



Gaming Association of Manitoba Educators

6AME – Revenge of the Sixth: This Time, it’s a Game Changer!

Conference Location:

Windsor Park Collegiate, 1015 Cottonwood Road, Winnipeg, MB

Conference Date and Time:

Thursday, October 24, 2024 - 6:00 pm - 10:00 pm

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Friday, October 25, 2024 - 8:30 am - 3:30 pm

General Program Outline:

October 24

- 6:00 p.m. to 10:00 p.m.
- Pizza and drinks provided
- Social evening of gaming
- \$5.00 cost

October 25

- 7:45-8:30 Registration
- 8:30-8:45 Welcome and Introductions
- 8:45-10:15 Keynote – Designing Games for Change: A Game Plan for Educators
- 10:15-10:30 Break
- 10:30-11:30 AM Breakout Sessions
- 11:30-1:00 Lunch Provided – Wellness Promotion through Open Gaming
- 1:00-2:00 PM 1 Breakout Sessions
- 2:00-2:15 Break
- 2:15-3:15 PM 2 Breakout Sessions
- 3:15-3:30 Final Thoughts/Prizes

Keynote

Session Title: **Designing Games for Change: A Game Plan for Educators**

Presenter's Name: Mary Elizabeth Pearson & Brendon Trombley

Grade Level(s): K-12

Session Description:

Games and game design can help build critical skills like collaboration, systems thinking, creative problem solving, and design thinking. This keynote will introduce educators to the global work of Games for Change (G4C), its flagship game design program for students, and the G4C Learn curricula and professional development opportunities. Educators will practice using tools and mindsets game designers use, and will walk away with tools and strategies to teach students how to design analog and digital games for social change. This keynote will inspire the audience to integrate play, design, and game-based learning experiences to empower students as agents of change and drivers of their own learning.

Presenter Bio:

Mary Elizabeth Pearson - Director of Curriculum and Professional Development, G4C Learn



Mary Elizabeth is the Director of Curriculum and Professional Development for G4C Learn, bringing over 25 years of experience in education. She began her career as an elementary educator and has since taught at various levels, including middle school, high school, and university, both in Washington State and internationally. Mary Elizabeth has lived and worked in Athens, Greece, and Merida, Mexico, and has trained educators globally in technology and game-based learning. Her career includes roles as an instructional coach, where she developed programs to enhance instructional technology and build skills and confidence among students and staff. As the Director of Technology for the Marysville School District, she led initiatives that

integrated technology within a large educational system. Mary Elizabeth's recent focus is on creating learning opportunities that integrate gaming into classrooms, particularly through Minecraft Education. She excels at fostering instructional conversations around game-based learning design, driving pedagogical shifts, and achieving deeper learning outcomes for students.

Brendon Trombley - Lead Game Designer, Games for Change



Brendon is the Lead Game Designer at Games for Change. He is a seasoned designer of learning games and interactive educational experiences. Harnessing the power of play, he creates work that engages and inspires, making learning natural and joyful for users of all ages. He graduated from the New Media Design program at Rochester Institute of Technology in 2008 and has been in playful education since. He has produced many innovative learning experiences for the classroom and beyond alongside leading organizations such as Games for Change, Institute of Play, Quest to Learn, BrainPOP, and Boys and Girls Clubs of America.

Conference Format

After the keynote, the day is divided into three breakout session time slots. We offer various session lengths to accommodate different interests and schedules:

- **Full Day Sessions:** These sessions span all three time slots, providing an in-depth exploration of the topic. (AD)
- **Double Sessions:** These sessions cover two consecutive time slots, offering a comprehensive yet concise learning experience. (B)
- **Single Sessions:** These are one-time slot sessions available in the morning (AM), early afternoon (PM 1), and late afternoon (PM 2), perfect for those looking for a brief but impactful session.

Dietary restrictions can only be fulfilled if registered by October 18, 2024.

Additionally, open gaming sessions will be available in the gym throughout the day. Game store vendors will also be on-site, offering guidance and hosting informal sessions for attendees.

