

Trade Day Events 2024

Title	Description	Time
Keynote: Let's All Play Together: What Educators, Librarians, & Retailers Can Learn from Each Other	Impactful game-related programming is a universal goal for educators, librarians, & retailers. The needs, audience, & what works is different for each; let's see how we can put them all together.	9:00 AM
Integrating The School, The Store & The Library Into One Gaming Community	We asked game store owners, librarians and game club sponsors how best to connect and build community--and they answered! Come find out how folks are building connections locally.	10:00 AM
Lights, Camera, Reality: Bringing TV Competitions to the Public	Learn how to host games based on popular reality TV competition shows in your school or library.	10:00 AM
Starting (And Maintaining) A Gaming Club	D&D is huge right now, so starting a gaming club should be a no-brainer, right? But, is it sustainable? What are the challenges you might face?	10:00 AM
Protect Your Small Business From Fraud	Protect your business from fraud by familiarizing yourself with all the ways fraud can affect your business and what you can do to avoid becoming a victim.	10:00 AM
Fixing, Adapting, & Making Your Own Games For The Classroom	Games are a great and safe way to engage kids in their learning. I'll walk you through how I fixed and adapted established games, as well as how to think about making your own for the classroom.	10:00 AM
Making Cents Of Games: Using Games To Fundraise	Learn about some fun game and trivia events you can hold as fundraisers, along with examples of ways to ask for donations during existing programs and events.	10:00 AM
Roll For Engagement: Framing Student Learning Outcomes With Game Elements	Gaming elements have been demonstrated to increase student engagement with classroom material. We'll present guidelines and examples related to grading methods and class assessments.	10:00 AM
TTRPGs In Education: Cultivating Creativity & Critical Thinking In The Classroom	Join two Kentucky educators who will share how playing TTRPGs can be a part of K-12 lesson and unit plans. We want to bring tabletop RPGs from the margins toward the mainstream of learning!	10:00 AM
Therapeutic Gaming In A College Setting	Learn about starting, running, and the outcomes of a therapeutic tabletop gaming group at a community college.	10:00 AM
Designing And Implementing Games & Simulations In Higher Education About Social Issues	A workshop on designing and implementing games and gaming experiences involving social issues and their subsequent use in higher education.	10:00 AM
Effective Corporate Training Through Gamification	The biggest issue with the corporate and industrial training environment is the short amount of time you have. What if you could use games to inspire learning outside of the classroom?	10:00 AM
Tools to Resolve RL Conflicts At The Game Table	Tools to resolve RL conflicts at the gaming table. Including political, racial, sexism, and other conflicts. Updated for 2024.	10:00 AM

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Innovating On The Tabletop: Dice & Beyond	Do you want to learn about all of the new dice and accessories coming to the tabletop category before they are announced to the public. Come check out our new D&D licensed products, CATAN and more!	10:00 AM
Let's Build A Continent! "" Interactive Earth Science For RPGs & d Storytelling	Demo modeling an interactive session with a landscape geologist to draw up a fictional continent that makes earth-science sense, serves GMs'/writers' story interests, and enriches narrative options.	10:00 AM
World Building For Students & Beginners	Fantasy World Building a growing trend in middle schools. Come start your own world building map and lots of tips and tricks to start your own world building class or club!	10:00 AM
Finance 101	Numbers matter - the longest standing seminar from Witten Financial. We talk you through the basics of financial statements to help you manage your business.	10:00 AM
Keep the Faith	A collaborative story-telling game designed for classrooms and the hobby space. Keep the Faith has players build a religion and then watch it schism. Help us playtest our next game.	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
Connections: Librarians Putting Like Things Together	A librarian brings card sorting & welcomes expansive thinking to collect words you use to describe games. Mechanics, audiences, format, genre, type, style, theme, objectives, etc.	10:00 AM
Why Kids Need Superheroes	We will use superheroes like Batman to examine topics in clinical and developmental psychology, examining pathologies that can affect students and families.	11:00 AM
Exploring Game Design & The Invention Process Through Analog, Digital, & AI Resources	Explore resources for engaging students & patrons with design, including Design Your Destiny: Running Out of Time, The Curious Kids Story-Game Adventure, & AI's place supporting design & iteration.	11:00 AM
Gamifying Sales Education - A Lesson In Sales & Gaming	Elevate your team's game with innovative strategies and a dash of competition. Let's make sales training epic and blur the lines between gaming and sales.	11:00 AM
More Than Playing Magic: How I Structured An After-School Magic Club & Got Community Involvement	What started as a group of kids that play Magic has turned into a structured club where kids learn deck building, strategies, and communication. This is about how to create and upkeep that structure.	11:00 AM
The Board Game Cafe Model: Not Quite Retail, Not Quite Restaurant	Learn about the board game cafe model, which offers games to play in-store for a fee (and sells food and drink, too!). A great chance to connect with others who fit into this not-quite-retail niche.	11:00 AM
Gamifying The Sustainable Development Goals	This event will present an online game about the Sustainable Development Goals. It will demonstrate the game, highlight gaps for development, and introduce players to key global competencies.	11:00 AM
Getting Students (And More) Engaged In Your Puzzles & Games	We'll share tips and tricks we've developed in classrooms, corporate offices, and more to get your disengaged participants excited about the puzzles and games you have.	11:00 AM

