

## Trade Day Events - 2022

Game ID	Company	Title	Short Description	Start Time	End Time
TRD22201701	Currey Ingram Academy	TTRPGs in the Middle School	When students have games and work collaboratively, they grow and have a safe space to be themselves. Tabletop RPGs have a place for every student in every situation, do you want to learn how?	10:00 AM	11:00 AM
TRD22202126	Game2Learn	Adapting Cooperative Game Mechanics For Education	We will explore the mechanics of several popular games and discover ways to adapt them for education purposes.	10:00 AM	11:00 AM
TRD22202237		Why Kids Need Superheroes	Examine the psychology of superhero stories and how these modern mythologies can help child (and adult) development.	10:00 AM	11:00 AM
TRD22202532	Auburn University	Let's Play: Exploring The Use Of Gaming In Management Education	We'll explore gaming to increase student engagement through interactive discussion. Hands on, active play using different games to highlight how such use can creatively enforce terms & concepts.	10:00 AM	11:30 AM
TRD22202594	David Millians	Best New RPGs for Kids	New games and discussion of games for kids from toddlers to teens. You could even win a copy of a game!	10:00 AM	11:00 AM
TRD22202700		Leveling Up Education	Research shows the value of RPGs & other gaming formats for the educational process. After ten years in the classroom, I finally brought RPGs to the classroom lets talk about the why & the results.	10:00 AM	11:00 AM
TRD22202794		Trials and Trivia-lations: Creating Trivia Programs for Your Library or School	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!	10:00 AM	11:00 AM
TRD22202926		What Gamemastering Taught Me About Being a Better Teacher	Creating engaging sessions for role-players can be similar to engaging students in class. In this session, we will explore how lessons learned from running a game can apply to teaching.	10:00 AM	11:00 AM
TRD22204931		Making Your Gaming Group Accessible For Neurodivergent Players	RPGs can have many benefits for students: academically, emotionally and socially. Students with autism, ADHD or dyslexia can benefit too, with additional awareness and preparation from the GM.	10:00 AM	11:00 AM
TRD22206361	Capital Area District Libraries	Libraries and Tabletop Role Playing Games	Learn how to create a diverse library TRPG collection and start your own TRPG club.	10:00 AM	11:30 AM
TRD22208108	Center for Learning through Game and Simulations CMU	Five Hundred Year Old Vampire (FYOV)	By Designer Jason Cox, FYOV is a small group/educational version of Tim Hutchings' Thousand Year Old Vampire. Come learn about the game and help us playtest it!	10:00 AM	12:00 PM
TRD22208158	Generally Bad Gamers	Building Healthy Gaming Communities	Introduction and discussion on ways to create, build, and strengthen gaming communities. Events, discourse, public forums, and games! How to fit all these together to create a true sense of community.	10:00 AM	11:30 AM
TRD22211412	Grand Valley State University	General Education, "Skills Goals," and Ungrading: Games in the College Classroom	A talk on challenges inherent in using games in the college classroom and approaches to overcoming them using careful selection of student learning objectives and ungrading strategies for assessment.	10:00 AM	11:00 AM

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TRD22214558	The Pokemon Company, International	Welcome to Play! Pokemon!	Join the Pokemon Organized Play team as we introduce themselves, the Organized Play program, and the many ways to join in on the fun!	10:00 AM	11:00 AM
TRD22204318	Rowan, Rook and Decard	Rowan, Rook and Decard Showcase	Join the makers of Heart: The City Beneath, Spire: The City Must Fall, Honey Heist and the upcoming DIE RPG as we showcase these games. Includes UFO Press, creators of Voidheart Symphony and Legacy.	11:00 AM	12:00 PM
TRD22206723		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.	11:00 AM	12:00 PM
TRD22207528	Melee.gg	Growing Successful TCG Tournaments > 100 Players	Melee.gg staff have run successful events for Magic, Yu-Gi-Oh! & other games around the world. Learn from them how to plan, advertise, and execute tournaments with more than 100 players at a time.	11:00 AM	12:00 PM
TRD22210241	Flagbearer Games	Nations & Cannons: A Revolutionary History Toolkit	This event is geared towards educators, historians, and others- join our Educational Liaisons and designers in previewing historically sourced RPG material that can be used in educational settings!	11:00 AM	12:00 PM
TRD22211280	Independent	Historical Gaming In Graduate Education	This talk will discuss my experiences as a law professor who has used historical gaming in my courses on international law and history for more than 30 years.	11:00 AM	12:00 PM
TRD22214414	Valkyrie's Vault	Social Media to Increase Inclusivity in Business	Social media is a powerful tool to increase diversity and outreach for your business	11:00 AM	12:00 PM
TRD22214655	The Pokemon Company, International	The Value of Joining Pokemon's Organized Play Program	Are you interested in how to engage more trading card game players to your store? Come and learn about the value of joining The Pokemon Company International's Organized Play program.	11:00 AM	12:00 PM
TRD22217221	VFI Asia	Intro to Shipping and Distribution in Asia	101 for shipping and fulfilment into Asia, open Q&A with attendees.	11:00 AM	12:00 PM
TRD22217355		Finance 101 -- Numbers Matter!	Numbers matter, and we can help! Come let the Witten Financial team of experts demystify the world of financial reports to help you run a better business!	11:00 AM	12:00 PM
TRD22202593	David Millians	Finding and Deploying the Right Games for Your Classroom	Finding and crafting games for implementation by individual teachers, librarians, and others	1:00 PM	3:00 PM
TRD22202875		Words Become Art: Blackout Poetry and Ekphratic Storytelling In The Classroom	Blackout poetry is a unique activity that can be used to study narrative structure. Let's create blackout poetry, give an impromptu poetry reading, and discuss ideas for use in the classroom.	1:00 PM	2:30 PM
TRD22202879	Auburn University	Using Character Creation As An Educational Tool	Based on the popular D&D, we highlight how this system can be used as a foundation to use character generation in an educational setting.	1:00 PM	2:00 PM
TRD22203019	M. Fang Barber/ Albemarle County Public Schools	Using Escape Rooms for Learning and Engagement	Experience an educational Escape Room-style set of challenges based on academic content. Several options will be available for groups to play, based on different grade levels and subject areas.	1:00 PM	3:00 PM