- Conference and Membership Fees -

GAME Conference Fee	\$100
GAME Conference & Membership Fee	\$100
GAME Student Conference & Membership Fee	\$100
GAME Membership Fee	\$20*

* We are not accepting "membership-only" purchases during the registration period for MTS PD Day. If you would like to purchase or renew your membership without attending the conference, please visit us on or after November 1, 2024.

Cancellation Policy: Full refunds will be issued until **October 18, 2024**.

If you need Conference Information, please email Mike Heilmann at michael.heilmann@lrsd.net

If you need Registration Information, please email Kaitlyn Kriss at kaitlyn.kriss@sjasd.ca

Full Day Session

AD1		
Name of session: Create Your Own Video Game		
Presenters: Fabrice Siaux		
Grade level range: 4 to 8	Category of presentation: Game Design	Time: All Day Session – spans all three breakout sessions
<p>Session Description:</p> <p>Using simple block coding, participants will learn how to code an 8-bit retro style video game. The sessions will go over creating a main character, enemies, level design, music and art using the website Makecode Arcade. Block coding will be the primary tool which is an easy introduction to coding. This link will give participants an idea as to what a finished project can look like:</p> <p>https://arcade.makecode.com/S74183-03181-61155-40799</p> <p>The goal is to leave with the skills necessary to teach students how to make their own video game and present it to the class.</p> <p>Participants MUST bring their own laptop with a charger since we'll be using computers all day.</p>		

Double Sessions

B01 Title of Session: How to Start a School Miniature Painting Club		
Presenters: Leif Doerksen		
Grade level range: 7 to 12	Category of presentation: Board Games	Time: 10:30 am - 11:30 am; break for lunch and back for 1:00 pm - 2:00 pm
<p>Session Description:</p> <p>I had been painting miniatures for several years, and often had miniatures around my classroom. Two years ago, some of my students asked me to teach them how. So I tracked down figures, paints, and started up the club. In this session, you will get a chance to paint and take home miniatures of your own along with ideas and resources to get a club started up at your school.</p> <p>\$5.00 additional charge to cover costs</p>		

B02 Title of session: I Know How to Roll, Role, and Play. Now What?		
Presenters: Brent Schmidt		
Grade level range: K to 12	Category of presentation: Gamification	Time: 10:30 am - 11:30 am; break for lunch and back for 1:00 pm - 2:00 pm
<p>Session Description:</p> <p>If you are a gamer, know how to play D&D and role-play, or love board games, but struggle with how use these implement these in the classroom, this session is for you! Learn how to use what you already know and are passionate about to create amazing learning experiences for your students. But after the fun, what can you do with it? Often this engagement can lead to inquiry, project-based learning, and events to showcase what students create. Come learn in this hands-on workshop about how to use story to drive your lessons, weave in the gameplay elements YOU want, and maybe even come up with an amazing classroom project where students are active co-creators in their learning.</p>		

<p>B03 Title of session: Game Design Speed Dating</p>		
Presenters: Shannon Mulvey and Brett Geisel		
Grade level range: 4 to 8	Category of presentation: Game Design	Time: 1:00 pm - 3:15 pm
<p>Session Description:</p> <p>The session begins with demonstrating the different ways that we have designed and applied game-based learning in grade 5 - 12 classrooms. These include cross-curricular simulations where students create a character and write about the obstacles they face, board games created with specific essential outcomes in mind as well as card collection games. After quickly demonstrating the games we have created, participants will have the time to work on a game-based learning activity on their own or with a group.</p>		

<p>B04 Title of session: Werewolf as a Debate</p>		
Presenters: Analee Pangan		
Grade level range: 4 to 12	Category of presentation: Roleplaying Games	Time: 1:00 pm - 3:15 pm.
<p>Session Description:</p> <p>Looking for engagement in your classroom? This game allows for passive and active student participation all while teaching skills on negotiation, debate, and persuasion. Ideas for journal entries, exit slips, different debate options and creative role-playing will be discussed.</p>		

AM Sessions

AM01		
Name of session: A Curriculum of Cards - How Trading Card Games Engage with Learning		
Presenters: Cayleigh Kitchur		
Grade level range: 4 to 12	Category of presentation: Trading Card Games	Time: 10:30 am – 11:30 am
Session Description: Since Magic: The Gathering's release over 30 years ago, many Trading Card Games have grown to become staples across the gaming landscape. In this presentation, I showcase the creative ways TCGs encourage students to engage further with classroom subjects including mental math, complex reading comprehension, and more!		