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Pretend & Play for a Purpose: Game Education in High School Special Education (& All) Classrooms	A tour of supporting significantly neurodivergent learners to build skills in communication, professionalism, empathy & academics through board, card & role playing games. Great for all learners too!	11:00 AM
Cosplay In The Classroom	Two science/art teachers describe how to integrate the world of cosplay into your general education or specific subject classroom.	11:00 AM
Upcoming RPG, Boardgame + Hobby Product Demonstrations	Come by for an exclusive preview of our latest releases, get some free samples, and speak with the team!	11:00 AM
Birds, Pies & Dragons Oh My! - Exploring Stonemaier Games In Learning Spaces	We'll explore the connection of SMG games such as Wingspan, My little Scythe and how it intersects with education. Come be apart of this new viewpoint that the world of Stonemaier can be seen in.	11:00 AM
All Brains Welcome: Making Cons Accessible For Neurodivergent Creators	Public events can be daunting for neurodivergent participants. How can convention and conference organizers better help this community succeed? Autistic designer Pat Mooney shares his thoughts.	11:00 AM
Game Of Games 2024 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!	11:00 AM
Teaching Game Design in the Special Ed. Classroom	Would your students benefit from a class that incorporates expository writing, math, problem-solving, creativity and social skills practice? Here's how we adapted game design for our population.	11:00 AM
Modifying Love Letter to Teach History	We will use historical documents and Love Letter to work through an assignment that gets students to engage with historical documents in a fun and interesting way while also thinking about design.	11:00 AM
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" in our personal lives, and when it comes to personal finances.	11:00 AM
Universal Design for Gaming: Best Practices from Education to Improve Accessible Gaming	Improve the quality of your product while supporting more of the many diverse brains walking our planet. Brief intro of how Universal Design for Learning can improve game experiences for more folks.	12:00 PM
Writing, Running, & 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
Choice, Challenge & Complex Consent: Fostering Growth In Both The Classroom & In RPGs	Complexity in consent and inclusive practices shows up in both role-playing games and the classroom. Let's put them in conversation and make both even more transformative experiences for everyone.	1:00 PM
The Teacher's Cheat Code: Shortcut Learning Objectives With The MDA Framework	Ensure your classroom activities, exercises, and games meet your class goals and learning objectives.	1:00 PM

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But Is It A Game?	Does it still count as a game if we're forcing students to play? We will examine the nature of games, common pitfalls in 'educational games' that make them not fun, and how to avoid them.	1:00 PM
Antigone The RPG: Using TTRPGs To Achieve Classroom Objectives	This case study details how a table role-playing game was implemented in a high school English class studying Sophocles' Antigone to help achieve targeted objectives.	1:00 PM
A Practical Approach To Practical Exercises	Learn to implement a stepwise approach to designing, resourcing, executing, and refining effective practical exercises and scenario-based training opportunities.	1:00 PM
Incredible Dream 2024 Retailer Presentation	Join us for an overview of Kinfire products and A Gentle Rain. Learn about the different game offerings within Kinfire, including a hands on preview of our recently crowdfunded game: Kinfire Council.	1:00 PM
Boosting Profits With Sidelines	Increase profits and set your store apart with creative sidelines. Learn the art of curating, merchandising, and selling sidelines for an enhanced customer experience and increased profitability.	1:00 PM
Creating Effective Experiential Activities With Gamification	A presentation and workshop to provide participants with a step by step process to design and develop meaningful experiential exercises using gamification strategies.	1:00 PM
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!	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
Queering the Table: The Impact of Gender in Board Gaming	In this discussion, we will talk about the impact of bringing inclusive and equitable spaces for all genders in board gaming when it has been dominated by cisgender, heterosexual men for so long.	1:00 PM
Equity Is Not A Bolt-On - Universal Design For All!	Designing for equity should be intrinsic in everything, so why is this usually an afterthought? Learn simple Universal Design techniques to make your next game day, event, or exhibit more inclusive!	1:00 PM
Double Trouble: Navigating The Game Of Relationships And Connection	Games are much more than an entertaining hobby. Tabletop games have the potential as tools for mental health and relationship enhancement.	1:00 PM
Anthropocenes: A Cooperative Environmental Learning Game	This event will introduce Anthropocenes, a game that helps secondary and higher education students connect global environmental change to local conditions.	1:00 PM
Level Up! Unlocking The Power Of Board Games For Child Development	Join me, a psychology professor, as we explore the profound impact of board games on child development and how using appropriate games enhances cognitive, social, and emotional skills in children.	1:00 PM
Small Business Development Centers or University Affiliation: Both Can Help You	Learn about tools to find market, consumer, and competitor insights. Uncover free consulting services in your area to launch, manage, or boost your business, trademark, or idea plus terms of use.	1:00 PM

