Trade Day Events - 2023

Title	Description	Time
Keynote: Playful Learning: Working Collaboratively With Educators, Librarians, & Retailers	Jamie Mathy of Red Raccoon Games discusses how his store works with both public libraries and schools in promoting Playful Learning. Learn how expectations can be set and met for all involved and how you can incorporate this into your own unique situation. Playful Learning is the use of cognitive abilities, language(s), and fine motor skills to engage in social interaction in primary education.	9:00 AM
Starting A Gaming Club	D&D is the zeitgeist. Tips and tricks for starting and running a gaming club, considerations including system and violence, and a chance to discuss with others their successes and struggles.	10:00 AM
Raising Staff Morale Through Gaming	Looking to raise morale? Learn a variety of different games and ideas that you can implement in your building!	10:00 AM
Learning Bitcoin Through Games - A Gameschooling Case Study	Curious how to incorporate games into education? Learn how to make it work with this interactive session with the designer/author as he walks through his game+book journey.	10:00 AM
Introducing the Games and Fandom Enterprise Network	An overview of the research and work done by the Games & Fandom Enterprise Network (GAFEN); a not-for-profit research institute dedicated towards producing entrepreneurial research in games & fandom.	10:00 AM
Teachers Play TTRPGS Too!	Organizing a school TTRPG club is tricky and involves some creativity with storylines, materials, and structure. Now is your chance to play as a student in a TTRPG club would play; start to finish!	10:00 AM
All Work & No Play Makes Jack A Dull Boy: Gaming In Higher Education	A discussion on how educators can use gaming to increase student engagement & highlight the use of specific games in several different management courses as experiential learning activities.	10:00 AM
Gaming in Libraries: Bridging the Gap	We will explore the ways in which gaming can act as a bridge to alleviate the educational disparity amongst young adults. Focusing on fostering literacy and encouraging social and emotional growth.	10:00 AM
I Declare War!!!	How to turn your classroom into a medieval battlefield. Use physical science i.e. simple machines, greek fire, etc. to add context and story to the teaching of science. #EDUrpg	10:00 AM
Starting a Game Club	Have you ever wanted to start a game club at your school, library, or business? Let us give you some tips and tricks for game clubs and D&D clubs.	10:00 AM
The Basics of Starting a Gaming Group	What are the basics needed for a game program? Includes board, card, RPG, & video games! We'll go over the ins/outs of setting up a program, including supplies, staffing needs, & other considerations.	10:00 AM
Where to Start: the Top Ten Books in Educational Gaming Literature	Dr. Heidenreich will discuss the most important books for those interested in educational gaming. A reading list with a link to an online annotated bibliography will be provided to attendees.	10:00 AM

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What Education Can Take from Business	This session will showcase examples of how to incorporate business principles into your lessons, projects, and class design, helping you create structured, engaging experiences for your own classroom.	10:00 AM
Bringing NASA Science and Technology Down to Earth	Throughout the years, NASA has pioneered amazing advancements in science and technology. Join me as I take you through my journey of bringing these advancements down to Earth through games and apps.	10:00 AM
Running Inclusive & Safe TTRPGs For Youth Players	Real-world advice to create an inclusive and safe gaming space where shy, marginalized kids feel comfortable putting themselves out there and create a world where they see themselves represented.	10:00 AM
Adding Cooperation & Competition To Your Lessons Using Escape Boxes	Escape boxes are an engaging and exciting way to review & introduce concepts & skills while working on cooperation, problem solving, & communication skills. Try out an escape box for your classes.	10:00 AM
Paintbrush & Upcoming Game/Product Demonstrations	Come by for an exclusive preview of our latest releases, get some free samples, and speak with the team!	10:00 AM
One Game, One Course, Eighteen Years: My (Twilight) Struggle with a Game in a Law-School Classroom	A discussion on how to get the most from using a historically oriented game as a teaching tool from someone with experience employing Twilight Struggle in teaching constitutional & international law.	10:00 AM
D6 Financial Topics (Basics)	Just as the d6 is the simplest of the clickity clackity math rocks, there are some financial topics that most gamers, game store owners, and everyone should know. We'll roll some dice and answer some.	10:06 AM
To Boldly Go: Star Trek & Child Development	This seminar will examine how Star Trek (and other sci-fi storytelling) helps a child's psychological development through the human experiences of â€œstoryâ€and â€œplayâ€	11:00 AM
Developing A Game-Based Intervention To Improve Social Belonging	Can games improve feelings of belonging? This is a presentation of a scientific game design study to a broad audience. Development, testing, and future implications are discussed.	11:00 AM
Starting Up A HS Esports Program	Want to start up an e-Sports program at your Middle School or High School? We just did that! Gather ideas from our journey to help develop your program.	11:00 AM
Therapeutic Gaming in a College Setting	Learn from a counselor about starting, running, and the outcomes of a therapeutic tabletop gaming group at a community college.	11:00 AM
Understanding Intellectual Property: From Open Licensing to AI	Gain an understanding of the fundamental IP rights tabletop businesses should be aware of and how to navigate current topics such as open licensing and AI art.	11:00 AM
From Ideas to Publishing: Teen-Made TTRPGs	From brainstorming to budgets there are many steps to creating your own TTRPG. We show you how we collabed with the Storytelling Collective to help teens create, publish, and market their own TTRPGS.	11:00 AM