AM02		
Title: Green New World (A Climate Change Simulation game for the whole classroom)		
Presenters: Josh Bergmann		
Grade level range: 4 to 12	Category of presentation: Board Games	Time: 10:30 am – 11:30 am
Session Description: Participants will play Green New World, a game designed by me with the help of my middle school students, in which teams communicate with each other to balance short- and long-term goals of saving humanity from climate change.		

<p>AM03</p> <p>Name of session: Establishing a School Tabletop Club</p>		
<p>Presenters: Kay and Sarah Wojnarski</p>		
<p>Grade level range: 4 to 12</p>	<p>Category of presentation: Board Games</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>Are you interested in starting a Tabletop Club at your school might not know where to start? In this session, we will discuss different aspects of implementing and managing a Tabletop Club in any school, from organizing meetings and events, deciding on what games to play, offering competitive play via tournaments, obtaining free resources from companies, establishing connections with local suppliers, creating club-themed merchandise, and more. Learn about ways to encourage participation and awareness of your school Tabletop Club (or D&D, or Magic, etc.) by creating an identity for your club that will make students eager to attend!</p>		

<p>AM04</p> <p>Title of session: Esports 101 – Getting Started</p>		
<p>Presenters: Nathan Koblun</p>		
<p>Grade level range: K to 12</p>	<p>Category of presentation: E-sports</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>The Manitoba School E-sports Association’s (MSEA) introductory session is designed to educate current and future e-sports coaches about the world of scholastic e-sports. Participants will learn about the basics of e-sports, including popular games, the structure of tournaments in MB, and the skills required to succeed. The session aims to foster a supportive community, encourage teamwork, and highlight the educational and career opportunities within the e-sports industry.</p>		

<p>AM05 Title of session: Gaslands</p>		
<p>Presenters: Jim Alexander</p>		
<p>Grade level range: K to 12</p>	<p>Category of presentation: Miniature gaming</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>Gaslands is a post-apocalyptic table top game that uses fast cars and various strategies to achieve victory. Players create and control cars (Mad Max, Death Race 2000, Twisted Metal, etc.) and race them along a course fending off other players. This game can be played as a one off or as a larger campaign.</p> <p>Skills practiced – Measurements, vehicle physics - momentum, velocity, and vehicle control and strategy.</p>		

<p>AM06 Title of session: Introduction to Magic the Gathering</p>		
<p>Presenters: Pat Koslowsky-Wiebe</p>		
<p>Grade level range: 4 to 12</p>	<p>Category of presentation: Trading Card Games</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>Come learn the basics of how to play Magic the Gathering and the benefits of the game in a middle years setting.</p>		

<p>AM07 Title of session: Learning and Running a Rocket League Team</p>		
<p>Presenters: Benchmen Trieu with students: John D., Jordan K., Rance C., Jaime P.</p>		
<p>Grade level range: 4 to 12</p>	<p>Category of presentation: E-Sports</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>Rocket League is a growing eSport with tons of interest in the MSEA. If you're interested in starting up a school team or wanting to learn more about coaching a Rocket League team, this is the session for you. Come learn how to play, develop an appreciation for the game, and see strategies that you can bring back to your group. Both beginner and experienced players are welcome to join.</p>		

AM08 Name of session: Life is but a game		
Presenters: Jared Thorklakson		
Grade level range: 4 to 8	Category of presentation: Roleplaying Games	Time: 10:30 am – 11:30 am
<p>Session Description:</p> <p>Looking at the value of role-playing to students and how to integrate it into both our curriculums and classroom management.</p> <p>With the demise of Classcraft, I have been working on a system of using RPG mechanics for classroom motivation and organization. I will share what I have come up with so far and there will be time to brainstorm and discuss how to best implement it. I will also talk about which TTRPG systems are easiest to adapt for classroom use (Hint: It's not Dungeons and Dragons.)</p>		