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How Renegade Games Can Help You Connect With Your Customers	Learn about Organized Play events for Heroscape and other Renegade games that you can host in your store! Find out about all our upcoming releases and ask all your questions before the holiday season!	1:00 PM
Discord DIY Community	As some folks move away from older social media platforms, why not build your own? Discover the potential of the fully customizable digital community of Discord. Did I mention it's totally free?	1:00 PM
Utilizing Community Volunteers For Your School Or Library Gaming Program	This workshop includes tips and best practices for getting the most out of volunteers for your programming. Where to find volunteers, supporting them with materials, and safety will be discussed.	1:00 PM
Finance 201 - Cash Flow Analysis & Planning	Our sales are up, so how come we can't pay the bills?!? Our experienced team will demystify the topic of cash flow planning to help you manage your business more effectively!	1:00 PM
When Your Baby Blows Up!: The Library Instruction Card Game Search&Destory Celebrates Six Years	Search&Destroy is an educational card game used in libraries all over the world. The makers will discuss its creation, success, and future plans. Attendees will have a chance to play after the talk!	1:00 PM
Math Games For Upper Elementary	Join me and learn engaging math games you can take back to your upper elementary classroom tomorrow.	1:00 PM
Bonus Feats: Emerging Research in Game Studies	This panel will bring together four academics from different corners of the gaming space to talk about the upcoming research they are doing on games (trpgs) and game culture.	1:00 PM
Smarty Pawns: Level Up Your Lesson Plans	Dive into game design for education! This workshop is for teachers and educators eager to create fun, engaging games for their classrooms. Learn, play, and innovate in a hands-on session.	1:00 PM
How To Guide Students To Create An Escape Room	Learn how award winning puzzle designers and educators, Paul Harvey and Eric Reynolds, have helped thousands of students turn classrooms into immersive escape rooms over the last 7 years.	1:00 PM
Never Split the Party: How to Retain DMs for After-School Groups and LFGS Staff	It can be hard to attract a group of paid Dungeon Masters as a small game store, let alone a school club or library program that needs unpaid DMs! Come learn how to make this process much easier!	1:00 PM
Global Learning Outcomes & Table Top Gaming	This workshop will provide a guide for internationalizing gaming projects that aid players in expanding their global competency and on the use of board games as pedagogical tools for educators.	2:00 PM
Raising Staff Morale Through Gaming Reloaded: The Sequel	Learn even more ways to boost staff morale through different types of gaming!	2:00 PM
No Apologies: Arguments & Examples Of Analog Gaming As Effective Tools In Secondary Education	Join teacher and researcher Shawn Thorgersen for peer-reviewed studies on the effectiveness of analog games as learning tools; customized classroom gaming experiences; and actual "classroom" gameplay.	2:00 PM

