The Conference on Meaningful Gamification

2016 April 15
8:30am–2pm
**Center for Tomorrow
University at Buffalo**

A full day dedicated to the application of Meaningful Gamification to learning contexts

Be there for the first SUNY conference devoted to the subject of gamification.

This event will bring together gamification scholars, researchers, and enthusiasts, from across the Northeast to discuss the benefits of gamification in education.

Gamification is an alternative engagement strategy that uses game mechanics, dynamics, and frameworks with the aim of encouraging desired behaviors. Research on the use of game-design elements in the field of education indicates a potential for gamification to promote motivation and student engagement.

Conference activities will include talks from leading gamification researchers and a hands-on workshop to help participants to develop their own gamified activities.

Schedule

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Center for Tomorrow University at Buffalo

8:30-9:00 **Check-in and Continental Breakfast**

9:00-9:15 **Opening remarks**
Jaekung Lee, Dean of Graduate School of Education
University at Buffalo

9:15-10:00 **Scott Nicholson**
Avoiding the Junk Food of Rewards:
Cooking and Motivating Healthily with a RECIPE for Meaningful Gamification

10:00-10:45 **Fred Aebli**
Gamifying a Terror Plot

10:45-11:00 **Break**

11:00-11:45 **Sam Abramovich**
Why would I want to earn Points, Levels, or Badges?:
Gamification for Motivation, Feedback, and Credentialing

11:45-12:00 **Closing remarks**

12:00-12:30 **Lunch for workshop participants**

12:30-2:00 **Workshop**

Speakers

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Scott Nicholson
Wilfrid Laurier University

Dr. Scott Nicholson is Professor and Director of the Game Design and Development program at Wilfrid Laurier University in Brantford, Ontario, Canada. He also directs the Brantford Games Network and the BGNlab, which brings together students, gamers, community members, game companies, and organizations that support learning to create transformative games. His primary research areas are escape rooms and other live-action games that bring people together for educational or team-building purposes and other forms of meaningful gamification.

Fred Aebli, M.A.
Pennsylvania State University

Fred Aebli is a 1991 alumni of Penn State University where he acquired a degree in Science with a Computer Science/Math Option. Upon graduation, he was commissioned a Second Lieutenant United States Marine Corps. While serving on active duty in various locations worldwide, he obtained his Master Degree in Computer Resource Management from Webster University at St Louis.
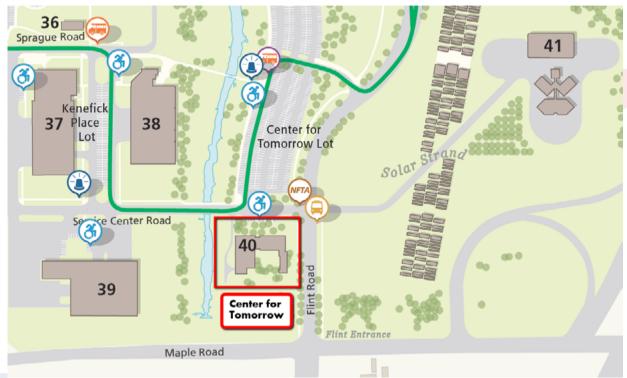
Sam Abramovich, Ph.D.
University at Buffalo

Sam Abramovich is an Assistant Professor in the Graduate School of Education at the University at Buffalo. His research is devoted to finding and understanding the learning opportunities between the intersection of the Learning Sciences and Emerging Technology. Shortly after graduating from the University of Pittsburgh with a Ph.D. in Learning Science and Policy, Sam was named a recipient of an Edmund W. Gordon MacArthur Foundation/ETS Fellowship. Prior to earning his Ph.D., Sam was a researcher at Johns Hopkins University in Baltimore, MD, a technology coordinator for the Rashi School in Newton, MA, and a serial dot-commer.

Directions

Directions to the Center for Tomorrow:

Entering via Flint Road entrance (off Maple Road), make the first left onto Service Center Road. The Center for Tomorrow is on the corner to your left, parking is on the right.

Thank You!

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University at Buffalo**

UB Graduate School of Education
University at Buffalo *The State University of New York*

The Conference on Meaningful Gamification is planned by a collaborative research group from the University at Buffalo, Graduate School of Education. MeGa (Meaningful Gamification), is committed to disseminating effective strategies for applying gamification to learning contexts, and to providing a means to support faculty members (and others) who investigate, implement, and seek more information on gamified course elements.