.

Presenter's Name: Justin Bell, Ashley Farkas, Swapnali Tipnis, Shannon Cyr, Elena Stangherlin, Vanessa Thibeault

Maximum Participants for the session: 24

Session location or Room Number: 226

Grade Level: K-5

*Note: This session is also offered in the afternoon.

Session Title: Utilizing Games in the Early / Middle Years Classroom

Session Code: A114

Session Description:

This interactive session will broach the topic of GBL (Game Based Learning) and the use of numeracy based games in the EY and MY classroom. Aimed at educators new to GBL, this session will allow educators to try many games and see how games can be used to support and meet: Specific curriculum outcomes, Social-emotional needs of learners and highly engage students in EY and MY

Session Time: 10:00 a.m.

Presenter's Name: Alison Ward, Erin Clear, Danielle Gadienr- Smedella

Maximum Participants for the session: 24

Session location or Room Number: 227

Grade Level: K-8

*Note: This session is also offered in the afternoon.

Session Title: Minecraft in the Classroom

Session Code: A115

Session Description: The popular game Minecraft has developed an Education Edition! This educational tool engages learners in ways that relate to their lives and empowers students to be creative and demonstrate their knowledge. Minecraft Education reaches across a variety of curricular subjects and grade levels. No experience or technology skills required, come to explore the why, how, and what of Minecraft! Participants will leave understanding how to get the program up and running, how to access premade lesson plans and activities, and have time to plan for their students and class in a collaborative environment.

Session Time: 10:00 a.m.

Presenter's Name: Chris Hidebrecht
Maximum Participants for the session: 24
Session location or Room Number: 229
Grade Level: K-12

*Note: This session is also offered in the afternoon.

Session Title: Interactive Story-Telling with Twine 2

Session Code: A116

Session Description: This hands-on workshop will give you an introduction to the digital tool Twine 2 (www.twinery.org), which is an open-source application for telling interactive, nonlinear stories.

In this workshop we will provide an introduction to Twine, where we will discuss how to design interactive narratives, write and link passages, do basic styling and coding, and publish twines. After this, the workshop will become a mini-game jam where participants work in small teams on the creation of an interactive story of their own. At the close of the workshop we will play through and discuss the Twines that have been created during the day.

Learning Outcomes

- How to successfully paper prototype interactive story ideas.
- Create branching stories based on the reader's input.
- Embed photos and video to enhance your stories.
- Format the text and background with CSS.
- Play test story structures / technical trouble-shooting

Once you've completed this session you'll be able to unleash your student's creative writing and ideas in an engaging playable format. Not to be missed!

Requirements

Absolutely no programming skills are required for this workshop. All that's needed is a good imagination and a desire to tell a story.

Twine 2 is a 100% free, browser-based program, and works with .html files. Participants will need a laptop with an updated browser (Chrome or Firefox preferred). **Participants of this workshop should have their own laptops with Twine 2's most recent version for Windows (32-bit), macOS, Linux (32-bit) loaded and ready to go.**

Session Time: 10:00 a.m.

Presenter's Name: Amy Gerardy

Presenter's Bio: Amy Gerardy is New Media Media Manitoba's Girls in Gaming facilitator. (girlsingaming.io) This initiative looks to put positive female role models in front of classroom across the province and get young women excited about careers in tech. Amy is also a freelance illustrator and game developer. She works on a variety of things, from prints and marketing materials, to art assets for games. She is influenced by nature, cute things, and magic.

Maximum Participants for the session: 24

Session location or Room Number: 230

Grade Level: 4-12

*Note: This session is also offered in the afternoon.

Session Title: What is up with “Magic the Gathering”?

Session Code: A117

Session Description: Magic the Gathering (MtG) is one of the most popular card games in the world, played in more than 70 countries around the world and translated in over ten languages. There is a greater chance that there are students in your school playing MtG than not -and you may not even know it! Find out what it is all about and how it is good for students. Participants will be introduced to Magic the Gathering, a collectable card game that has dominated the gaming scene for over 25 years. Basic rules, gameplay and local opportunities to play will be discussed. Each participant will receive a free starter deck of Magic cards from Game Knight Games

Session Time: 10:00 a.m.

