

New Designs for Learning: GAMES AND GAMIFICATION

A symposium cosponsored by
UMUC's Center for Innovation in Learning and Student Success
and USM's Kirwan Center for Academic Innovation

Thursday, September 29, 2016

College Park Marriott Hotel & Conference Center

**Featuring Dr. Karl Kapp
Bloomsburg University**

Karl Kapp, Ed.D. is an Instructional Technology Graduate Professor at Bloomsburg University. He is a consultant and author of numerous books, including *The Gamification of Learning and Instruction: Game-based Methods and Strategies for Training and Education*. His research, writing, consulting, and speaking engagements examine the convergence of learning, technology, and business operations focused in the area of games and gamification. He is also a Lynda.com author of several courses including "The Gamification of Learning" and he has served as a Co-PI on NSF and NIH grants related to games and simulations. Find out more about Karl at www.karlkapp.com.



**Registration will open in late August, 2016.
To receive notification, join our mailing list at
<http://tinyurl.com/jcl9ywl>**