Trade Day Events - 2023

Title	Description	Time
Rowan Rook & Decard Product Showcase	Learn about our cool products and why they'll be a great thing to have in your store or other location.	11:00 AM
Mental Health and Wellness in Board Gaming- 2.0	In this workshop, we will talk about how board gaming can be used for mental health and wellness in our gaming community.	11:00 AM
Mapping Out The Future With Loke Battle Mats	An exclusive first hands-on run through of Loke Battle Mats' newest releases!	11:00 AM
NEXUS: Arena Combat System	If you enjoy dice-chucking and trash-talking, this the game for you. Join the creator, J. Scott Rumptz, as he walks you through the game, who it's designed for, and why your store should carry it.	11:00 AM
The Benefits of Board Games on Speech, Language, and Communication	Join this presentation to explore how board games can enhance speech, language, and communication skills, foster social interaction and boost motivation. Learn while having fun!	11:00 AM
D20 Financial Topics (Advanced)	Epic Success or Critical Fail: Which is your financial plan? These are more advanced financial topics, for those with more financial saavy. Come pick the brain of a licensed financial advisor!	11:00 AM
Teaching Critical Thinking To Low Performing High Schoolers Using Board Games	This will be a lecture regarding how to develop critical thinking in low performing high school students using board games.	12:00 PM
Dungeons & Dragons Alignments in the College-Level Ethics Classroom	A discussion of using D&D alignments as illustrations of ethical theories in the philosophy classroom. Also, role-playing ethical viewpoints as a method to facilitate abstract moral deliberation.	1:00 PM
Game Theory in the Classroom or Boardroom	Using classic Game Theory models on conflict, trust, ethics, and decision-making, attendees will learn via role-play a series of engaging classroom experiences.	1:00 PM
Growing Your School's Gaming Club Through Magic the Gathering (MtG)	Think MtG is too expensive for your school? We've hosted numerous tournaments since 2015 using the Pauper format, and so can you! Includes free raffle of several extensive collections ready for play!	1:00 PM
Creating an RPG Summer Camp for Teens	Join Tom Gross and Dan Reem of Teachers in the Dungeon Podcast for a discussion of how they created an RPG Summer Camp for Teens. They will discuss how and why they created the camp.	1:00 PM
10 Years of Boss Monster	Boss Monster, the hit dungeon-building card game from Brotherwise Games, has been an evergreen seller for the past decade. In this session will discuss what's next for the Boss Monster universe.	1:00 PM
Creating flow (losing track of time) in students and how it relates to board games	This will be a lecture regarding the concept of flow and how to better create it in classrooms. There will be a brief a discussion of what board games do to achieve it.	1:00 PM
From Table to Classroom: TTRPGs for Educators	How can educators bridge the game table and the classroom? Join a panel of designers and educators in discussion on the trials and triumphs of gaming as education.	1:00 PM