AM09 Title of session: Make your own Game - from Publisher to PUBLISHED		
Presenters: Barrette Plett		
Grade level range: K to 12	Category of presentation: Game Design	Time: 10:30 am – 11:30 am
<p>Session Description:</p> <p>Do you have great game ideas and would like to get them professionally published? This workshop will show you how to design and publish your own game for school or personal use. The presentation will show you how to design and prepare a game for professional-grade publish-on-demand through the Game Crafter. This workshop is best-suited for educators who already have game ideas that they'd use in their classrooms.</p>		

AM10 Title of session: Open GAMEing		
Presenters: Self Directed		
Grade level range: K to 12	Category of presentation: Board Games	Time: 10:30 am – 11:30 am
<p>Session Description:</p> <p>Take an hour in the gym to explore games with other participants.</p>		

AM11

Title of session: Social Emotional Learning for Students with Additional Needs using E-Sports

Presenters: Tyler Muntain

Grade level range:
K to 12

Category of presentation:
E-sports

Time:
10:30 am – 11:30 am

Session Description:

Student Services, Elementary, Middle, and High School Teachers, THIS IS FOR YOU.

Learn about how I used my passion for E-sports to help set up and run an after school programs, lunch time exploration, and in class learning with students who have a cognitive disability.

In this presentation I will talk about how I used real life interests to give students a safe place to practice their social emotional skills. Learn to deal with winning, loosing, taking turns, game selection, overstimulating environments, communicating with others, and so much more.

I will also give real life examples, share my struggles, successes, and how you can get started in your own school the very next day, or how to convince your admin to let you spend money on video games to help benefit school.

AM12

Name of session: The Neighborhood: Roleplaying a Community

Presenters: Scott Plantje

Grade level range:
9 to 12

Category of presentation:
Gamification

Time:
10:30 am – 11:30 am

Session Description:

Budget for life in The Neighborhood! The Neighborhood is an RPG-lite designed to engage students in Essential Math with the basic skills needed to properly budget for their lives while also letting you raise the challenge level as needed in the moment for each individual student. Nothing particularly revolutionary but come and grab some free materials, roleplay as a nature preserve owner, and maybe commit some light fraud while you're at it.

Note: though it is designed for Essential Math, it could be utilized at any level.

<p>AM13</p> <p>Name of session: Using Roleplaying Games to Explore the ELA curriculum.</p>		
<p>Presenters: Mark Lebar</p>		
<p>Grade level range: 9 to 12</p>	<p>Category of presentation: Roleplaying Games</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>Using games like <i>The Quiet Year</i>, <i>Dialect</i>, <i>Alice is Missing</i> and <i>Coyote and Crow</i>, teachers can explore the 4 categories of the ELA curriculum by looking at how language is created, used and interpreted in these collaborative tabletop games and, by extension, the world we live in.</p>		

<p>AM14</p> <p>Title of session: What is the Hidden Curriculum in Poverty Simulators?</p>		
<p>Presenters: Andrew Brown</p>		
<p>Grade level range: 4 to 12</p>	<p>Category of presentation: Diversity and Inclusion</p>	<p>Time: 10:30 am – 11:30 am</p>
<p>Session Description:</p> <p>The United Way's <i>Make the Month</i> and Kosha Bramesfeld's <i>C'est la Vie</i> are online poverty simulators. Teachers use such simulators in various educational contexts to challenge students' perspectives about living with low-income. By comparing the two simulators, this session will explore discrete messages about equity that may or may not be helpful when discussing poverty through simulators. This session will also feature a hands-on experience with <i>C'est La Vie</i>.</p>		

PM 1 Sessions

PM1 01 Title of session: Assessing Learning Outcomes and Ungrading Through Game Design		
Presenters: Ezra Reimer		
Grade level range: 9 to 12	Category of presentation: Diversity and Inclusion	Time: 1:00 pm - 2:00 pm
Session Description: This session examines concrete ways to rework assessment and learning strategies for a neurodivergent classroom using learning outcomes and ungrading that will make the experience more successful for all students. Ezra will be using the framework of his 2D platformer game design project to show how each adaptation is implemented and how it addresses specific learning challenges.		

