

Gamification: Making English Learning Fun

10:30	Registration Networking & Refreshments		
11:00	Opening Ceremony (<i>welcome, introduction of plenary speaker</i>)		
11:15	Plenary Session: <i>Understanding Gamification - Peadar Callaghan</i>		
12:30	Lunch Break		
1:30	<i>Designing Better Classroom Activities Through a Playcentric Approach - Peadar Callaghan</i>	<i>Implementation of interactive software via PowToon and Memrise - John Bedford</i>	<i>Does gamification improve student learning outcomes? What does and doesn't work for students - Kimberly Hogg</i>
2:15	Refreshments Break		
2:30	<i>Command and Conquer Classroom Management - Wayne Finley</i>	<i>Using tech in the classroom: Improving the experience for students and teachers - Paul Lawley-Jones</i>	Opportunities for Observation and Research in the Classroom - Chris Miller
3:15	Refreshments Break		
3:30	<i>Alternate Reality Games in Education - Paul Starr</i>	<i>Tech Tools to Galvanize Your Games - Lindsay Herron</i>	<i>Show me your badge - Electronic rewards for academic achievements - Dan Bailey</i>
4:15	Refreshments Break		
4:25	Closing Ceremony (<i>speaker appreciation, door prizes, announcements</i>)		