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Title	Description	Time
Top Games for Total Class & Small Group Instruction	Dr. Niecikowski will present his top recommended games for total class and small group instruction based on 27 years of classroom and gifted education teaching.	1:00 PM
Luna Uni - Classroom Writing With RPGs	RPGs are wonderful teaching tools - but adapting games for the classroom is a lot of work. Luna Uni is a standards-aligned ELA RPG with everything a teacher needs to help students master writing!	1:00 PM
Dire Wolf Digital Trade Day Seminar	Please join us for a presentation where we will discuss the details and retailer benefits of our FLGS+ program. We will also be discussing our catalog of board games and tabletop RPGs.	1:00 PM
Roll To Save Democracy: TTRPGs and Civic Formation	Tabletop RPGs demand imagination, creative problem solving, and collaboration from players. These same habits are necessary for citizenship in a thriving democracy. Let's roll to save democracy!	1:00 PM
Writing, Running, and Publishing Table Top RPGs for Classrooms	Create, write, pitch to publish, and/or run role playing games for classrooms. Incorporate academic pedagogy and role playing in dynamic, student-focused, interactive and collaborative modules.	1:00 PM
Expand Your Customer Base With Renegade Game Studios!	Learn how to reach new customers with upcoming titles from Renegade Game Studios! We will be showing off our upcoming games for the holiday season and previewing all our Retailer Programs.	1:00 PM
Library & School RPG's for Teens & Adolescents	How to present a fun, yet coherent series of RPG events for kids all while welcoming a weekly stream of new players and appreciating the challenges of time limits.	1:00 PM
Supply Chain Analytics for Gaming Companies	Come join Tony Seay from BlueGrace Logistics as he presents the tools and tips needed to circumvent the Supply Chain here in the US. Non US Companies encouraged to join, too.	1:00 PM
"I Was Told There'd Be Homebrew": Using Open Resources to Build No Cost/Low Cost Campaigns	Material costs for TTRPGs like D&D 5e present access barriers to some players. This presentation shows how educators and librarians can use open resources to welcome all to the gaming table.	1:00 PM
Monopoly, A Reflection on Society	An interactive session on 'Inequities Monopoly', a game that illuminates historical US inequities. Learn to teach students how history impacts today.	1:00 PM
The Great Networking Disconnect	Gamers like to buy stuff, but we hate being sold to. Come learn how to grow your business through referrals, so that people walk in your store and say, "SUATMM!"	1:00 PM
Trials and Trivialations: Creating a Trivia Program for your Staff and the Public	Learn how to create several types of trivia games that can be done with participants of all ages. You will come away with several ideas as well as enough questions to create your own trivia program!	2:00 PM
Insights: Cosplay and Streamer Enterprise Models	The Games & Fandom Enterprise Network presents an overview of our research in cosplay & streamer enterprise models. We will discuss how our findings can be leveraged by trade & education providers	2:00 PM

Trade Day Events - 2023

Title	Description	Time
You Already Know This - Better Online Videos From Game Techniques	Producing a great (rather than good) video is like playing a game - you need to understand the mechanics and techniques, and many are similar to what you already know from your favorite games.	2:00 PM
Intro To Shipping & Distribution In Asia	Discuss the important topics of shipping and fulfilling orders in Asia with VFI CEO. We'll have time for Q&A from the audience.	2:00 PM
Tools to Resolve Problems at the Gaming Table	Tools to handle conflicts at the gaming table. Including politics, racial disputes, sexism, and more.	2:00 PM
Designing Puzzles For Education	Everyone loves a good puzzle, but creating a fun, challenging, and educational puzzle is no easy task. In this interactive workshop, we'll guide you through the puzzle design process.	2:00 PM
Game of Games 2023 Edition	Common business & educator situations and the game industry collide in this Clue-meets-Family-Feud style seminar. Case studies, in-class analysis, & expert advice!	2:00 PM
Building Up Your Gaming Community	A discussion and workshop that will discuss how you (an educator, librarian, and/or retailer) can work towards building up your local gaming community.	2:00 PM
The Games We Teach	Young gamers are a problem at game night. Ages 6-12 want to play with older siblings but the box says Ages 14+. Now what?	2:00 PM
Game Design Jam	Use design thinking skills to create a Proof of Concept idea for a game. During this hands-on workshop, we will use design mindsets and process to design a game. All materials will be provided.	2:00 PM
Board Game Academics 2023 Journal Presentation	Board Game Academics (BGA) is pleased to present our first annual academic journal presentation on tabletop gaming.	2:00 PM
How to Modify Board Games in Learning Spaces	We will discuss how you can accommodate the tool of board games in your learning spaces.	2:00 PM
All the World's a Stage: Using the Actors Toolbox for Board Gaming	We will talk about how to use the elements of the actors tool box to build your own list of games you can use in your learning space.	2:00 PM
Social Media to Increase Inclusivity in Business	Let's explore the wild world of social media as a tool to bring more people to the table!	2:00 PM
Engaging Research - Using RPGs to Guide Research Driven Creative Writing	We'll walk participants through an interest driven approach to teaching students the steps and methods of applying research in writing.	2:00 PM
Escape The Classroom! How To Harness The Escape Room Experience To Teach In Any Modality	Learn through play! This is an educational escape room experience where you will learn through example how to deploy gamified learning experiences to keep your students curious, creative, and engaged!	3:00 PM
Adapting Love Letter for Intercultural Learning	We will play an Intercultural Learning activity based on numerous variants of Seiji Kanai's Love Letter, which I developed as an introduction to a college course on East Asian History and Culture.	3:00 PM