Presenter’s Name: Colby Kitchur

Presenter’s Bio: Colby is a longtime player of Magic the Gathering and has been a certified judge for the past year and a half. He plays at least 1-2 time per week. He also loves to teach the game to others. Colby is currently employed at Game Knight Games where he is known as the “Magic Man”.

Maximum Participants for the session: 24

Session location or Room Number: 233

Grade Level: 5-12

*Note: This session is also offered in the afternoon.

Session Title: Game Knight Painting Miniatures

Session Code: A118

Session Description: Participants will be introduced to tips and techniques for painting miniature figurines. Great for combining game design and art! Figurines and painting supplies will be provided but feel free to bring your own if you desire.

Session Time: 10:00 a.m.

Presenter’s Name: Craig Pauls

Maximum Participants for the session: 24

Session location or Room Number: 234

Grade Level: 4-12

*Note: This session is also offered in the afternoon.

Session Title: Valor & Villainy: A Successful Kickstarter Journey

Session Code: A119

Session Description: Spend an hour with the creator of the Valor & Villainy board game which funded on Kickstarter in an hour! James will talk about the game creation, the

Kickstarter process and where the project is now. A great look into game creation from a local artist/creator!

Session Time: 10:00 a.m.

Presenter's Name: James Van Niekerk

Maximum Participants for the session: 24

Session location or Room Number: 235

Grade Level: K-12

*Note: This session is also offered in the afternoon.

Session Title: Escape the Library

Session Code: A120

Session Description: In this session Kevin will have participants use Escape Room Boxes to learn about the library systems (or any other curricular content) while escaping the room and having a blast. Kevin will show participants how to modify the games for a more personalized escape experience – making it even more relevant to your students!

Session Time: 10:00 a.m.

Presenter's Name: Kevin Osachuk

Maximum Participants for the session: 24

Session location or Room Number: Library (second floor)

Grade Level: 4-12

*Note: This session is also offered in the afternoon.

Session Title: Changing the Game: An Autistic Perspective on Board Games

Session Code: A121

Session Description: Autistic students sometimes struggle to connect with their peers and to have their needs met in a school setting. Board games can be an important tool to help these students both socialize with other students and learn important skills. Board games encourage socialization and cooperation, teach skills like saving resources and basic math, help children learn emotional regulation, and the structured nature of board games makes it easy for autistic children to know what's expected of them. Because of all of these factors, board games are a fantastic way to integrate autistic students into a mainstream classroom.

Session Time: 10:00 a.m.

Presenter's Name: Baden Gaeke Franz

Maximum Participants for the session: 24

Session location or Room Number: 236

Grade Level: K-12

*Note: This session is also offered in the afternoon.

PM SESSIONS

Session Title: Gamified Professional Development with #EPICAcademy

Session Code: P201

Session Description: Who says students are the only ones who need to be actively engaged in their learning? In this session you'll learn about a quest-based and gamified approach to teacher professional development in digital learning. You'll learn the methods and strategies, what has worked and what hasn't in #EPICAcademy. You'll also get access to all of the digital learning professional development used in this program for free!

Session Time: 1:00 p.m.

Presenter's Name: Lucas Gillespie

Maximum Participants for the session: 30

Session location or Room Number: 112

Grade Level: K-12,

Administrators and those charged with teacher professional development.

Session Title: Board Games in Math Class

Session Code: P202

Session Description: A session to talk about the different board games and curricular connections Ryan has used in his classroom. He has used board games to practice a variety of math skills in grades 4- 6 over the past several years.

Games include

Timeline/ Cardline

NMBR9

Kingdomino

Quiddler

Dixit

Monday

And others

Great opportunity to talk about games in earlier years classrooms.

Session Time: 1:00 p.m.

Presenter's Name: Ryan Malech

Maximum Participants for the session: 24

Session location or Room Number: 103

Grade Level: K-6

Session Title: Gamification: The Good. The Bad. The Respawn

Session Code: P203

Session Description: A tutorial about the creation and implementation of gamification in the classroom based on personal respawns. After leveling up though the tutorial, you will have time to adventure though the process of creating a gamification platform for your own adventure. It will be a fantastic opportunity to create a gamification guild in Manitoba and help one another with our beginner/intermediate/advanced level quests.

