Engaging Learning: Designing Serious Games

Description
From a learning science perspective, the next best thing to mentored live performance is immersive learning simulations, also known as serious games. The necessity for sufficient contextualized practice is demonstrably met in well-designed games. However, you don’t get there by just putting game and instructional designers in a room together, they have to know how the elements align, and how to systematically go from initial need to final game.

In this workshop, based upon Engaging Learning: Designing e-Learning Simulation Games, Dr. Quinn takes learners through the elements of learning and engagement to show you why ‘learning should be hard fun’. Then he takes you through the pragmatic steps to tell you how you can get there. Attendees will go ‘hands on’ to design a game throughout the day. You’ll leave with practical skills necessary to design and deliver serious eLearning.

Outline
• Introduction
  o Elements of education
  o Elements of engagement
  o Synergy
• The Baseline
  o Subject Matter Experts
  o Decisions and misconceptions
• The design
  o This world, and others
  o Sweating the details
  o Exaggeration
• Development
  o Approximations and implementations
  o Tuning
  o The Business Case

Previous Deliveries
This workshop has been given to the major societies in the US including the Association for Talent Development, the eLearning Guild, and Training magazine, as well as to private clients. Dr. Quinn has also delivered his games workshop in Australia, Taiwan, Colombia, and India.

Differentiation
Dr. Quinn’s deep background and broad experience, combined with a personable style, mean you get an authoritative yet engaging presentation.

Associated Opportunities
A PDF workbook to accompany the event includes appropriate slides with places for notes. This can be printed at the organizer’s discretion.

Arrangements can be made for sales of the book through Wiley.
**Arrangements**

The workshop finalization can commence upon signing a contract, and scheduling and travel arrangements can be made upon receipt of the retainer.

The organizer is responsible for providing the venue, consumables including beverages, snacks, and meals for the attendees.

**Timing**

This workshop has been delivered as a full day and two-day workshop. The former has less opportunities for interaction and consequent comprehension, but covers the material such that attendees can leave with effective skills.

**Equipment**

A projector with either VGA or HDMI input.

Audiences are limited to 40 attendees.

**Bio**

Clark Quinn, Ph.D., helps Fortune 500, government, not-for-profit, and educational organizations align technology with how we think, work, and learn. He integrates creativity, cognitive science, and technology to develop award-winning online content, educational computer games, and websites, as well as adaptive, mobile, and performance support systems. After an academic career, Dr. Quinn has served as an executive in elearning initiatives and has an international reputation as a speaker and scholar, with four books and numerous articles and chapters. He was awarded the eLearning Guild’s *Guild Master* award in 2012. Dr. Quinn consults through Quinnovation, tweets as @quinnovator and blogs at learnlets.com.

**Fees:**

US$8000 plus expenses as a one-day workshop ($10000 for two days), delivered as a $3000 retainer and $5000 upon delivery of the presentation (3000/7000 for two). Expenses are invoiced with the final payment.

The price includes topic negotiation, audience analysis, presentation customization, preparation, and any travel arrangements not handled by the organizers.

**Contact**

[info@quinnovation.com](mailto:info@quinnovation.com)

+1-925-200-0881