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Title	Description	Time
Social Media Marketing And You	Social media marketing can be a powerful tool for promoting your store/events. It's a great way to reach a large audience quickly & can help you engage with potential customers in a meaningful way.	3:00 PM
Choose Your Own Adventure: How to Help Students Lead Their Education	Learn how to teach the course objectives while letting students pick how they accomplish them. Stop struggling to choose what to keep and cut. It's time to let your students take charge and choose.	3:00 PM
Art History & Public Domain Game Assets	Join a panel of designers and researchers as they discuss using the public domain for historical gaming and educational assets.	3:00 PM
Free Money? The ERC Is Real, There Is A 99% Chance You Qualify	If you operated in 2020 and/or 2021 you may be eligible as a distributor, manufacturer, retailer. Learn how you may qualify; you may be eligible for up to 26K. Turns out dragons & ERCs are real.	3:00 PM
Every School Needs a Game Club	Giving kids a safe place to play and learn is essential in every school. This session will discuss how to start a game club and make it into a self-sustaining organization.	3:00 PM
Game Studies Podcasting with Subject Matter: Table Top	Subject Matter: Table Top is an academic podcast about board games and the subject matter that animate them. Join the hosts as they reflect upon playing games with subject experts over the last year.	3:00 PM
Making Your Retail Space a Safe Space	Learn and share ideas on how to create a safe space for your patrons. Make your store more welcoming and inclusive to a diverse clientele. Discussion focused on, but not limited to, LGBTQIA+ patrons.	3:00 PM
An Inside Look into Zack Snyder's Rebel Moon TTRPG	Join Evil Genius Games to learn more about the Rebel Moon TTRPG. Get a sneak peek into the game system & what's in store for this convention. You'll get a chance to play the game before its release.	3:00 PM
Pandasaurus Games 2023 Retailer Presentation	Take a look at our 2023 releases and get a sneak peek into our 2024 titles! Learn about our Retailer Direct program, our new rewards program, and other programs we offer.	3:00 PM
The Two Player Experience - Games and Relationships	Games are much more than an entertaining hobby. Tabletop games have the potential as tools for mental health and relationship enhancement.	3:00 PM
What's Hot at Funko Games	Come chat with Funko Games to discover what is new and hot in 2023 along with what we have cooking for holiday and beyond!	3:00 PM
Using Outside Professionals to Expand Your Reach	Learn how to connect your clients to professional services they may need, build a real feeling of community, and market your store through joint sponsored events.	3:00 PM
Getting Started with Tabletop Games in Libraries	Join us as we talk about the importance of gaming in libraries, how to acquire games to build a collection, and how to run successful library board game programs.	4:00 PM
Finance 101	Numbers matter - the longest standing seminar from Witten Financial. We talk you through the basics of financial satements to help you manage your business.	4:00 PM

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Title	Description	Time
Teaching the History of the American Revolution Through Role Play	Describes Revolution Crisis RPG, in which students experience events that turned colonists from mostly-loyal British subjects to revolt, and exercises team building, communication, negotiation skills.	4:00 PM
Discord DIY Community	More often folks are moving away from older social medias- so why not build your own!? Discord is customizable, you can tailor it to fit your business and community	4:00 PM
Commercial Games To The Rescue: Creating Engaging Spaces To Teach And Learn	We demonstrate the use of cooperative commercial off-the-shelf games to practice the craft of teaching and introduce soft skills to children. Useful for teachers, caregivers, and GMs!	4:00 PM
ICv2 White Paper - Hobby Games Market Report	ICv2 CEO Milton Griepp presents market data on the hobby games business, including market size estimates and top product groupings in CCGs, Minis, Board and Card Games, and RPGs.	4:00 PM
What's Your Game Plan?: Turn Your Lesson or Training into a Game — With One Minute for One Change!	What does the lesson "Finding Citations," the game Trivial Pursuit, and the mechanic "Bluffing" have in common? Answer fun riddles from my published design game that gamify your exercise in 1 MINUTE.	4:00 PM
Publishing With An Academic Game Press	Come discover the publishing process for Central Michigan University Press. We will discuss the academic peer-review process, how we select our games, and our plans for future games.	4:00 PM
Hachette's Studios, Releases, & Resources	Meet Hachette Boardgames USA's eight different studios, learn about their upcoming releases for Q3 and Q4 (and maybe even early 2024!), and take advantage of all of Hachette's retailer resources.	4:00 PM
Blend Landscape Geology with RPG Storytelling to Supercharge Both	Role-playing games can provide active, authentic experience of earth science, which in turn adds originality, detail, and challenge to gameplay. Explore strategies and our GM/educator resources.	4:00 PM
WHAAAATTTT? Using Gamification Design to Teach Required College Courses!	Designing course content is tricky! Doing it in a way that interests students in required courses is a Gordian Knot! Join your IU colleagues for inspiration AND support for this age-old problem!	4:00 PM
Mental Roadblocks: How Your Brain Can Keep You from Making Wise Financial Decisions	Learn to overcome some common geek themes: "The Curse of Knowledge""Too Smart for my Own Good""Too Clever by Half"	5:00 PM
Demo Night & Social Mixer	A time to socialize and demo games from some of your favorite Trade Day presenters and exhibitors. All Trade Day attendees welcome.	7:00 PM