Session Time: 1:00 p.m.
Presenter's Name: Tyler Muntain
Maximum Participants for the session: 24
Session location or Room Number: 104
Grade Level: 4-12

Session Title: Dungeons and Dragons in Education
Session Code: P204

Session Description: Dungeons and Dragons is a classic tabletop role playing game (RPG) that has captured the imaginations and piqued the curiosity of children and adults alike since 1974. It is now in its 5th revision (D&D 5e) and is easier to learn and play than ever. D&D enforces teamwork, collaborative problem solving, critical thinking, empathy and creativity all at the same time! This session will focus on an introduction to the game, how it is played, how to get started playing, and the educational benefits of starting a club in your school.

Session Time: 1:00 p.m.
Presenter's Name: Chris Burns & Mark Lebar
Maximum Participants for the session: 24
Session location or Room Number: 206
Grade Level: 5-12

Session Title: Blended Learning With Classcraft
Session Code: P205

Session Description: Jared will share how to use the quests from a Classcraft premium account to allow for a gamified way to do flipped instruction/blended learning. Jared combines the site with hands-on aspects such as breakout boxes and online games. He will explore these areas as well.

Session Time: 1:00 p.m.
Presenter's Name: Jared Thorlakson
Maximum Participants for the session: 24
Session location or Room Number: 208
Grade Level: 4-12

Session Title: Starting, Stocking and Sustaining a School Board Game Club
Session Code: P206

Session Description: In this session participants will explore the types of board games that lead to successful student interactions both in the classroom and during extra-curricular clubs. Games that are appropriate for EAL learners, students with specific needs and for those who are hesitant to try (usually due to a tragic Monopoly ousting or a 75-hour long game of Risk) will be discussed. We will discuss how to use textbook funds that are already in place in schools to help collections grow. Tips for maintenance, organization and time

management will also be explored. Participants will leave the session with a list(s) of games that are best for their students/school and a plan to pay for them. If time allows we will also play some of the recommended games.

Session Time: 1:00 p.m.

Presenter's Name: Mike Heilmann

Maximum Participants for the session: 24

Session location or Room Number: 209

Grade Level: K-12

Session Title: Tabletop Gaming in Class or Elsewhere

Session Code: P207

Session Description: Drew has been using tabletop gaming to achieve sections of the Grade 12 English curriculum. His presentation will consist of a quick discussion of what tabletop games are and how to run them, a look at curricular integration for teachers, an actual gameplay demonstration in which Drew would run a game for people followed by a bit of debrief, and some quick question and answer on how to set up games and groups.

Session Time: 1:00 p.m.

Presenter's Name: Drew Van Landeghem

Maximum Participants for the session: 24

Session location or Room Number: 210

Grade Level: 9-12

Session Title: Online Gaming as an Extra-Curricular Activity

Session Code: P208

Session Description: This workshop delves into the benefits of online gaming, including team building, individual and group goal setting, self-awareness and personal growth and possible scholarship opportunities. Gaming is not just mindless wasted hours. When used properly, with guidance, it can be a powerful tool with technologically inclined students.

Session Time: 1:00 p.m.

Presenter's Name: Marco Trunzo

Maximum Participants for the session: 24

Session location or Room Number: 211

Grade Level: 5-12

Session Title: Mathopoly Games - More Than A Dice Role

Session Code: P209

Session Description: Mathopoly Games currently has over 20 mathematical games being used across the globe for curriculum sound engagement. Using the Mathopoly and Mathopoly Junior Board Games, teachers will learn how to not only play the game but

rather use it for assessment, engagement, enrichment, review and UDL. Other games will also be played focusing on Factors, Multiples, Basic Facts, Problem Solving and Higher Level thinking.

Session Time: 1:00 p.m.

Presenter's Name: Will Penner

Maximum Participants for the session: 24

Session location or Room Number: 212

Grade Level: 4-9

Session Title: The Role of Role-playing in the Classroom

Session Code: P210

Session Description: When teaching your students new concepts and content, don't just show a Powerpoint and drone on. Have them step into someone else's shoes while being active and engaged with their learning: try role-playing! Learn about different RPG systems and settings that can be adapted to your content area, methods for differentiation in your role-plays, and some tips and tricks for teachers with little or no Dungeon Master experience. Plus, discuss strategies and limitations for incorporating role-playing in your class with other like-minded professionals.

Session Time: 1:00 p.m.

Presenter's Name: Jay Lubiansky

Maximum Participants for the session: 24

Session location or Room Number: 213

Grade Level: K-12

*Note: This session is also offered in the morning.