PM1 02 Title of session: Coaches Guide to Fortnite and Valorant		
Presenters: Melissa Burns		
Grade level range: 9 to 12	Category of presentation: E-Sports	Time: 1:00 pm - 2:00 pm
Session Description: Coaching Valorant and Fortnite with the Manitoba School Esports Association is a dynamic session tailored for educators eager to learn or enhance their skills in these popular games. Explore game mechanics, strategies, and teamwork while delving into essential aspects such as map awareness, communication, and role-specific tactics. Learn to analyze gameplay to identify areas for improvement and develop training routines for your teams. This coaching experience aims to build your knowledge and confidence in these dynamic e-sports titles.		

PM1 03 Title of session: Collaborative Dungeons and Dragons Experiences from the Manitoba Educator's Roleplaying Council		
Presenters: Jonah Simmonds		
Grade level range: 4 to 12	Category of presentation: Roleplaying Games	Time: 1:00 pm - 2:00 pm
Session Description: This session will relay the accomplishments of MERC from our event last year and attempt to build our membership. New ideas will be pitched as well as discussion on how to improve previous programming to reach a wider student base.		

PM1 04 Name of session: Coyote and Crow		
Presenters: Jared Thorklakson		
Grade level range: 4 to 12	Category of presentation: Roleplaying Games	Time: 1:00 pm - 2:00 pm
Session Description: Introduction to the Roleplaying game Coyote & Crow - a game where the world is untouched by colonization. I like this game as a way of introducing indigenous ways of being to my students while still covering all the outcomes that a role-playing game covers. We will look at how a non-indigenous teacher can respectfully share this game with students and where it can connect with curriculum outcomes.		

PM1 05 Title of session: Fortnite in the Classroom		
Presenters: Kay Wojnarski and Alison Adachi		
Grade level range: 4 to 12	Category of presentation: Gamification	Time: 1:00 pm - 2:00 pm
Session Description: You have probably heard of Fortnite, the worldwide video game sensation developed by Epic Games and released in 2017. Since that time, Fortnite has evolved into a massive platform that offers a vast array of free learning tools for students to use in a classroom setting, including the vast and inspiring Creative Mode, the Unreal Engine for Fortnite for game coding, and LEGO Fortnite's all-ages sandbox mode. We will discuss the benefits of using Fortnite as a classroom tool and how to connect students to Fortnite on nearly any device before jumping into Fortnite Creative together on provided devices for some hands-on experience		

PM1 06 Title of session: Gaslands		
Presenters: Jim Alexander		
Grade level range: K to 12	Category of presentation: Miniature gaming	Time: 1:00 pm - 2:00 pm
Session Description: Gaslands is a post apocalyptic table top game that uses fast cars and various strategies to achieve victory. Players create and control cars (Mad Max, Death Race 2000, Twisted Metal, etc.) and race them along a course fending off other players. This game can be played as a one off or as a larger campaign. Skills practiced – Measurements, vehicle physics - momentum, velocity, and vehicle control and strategy.		

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Presenters: Pat Koslowsky-Wiebe		
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Presenters: Benchmen Trieu with students: John D., Jordan K., Rance C., Jaime P.		
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PM1 09 Title of session: Make your own Game - from Publisher to PUBLISHED		
Presenters: Barrette Plett		
Grade level range: K to 12	Category of presentation: Game Design	Time: 1:00 pm - 2:00 pm
Session Description: Do you have great game ideas and would like to get them professionally published? This workshop will show you how to design and publish your own game for school or personal use. The presentation will show you how to design and prepare a game for professional-grade publish-on-demand through the Game Crafter. This workshop is best-suited for educators who already have game ideas that they'd use in their classrooms.		

PM1 10 Title of session: Open GAMEing		
Presenters: Self Directed		
Grade level range: K to 12	Category of presentation: Board Games	Time: 1:00 pm - 2:00 pm
Session Description: Take an hour in the gym to explore games with other participants.		

PM1 11 Title of session: Passages: an Awareness Game Confronting the Plight of Refugees		
Presenters: Norm Froemel, Paul Connor and Neil Klassen		
Grade level range: 7 to 12	Category of presentation: Simulation Game	Time: 1:00 pm - 2:00 pm
Session Description: Passages is a simulation game that was created by the United Nations Commissioner for Refugees. This simulation game is designed to foster a better understanding of the problems that refugees face in everyday life. Teachers will be given the tools and resources to run this simulation in their own classrooms. This is perfect for any classroom that is discussing human rights, global interdependence, current issues with historical connections. Great for Social Studies and English outcomes.		
PM1 12 Title of session: Pokemon Go Club		
Presenters: Connie Fernandez		
Grade level range: 4 to 12	Category of presentation: Augmented Reality	Time: 1:00 pm - 2:00 pm
Session Description: Learn how to set up a successful Pokemon Go Club. We will discuss setting expectations, communication with parents through permission forms, data accommodations, volunteers, and areas of the game to focus.		