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Table Top Programming For All Ages In Libraries	Explore the importance of gaming in public libraries and how to run successful table top programs for all ages with Ryan LaFerney, librarian from the Indianapolis Public Library.	2:00 PM
How To Teach A Game	Come learn our 3 Step approach for teaching any game quickly and effectively, whether you're running demos, introducing games in a classroom or gaming club, or teaching them in a board game cafe!	2:00 PM
Intro To Shipping & Distribution In Asia	Discuss the important topics of shipping and fulfilling orders in Asia with VFI CEO and Client Success Manager. We'll have time for Q&A from the audience.	2:00 PM
Game Design Class Critique Vocabulary & Scaffolding	We present a framework for applying aesthetics-oriented critique in a game design classroom including a vocabulary, critique process, and slide deck supported scaffolding tool.	2:00 PM
Painterly Assets: Art History as Game Art	Join a panel of designers and researchers as they discuss using the public domain for historical gaming and educational assets.	2:00 PM
Designing An Educational Escape Room	Ever thought, "I want to do an educational escape room that's fun and challenging, but how?" We'll take you from start to finish (including how to debrief afterwards), and you'll even get to do one!	2:00 PM
Introduction To Pine Box Entertainment	Pine Box Entertainment welcomes retailers to learn about our company as we continued publishing the Doomtown card game, 7th Sea: City of Five Sails card game, and more upcoming releases.	2:00 PM
Gamifying Culture and Enculturating Gaming	This workshop/seminar session will help participants to provide enriching cultural experiences for students, specifically international students still developing English language and cultural skills.	2:00 PM
Building Inclusive Spaces: Exploring Lorcana's Role in DEIB Initiatives	In this session, guests will learn how Lorcana connects to DEIB values, how it fosters inclusive culture and lastly, how it promotes the value of all voices and ages during gameplay.	2:00 PM
Your Turn To Roll (Playing TTRPG Adventure with Educators & Professionals)	Organizing a school TTRPG clubs can seem daunting. It involves creativity with storylines, materials, and structure. Now is your chance to play D&D as a student would in a TTRPG club.	2:00 PM
Getting Started With HeroClix	Want to learn how to merchandise and promote HeroClix miniature gaming in your store? Unsure of where to begin? Start here.	2:00 PM
Mash-Up: ULD+Gamification+More	Reimagine your teaching through a mash-up of Gamification, ULD, Gardner's Theory of Multiple Intelligences, Maya's Choose Your Own Adventure, and other pedagogical approaches.	2:00 PM
Workings of Magic: Using Games to Transform Corporate Learning	Corporate trainers and L&D professionals can build role-playing game design principles into learning experiences to empower leaders, strengthen teams, and reinforce business strategies.	2:00 PM

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Outreach To Disabled Patrons	If you have any sort of facility in your service area that assists people with disabilities, there are a multitude of ways to establish an outreach program using games. We will show you options!	2:00 PM
Who Needs A High Charisma? Psychology, Gaming, & Parasocial Relationships	Find out how the fascinating psychological science behind fandoms, fanships, and parasocial relationships can be leveraged to assist educators and game retailers/designers.	3:00 PM
How To Use Comics For Mental Health & Wellness	We will learn how comics can benefit your mental health but also how they can educate others. Participants will also be creating their own comic panels in this session.	3:00 PM
Teaching & Modeling Psychosocial Skills in the Classroom by Applying Game Theory	Learn how to apply ways we play boardgames and how these skills transfer to strengthen bonds with students to create a more inclusive, exploratory, and ethical environment for students.	3:00 PM
Exploring The Wide World of WizKids RPGs!	WizKids dives into new products for Dungeons & Dragons, Critical Role, Pathfinder & WarLock Tiles, including exciting plans & products celebrating the Dungeon & Dragons 50th Anniversary!	3:00 PM
Disenchanted Narratives: Using Doctor Who To Teach Empathy & The Importance Of "Who's Voice?"	An exploration of how racialized historic figures are represented in social narratives. What are the impacts? How can we use an episode of Doctor Who in the classroom to deconstruct false narratives?	3:00 PM
Starting a University Gaming Convention and improving Mental Health in College Gamers	We will discuss best practices and pitfalls to avoid, how to secure vendors and the impact of building a gaming community on college student's mental health and student success.	3:00 PM
Supply Chain Diversity For Gaming	Please join returning BlueGrace executive Tony Seay as we talk through diversifying your supply chain. From understanding LTL (Less than truckload) to TMS platforms and Drayage.	3:00 PM
Rise And Shine: Sparking Creative Writing For Students	Learn how to turn creative writing into an immersive learning game with a combo of two card-based tools.	3:00 PM
AMA For The Hobby Gaming Retailer	General question and answer session for topics across the hobby gaming industry with three guests that have over 60 years of combined experience in the industry.	3:00 PM
Gamification 101: Introduction to Gamification	An introduction to using gamification in college-level courses. Learn about the basics of dynamics and mechanics in the classroom, and hear from personal experiences.	3:00 PM
Five-Hundred-Year-Old Vampire: Playing for Keepsakes	Author Jason Cox uses Five-Hundred-Year-Old Vampire (FYOV) to describe the creation of a "keepsake game" (Khor, 2021) that foster growth and exploration in art, writing, and history.	3:00 PM
Networking: 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, & market your store through joint sponsored events. Great for FLGS, Libs, & Edus.	3:00 PM
Creating Educational Games: Trailblazer Heroes, A Game to Teach AAPI History	In this interactive workshop, participants will gain insights on how to create fun and engaging educational games. A case study of an AAPI history game and lessons learned will be discussed.	3:00 PM