Session Title: Middle Years eSports

Session Code: P211

Session Description: Professional eSports are rapidly changing the face of what we traditionally consider "sport" across the globe. With the rise of eSports at the professional level comes the rise of eSports at developing levels, and now is the time to get on board. Come explore Super Smash Bros Ultimate: why it can be an asset to your schools programming, how to get started from funding to set-up, and see how your school can be at the forefront of this growing phenomenon in the inaugural season of the MB Middle Years Smash League.

Session Time: 1:00 p.m.

Presenter's Name: Melissa Burns & Oleksa Balko

Maximum Participants for the session: 24

Session location or Room Number: 214

Grade Level: 5-9

*Note: This session is also offered in the morning.

Session Title: The Classroom Story

Session Code: P212

Session Description: The Classroom Story is a shared narrative experience that combines imagination, cooperation, game elements, and curricular outcomes (skills and content) centred on a constructivist model of learning. Think campfire stories mashed up with a roleplaying game and a notebook.

The teacher acts as storyteller and moderator; creating the setting, inciting event, general plot, curricular outcomes, and any game elements. Students engage with the story by becoming characters, authors, and actors. By responding to shared events in the story, students are stimulated, challenged, and encouraged to interact and cooperate. There are opportunities to create, mess-up, move around, talk, draw, write, act, code, or whatever summative activity a class designs. The end result will be a shared experience that you could never plan totally and will produce work you could have never expected!

Session Time: 1:00 p.m.

Presenter's Name: Brent Schmidt

Maximum Participants for the session: 24

Session location or Room Number: 225

Grade Level: K-12

***Note: This session is also offered in the morning.**

Session Title: The Dragon Experience - Planning an Early Years Unit using GBL, Gamification and Game Like Learning

Session Code: P213

Session Description:

This session will detail the planning, implementation and celebration of a grade 2/3 collaborative team unit planning effort. Through pictures and discussion our journey to create a highly engaging, outcome based unit built around the tenets of GBL, Gamification, Game- Like Learning and the Circle Of Courage will be shared.

Session Time: 1:00 p.m.

Presenter's Name: Justin Bell, Ashley Farkas, Swapnali Tipnis, Shannon Cyr, Elena Stangherlin, Vanessa Thibeault

Maximum Participants for the session: 24

Session location or Room Number: 226

Grade Level: K-5

***Note: This session is also offered in the morning.**

Session Title: Utilizing Games in the Early / Middle Years Classroom

Session Code: P214

Session Description:

This interactive session will broach the topic of GBL (Game Based Learning) and the use of numeracy based games in the EY and MY classroom. Aimed at educators new to GBL, this session will allow educators to try many games and see how games can be used to support

and meet: Specific curriculum outcomes, Social-emotional needs of learners and highly engage students in EY and MY

Session Time: 1:00 p.m.

Presenter's Name: Alison Ward, Erin Clear, Danielle Gadienr- Smedella

Maximum Participants for the session: 24

Session location or Room Number: 227

Grade Level: K-8

*Note: This session is also offered in the morning.

Session Title: Minecraft in the Classroom

Session Code: P215

Session Description: The popular game Minecraft has developed an Education Edition! This educational tool engages learners in ways that relate to their lives and empowers students to be creative and demonstrate their knowledge. Minecraft Education reaches across a variety of curricular subjects and grade levels. No experience or technology skills required, come to explore the why, how, and what of Minecraft! Participants will leave understanding how to get the program up and running, how to access premade lesson plans and activities, and have time to plan for their students and class in a collaborative environment.

Session Time: 1:00 p.m.

Presenter's Name: Chris Hidebrecht

Maximum Participants for the session: 24

Session location or Room Number: 229

Grade Level: K-12

*Note: This session is also offered in the morning.

Session Title: Interactive Story-Telling with Twine 2

Session Code: P216

Session Description: This hands-on workshop will give you an introduction to the digital tool Twine 2 (www.twinery.org), which is an open-source application for telling interactive, nonlinear stories.

In this workshop we will provide an introduction to Twine, where we will discuss how to design interactive narratives, write and link passages, do basic styling and coding, and publish twines. After this, the workshop will become a mini-game jam where participants work in small teams on the creation of an interactive story of their own. At the close of the workshop we will play through and discuss the Twines that have been created during the day.