PM1 13 Title of session: E-sports & Livestreaming		
Presenters: James Young		
Grade level range: K to 12	Category of presentation: E-Sports	Time: 1:00 pm - 2:00 pm
Session Description: "Start Streaming" Growing your E-sports program doesn't just mean focusing on your players, it also means building a culture of support and pride in your school and community. Livestreaming your matches to the student body and to families is a simple and effective way to increase visibility and interest in your program. This Manitoba School Esports Association session empowers you and your students to share their gaming experiences and build a community around their passion for e-sports. Participants in "Start Streaming" will learn the fundamentals of setting up a live stream, including the necessary equipment, software, and platforms. "Start Streaming" will also cover basic online safety. Concepts around maintaining an audience and best practices for engagement will be touched on, but the focus will largely be on the mechanics of streaming. While the focus of this session will be around streaming E-sports content, the skills learned can also be used to live stream and record traditional athletics, school events, and classroom content.		

PM1 14 Name of session: Tabletop Minis and School Clubs		
Presenters: Bud Kehler		
Grade level range: 4 to 12	Category of presentation: Tabletop Miniatures	Time: 1:00 pm - 2:00 pm
Session Description: Running clubs in school based around tabletop miniature games has given students the opportunity to be involved in the school community without having to be on a sports team or in the school drama. The session will talk about the benefits of the school club, which game might be best for you, and tips for getting your own students painting and playing.		

PM1 15

Name of session: Using Roleplaying Games to Explore the ELA curriculum.

Presenters: Mark Lebar

Grade level range:
9 to 12

Category of presentation:
Roleplaying Games

Time:
1:00 pm - 2:00 pm

Session Description:

Using games like The Quiet Year, Dialect, Alice is Missing and Coyote and Crow, teachers can explore the 4 categories of the ELA curriculum by looking at how language is created, used and interpreted in these collaborative tabletop games and, by extension, the world we live in.

PM 2 Sessions

PM2 01		
Name of session: A Curriculum of Cards - How Trading Card Games Engage with Learning		
Presenters: Cayleigh Kitchur		
Grade level range: 4 to 12	Category of presentation: Trading Card Games	Time: 2:15 pm - 3:15 pm
Session Description: Since Magic: The Gathering's release over 30 years ago, many Trading Card Games have grown to become staples across the gaming landscape. In this presentation, I showcase the creative ways TCGs encourage students to engage further with classroom subjects including mental math, complex reading comprehension, and more!		

PM2 02		
Title of session: Assessing Learning Outcomes and Ungrading Through Game Design		
Presenters: Ezra Reimer		
Grade level range: 4 to 12	Category of presentation: Diversity and Inclusion	Time: 2:15 pm - 3:15 pm
Session Description: This session examines concrete ways to rework assessment and learning strategies for a neurodivergent classroom using learning outcomes and ungrading that will make the experience more successful for all students. Ezra will be using the framework of his 2D platformer game design project to show how each adaptation is implemented and how it addresses specific learning challenges.		

PM2 03 Name of session: Bringing Magic: The Gathering to School		
Presenters: Kay & Sarah Wojnarski		
Grade level range: 4 to 12	Category of presentation: Card Games	Time: 2:15 pm - 3:15 pm
Session Description: Magic the Gathering, the world's first collectible card game and international phenomenon, has hooked over 50 million players worldwide for over 30 years. In this session, we will discuss the benefits of bringing Magic: the Gathering to your school by talking about how to introduce Magic to your students, the basic rules and colour wheel, different styles of play from Standard to Commander, finding resources to help your club get started, organizing tournaments, connecting with other schools, and more. We will also offer a hands-on play session for newcomers to the game using beginner-friendly Welcome Decks, and lists of resources to encourage your playgroup to grow and thrive. Experienced players are welcome to continue ramping up their knowledge as well!		