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Pandasaurus Games 2024 Retailer Presentation	Take a look at our 2024 releases and get a sneak peek into our 2025 titles! Learn about our Retailer Direct program, our new rewards program, and more.	3:00 PM
What Games Are Good For Your Classroom?	Games belong in classrooms!...but not every game and not every classroom. We'll go through a series of lenses to view a game in order to determine if and how it might best fit in your class.	4:00 PM
Educational Standards In Afterschool Board Game Clubs	Afterschool board game clubs can support school day learning by tying gaming back to educational standards.	4:00 PM
The British Are Coming: Using TTRPGs to Teach History	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.	4:00 PM
WizKids' New Platform Games: Star Trek Into the Unknown and Dungeons & Dragons Onslaught	Two great miniatures platform games for two distinctly different player types. Star Trek Into the Unknown and D&D Onslaught provide opportunities for new gaming audiences.	4:00 PM
Board Gaming & Trains! Social Studies Curriculum For Middle & High School	Are you looking for an easy, fun, and educational S.S. unit? Join Jennifer Deshaies, M.i.T, M.A., N.B.C.T. as she presents how to teach this five-day+ curriculum to Middle and High School students.	4:00 PM
How We Can Help Your Student TTRPG Program for FREE	We are a 501(c)(3) Non Profit that supports free TTRPG programs aimed at K-12 students. We provide physical and digital materials to the programs at no cost.	4:00 PM
Gamification for Classroom Engagement	Level up your classroom engagement! Unleash the power of play to unlock student motivation & transform learning with gamification strategies. Workshop your way to more effective classroom activities.	4:00 PM
Learning From GM 101: Teaching How To GM	This seminar discusses the pedagogy of teaching aspiring and novice GMs about GMing via a hands-on workshop with "GM coaches" to observe and give feedback.	4:00 PM
Safer Spaces For Women In Gaming	Building safer spaces for women improves a community for everyone involved. Explore physical, cultural, and atmospheric ways to make your spaces more welcoming to all.	4:00 PM
Mapping Out The Future With Loke Battle Mats 2024	An exclusive first hands-on run through of Loke Battle Mats' newest releases!	4:00 PM
Fostering Teen Engagement Through TTRPGS	Structure impactful library programs around providing opportunities for teens to develop leadership skills and fostering a safe and inclusive community through tabletop role-playing games.	4:00 PM
Experiential Learning Using Live Action Role-Play	NSDM team discusses their 30 years using LARP techniques to teach geopolitics, history and culture, presenting their tools and approaches that can be used in the classroom.	4:00 PM
Using a TTRPG as a Professional Development Tool	Learn about and discuss using a TTRPG as a teaching simulation as professional development in which players cooperatively play the teacher character while the Classroom Master runs the student NPCs.	4:00 PM
Starting A Gaming & RPG Club At School & The Integration Of Art & Gaming In The Classroom	We are a independent study charter school. We would like to share the steps that we have taken to start a gaming and RPG club, and highlight how we have integrated art and gaming in our classes.	4:00 PM

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EduRPG 2.0	Join us as we share and learn about running an Educational Based RPG in your classroom. Use character sheets, Battles, Monsters, XP, and Gold to drive engagement in your classroom.	4:00 PM
Teaching the Hydrologic Cycle, Game	Learn how to play the new Hydrologic Cycle and how to use it in your classroom setting.	4:00 PM
Game On! Leveraging Group Think: Designing Camps, Clubs and Programs	K-12 teachers, SLMS, and public librarians: Join this think-tank session to discuss, envision and design ideas for local programming centered around game play, game design, and play in general.	4:00 PM
The Myth of Innocent Play: Colonialism and Board Games	Using games from different historical periods, this talk considers how colonial myths are at play in representation, theme, goals and mechanics.	4:00 PM
So You Want To Present At Trade Day 2025	So you want to present at Trade Day? Come and ask the questions, get the answers on how to participate for next year!	4:00 PM
Demo Night & Social Mixer	A chance to demo games & meet w/some of your favorite TRD exhibitors and presenters. Part demo, part networking, part social; join us for this culminating TRD event! A great way to end your Trade Day.	7:00 PM