Learning Outcomes

- How to successfully paper prototype interactive story ideas.
- Create branching stories based on the reader's input.
- Embed photos and video to enhance your stories.
- Format the text and background with CSS.

- Play test story structures / technical trouble-shooting

Once you've completed this session you'll be able to unleash your student's creative writing and ideas in an engaging playable format. Not to be missed!

Requirements

Absolutely no programming skills are required for this workshop. All that's needed is a good imagination and a desire to tell a story.

Twine 2 is a 100% free, browser-based program, and works with .html files. Participants will need a laptop with an updated browser (Chrome or Firefox preferred). **Participants of this workshop should have their own laptops with Twine 2's most recent version for Windows (32-bit), macOS, Linux (32-bit) loaded and ready to go.**

Session Time: 1:00 p.m.

Presenter's Name: Amy Gerardy

Presenter's Bio: Amy Gerardy is New Media Media Manitoba's Girls in Gaming facilitator. (girlsingaming.io) This initiative looks to put positive female role models in front of classroom across the province and get young women excited about careers in tech. Amy is also a freelance illustrator and game developer. She works on a variety of things, from prints and marketing materials, to art assets for games. She is influenced by nature, cute things, and magic.

Maximum Participants for the session: 24

Session location or Room Number: 230

Grade Level: 4-12

*Note: This session is also offered in the morning.

Session Title: What is up with "Magic the Gathering"?

Session Code: P217

Session Description: Magic the Gathering (MtG) is one of the most popular card games in the world, played in more than 70 countries around the world and translated in over ten languages. There is a greater chance that there are students in your school playing MtG than not -and you may not even know it! Find out what it is all about and how it is good for students. Participants will be introduced to Magic the Gathering, a collectable card game that has dominated the gaming scene for over 25 years. Basic rules, gameplay and local opportunities to play will be discussed. Each participant will receive a free starter deck of Magic cards from Game Knight Games

Session Time: 1:00 p.m.

Presenter's Name: Colby Kitchur

Maximum Participants for the session: 24

Session location or Room Number: 233

Grade Level: 5-12

*Note: This session is also offered in the morning.

Session Title: Game Knight Painting Miniatures

Session Code: P218

Session Description: Participants will be introduced to tips and techniques for painting miniature figurines. Great for combining game design and art! Figurines and painting supplies will be provided but feel free to bring your own if you desire.

Session Time: 1:00 p.m.

Presenter's Name: Craig Pauls

Maximum Participants for the session: 24

Session location or Room Number: 234

Grade Level: 4-12

*Note: This session is also offered in the morning.

Session Title: Valor & Villainy: A Successful Kickstarter Journey

Session Code: P219

Session Description: Spend an hour with the creator of the Valor & Villainy board game which funded on Kickstarter in an hour! James will talk about the game creation, the Kickstarter process and where the project is now. A great look into game creation from a local artist/creator!

Session Time: 1:00 p.m.

Presenter's Name: James Van Niekerk

Maximum Participants for the session: 24

Session location or Room Number: 235

Grade Level: K-12

*Note: This session is also offered in the morning.

Session Title: Escape the Library

Session Code: P220

Session Description: : In this session Kevin will have participants use Escape Room Boxes to learn about the library systems (or any other curricular content) while escaping the room and having a blast. Kevin will show participants how to modify the games for a more personalized escape experience – making it even more relevant to your students!

Session Time: 1:00 p.m.

Presenter's Name: Kevin Osachuk

Maximum Participants for the session: 24

Session location or Room Number: Library (second floor)

Grade Level: 4-12

*Note: This session is also offered in the morning.

Session Title: Changing the Game: An Autistic Perspective on Board Games

Session Code: P221

Session Description: Autistic students sometimes struggle to connect with their peers and to have their needs met in a school setting. Board games can be an important tool to help

these students both socialize with other students and learn important skills. Board games encourage socialization and cooperation, teach skills like saving resources and basic math, help children learn emotional regulation, and the structured nature of board games makes it easy for autistic children to know what's expected of them. Because of all of these factors, board games are a fantastic way to integrate autistic students into a mainstream classroom.

Session Time: 10:00 a.m.