PM2 04 Title of session: Collaborative Dungeons and Dragons Experiences from the Manitoba Educator's Roleplaying Council		
Presenters: Jonah Simmonds		
Grade level range: 4 to 12	Category of presentation: Roleplaying Games	Time: 2:15 pm - 3:15 pm
Session Description: This session will relay the accomplishments of MERC from our event last year and attempt to build our membership. New ideas will be pitched as well as discussion on how to improve previous programming to reach a wider student base.		

PM2 05 Title of session: Esports 101 – Getting Started		
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Grade level range: K to 12	Category of presentation: E-sports	Time: 2:15 pm - 3:15 pm
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PM2 08 Title of session: Open GAMEing		
Presenters: Self Directed		
Grade level range: K to 12	Category of presentation: Board Games	Time: 2:15 pm - 3:15 pm
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Grade level range: 4 to 12	Category of presentation: Augmented Reality	Time: 2:15 pm - 3:15 pm
Session Description: Learn how to set up a successful Pokemon Go Club. We will discuss setting expectations, communication with parents through permission forms, data accommodations, volunteers, and areas of the game to focus.		

PM2 11		
Title of session: Social Emotional Learning for Students with Additional Needs using E-Sports		
Presenters: Tyler Muntain		
Grade level range: K to 12	Category of presentation: E-sports	Time: 2:15 pm - 3:15 pm
<p>Session Description:</p> <p>Student Services, Elementary, Middle, and High School Teachers, THIS IS FOR YOU.</p> <p>Learn about how I used my passion for E-sports to help set up and run an after school programs, lunch time exploration, and in class learning with students who have a cognitive disability.</p> <p>In this presentation I will talk about how I used real life interests to give students a safe place to practice their social emotional skills. Learn to deal with winning, loosing, taking turns, game selection, overstimulating environments, communicating with others, and so much more.</p> <p>I will also give real life examples, share my struggles, successes, and how you can get started in your own school the very next day, or how to convince your admin to let you spend money on video games to help benefit school.</p>		

PM2 12		
Title of session: E-sports & Livestreaming		
Presenters: James Young		
Grade level range: K-12	Category of presentation: E-Sports	Time: 2:15 pm - 3:15 pm
<p>Session Description:</p> <p>"Start Streaming"</p> <p>Growing your E-sports program doesn't just mean focusing on your players, it also means building a culture of support and pride in your school and community. Livestreaming your matches to the student body and to families is a simple and effective way to increase visibility and interest in your program. This Manitoba School Esports Association session empowers you and your students to share their gaming experiences and build a community around their passion for e-sports Participants in "Start Streaming" will learn the fundamentals of setting up a live stream, including the necessary equipment, software, and platforms. "Start Streaming" will also cover basic online safety. Concepts around maintaining an audience and best practices for engagement will be touched on, but the focus will largely be on the mechanics of streaming. While the focus of this session will be around streaming E-sports content, the skills learned can also be used to live stream and record traditional athletics, school events, and classroom content.</p>		

PM2 13 Name of session: Tabletop Minis and School Clubs		
Presenters: Bud Kehler		
Grade level range: 4 to 12	Category of presentation: Tabletop Miniatures	Time: 2:15 pm - 3:15 pm
Session Description: Running clubs in school based around tabletop miniature games has given students the opportunity to be involved in the school community without having to be on a sports team or in the school drama. The session will talk about the benefits of the school club, which game might be best for you, and tips for getting your own students painting and playing.		

PM2 14 Title of session: What is the Hidden Curriculum in Poverty Simulators?		
Presenters: Andrew Brown		
Grade level range: 9-12;4-8	Category of presentation: Diversity and Inclusion	Time: 2:15 pm - 3:15 pm
Session Description: The United Way's <i>Make the Month</i> and Kosha Bramesfeld's <i>C'est la Vie</i> are online poverty simulators. Teachers use such simulators in various educational contexts to challenge students' perspectives about living with low-income. By comparing the two simulators, this session will explore discrete messages about equity that may or may not be helpful when discussing poverty through simulators. This session will also feature a hands-on experience with <i>C'est La Vie</i> .		