Presenter's Name: Baden Gaeke Franz

Maximum Participants for the session: 24

Session location or Room Number: 236

Grade Level: K-12

*Note: This session is also offered in the morning.

D. Fees (including half days and full days)

Use those that are needed for your SAGE.

Conference Fee: \$70 (Includes Lunch)

Membership Fee*: \$20

Membership* + Conference Fee: \$80

Student Membership* + Conference Fee*: \$65

Other*: Membership includes Thursday, Oct. 24 night event as well as teacher discounts for game stores. It also includes all GAME events throughout the year (including refreshments).

www.gametolearn.ca

email: info@gametolearn.ca

(*Keep in mind that all membership fees must coincide with your regular membership fees that you submit to MTS and should be clearly distinguished in keeping with By law VI sections 4.13 (a) and 4.2.)

Use this area if your group is using the MTS UW system for conference registration.

E. Memberlink Information

Registration opens on (date & time): ASAP - When everyone else does (Sept 1st?)

Registration closes on (date & time): Tuesday, October 23, 11:00 PM

Cut Off Date for Cancelling (date & time): October 18, 11:00 pm

Cancellation Policy: Full refunds of conference fee if cancelled by October 18th, 2019

PayPal User ID (email address): game@gametolearn.ca

F. Notes (for online information and emails)

Description of conference (including Title, Date, Time, Location, General Outline of program, Fees, Contact info, ect.) :

Confirmation email to be sent when a participant has registered (include what you would like us to send):

Gaming Association of Manitoba Educators

Title of Conference: Engagement by Design

Glenlawn Collegiate

Thursday October 24 (evening) and Friday October 25

Program Outline:

October 24

- 6:00 p.m. to 11:00 p.m.
- Social evening of gaming
- Chance to network with members of industry

October 25

- 7:30-8:30 Registration
- 8:30-9:30 Concurrent Keynotes
- 9:30-10:00 Break/Vendors/Network
- 10:00-11:30 Breakout Session 1
- 11:30-1:00 Lunch provided – Manitoba Social Food/ Open Gaming
- 1:00-2:30 Breakout Session 2
- 2:30-3:00 Final Thoughts/Prizes

Fees:

Conference Fee: \$70 (Includes Lunch)

Membership Fee*: \$20

Membership + Conference Fee: \$80

Student Membership + Conference Fee: \$65

Other: Membership includes Thursday, Oct. 24 night event as well as teacher discounts for game stores. It also includes all GAME events throughout the year (including refreshments).

www.gametolearn.ca

email: info@gametolearn.ca

Confirmation email to be sent when a participant has registered:

Welcome to GAME!

We are so pleased that you have chosen the Gaming Association of Manitoba Educators for your PD needs!

We are looking forward to learning together and creating a network of educators dedicated to increasing student engagement through gaming and gamification.

Please join us on Thursday, October 24th at Glenlawn Collegiate (770 St. Mary's Road) for a social evening of gaming and networking. Local game stores will be in attendance with games to try or bring your favourite game.

Check out our website www.gametolearn.ca for updates!

Learn to Game – Game to Learn

Cancellation policy: Full refunds of conference fee if cancelled by October 18th, 2019

G. General Questions

Any questions you would like to ask participants?

Will you be attending the Thursday night event? Yes or No

Will you accept payments made by cheque? **NO** If so, payable to whom and address to be sent to.

Is lunch included? **YES** What is the cost of the lunch? LUNCH INCLUDED in CONFERENCE FEE

Dietary concerns? YES – Lunch will consist of traditional Manitoba Social food, vegetarian options will be provided. Do you have any other dietary restrictions? YES or NO. If YES what are they?

Other? We will not be accepting walkups at the door. Please register in advance.

H. Contact Information

Who is the contact person for the conference information? (Add contact info.) Mike Heilmann, Warren Nightingale, Brian Cameron or Justin Bell -- info@gametolearn.ca

Who is the contact person for registration information? (Add contact info.) Same as above
Additional information: www.gametolearn.ca

Please email program to Matea Tuhtar at mtuhtar@mbteach.org and Danielle Normandeau at dnormandeau@mbteach.org.

Following the conference: Please remember to forward SAGE membership registrations that were not processed through Memberlink to the Information Management department at The Manitoba Teachers' Society. The final deadline to submit membership registration is November 8, 2019. You can email your information at mts-im@mbteach.org.