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TRD22204653	Noble Knight Games	Games as Multilingual Education Resources	From the dining room to the FLGS, the gaming table is a place to practice language development. This event is for educators looking for classroom games & retailers wanting to expand their market.	1:00 PM	2:00 PM
TRD22205038		Creative Business Plan Workshop	Got a dream for a great new game? Want to go pro with your cosplay? Go from dream to plan in this fun, creative business planning workshop.	1:00 PM	3:00 PM
TRD22205978	Brotherwise Games	Brotherwise Games - What's New & Coming Your Way	Join us to learn about what's new and on the way! We'll discuss Brotherwise's upcoming games, our Featured Retailer Program, and how we can better support your store.	1:00 PM	2:00 PM
TRD22206321		Yes And!: Roleplaying Games in Learning Spaces 101	Learn how to incorporate roleplaying games in learning spaces for all educational contents and more!	1:00 PM	3:00 PM
TRD22207892	Green Guardian Wealth Management	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.	1:00 PM	2:00 PM
TRD22210271	Tabletop Gaymers Inc	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.	1:00 PM	2:00 PM
TRD22211278	Torrens University Australia	Cosplay As A HE Learning And Socialising Tool. Personal Experiences Of An Australian Lecturer	A discussion of a lecturer's experience in delivering cosplay content into HE classroom (and socialisation) practice via assessment tools and authentic work integrated learning at pop culture events.	1:00 PM	2:30 PM
TRD22211862	Lexington Gaming Group	Adding A Game Room To A Comic Con	In this Trade Day presentation we will discuss what we have learned as we went from a one man operation to a full fledged game room at our local Comic Con.	1:00 PM	2:00 PM
TRD22213980	Guardian Adventures	Integrating STEM and Culture into Educational Roleplaying	Integrating STEM, SEL, and Culture into educational roleplaying games for all ages.	1:00 PM	2:00 PM
TRD22214950	Gen Con LLC	Pop-Up Gen Con Retailer Round Table	Gen Con wants to hear from you about Pop-Up Gen Con. We're asking for your feedback, impressions, what works, what doesn't. Come share your thoughts on ways to create this program in a new image.	1:00 PM	2:00 PM
TRD22201702	Currey Ingram Academy	Teachers Play D&D Too!	Want to be a kid again? Come play some D&D (or other system) with an experienced middle school TTRPG club leader and fellow educator!	2:00 PM	5:00 PM
TRD22206724		Tools to Resolve Conflicts at the Gaming Table	Tools to handle conflicts at the gaming table. Including politics, racial disputes, sexism, and more.	2:00 PM	3:00 PM
TRD22207787		Artillery in History and Gaming	Educators will be fascinated by the physics, math, and ballistics involved in shooting artillery. Come learn the history, how it works, and how it can be realistically incorporated into games!	2:00 PM	3:30 PM

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TRD22207900	Green Guardian Wealth Management	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!"	2:00 PM	3:00 PM
TRD22209918	Maya Michele Fein	Get Up and Play: Gamification in Action	During this hands-on workshop for all types of educators, experience several games that get your students away from their desks to playfully learn. Then, explore how to apply these to your classes.	2:00 PM	4:00 PM
TRD22210297		Retheming Games for the Classroom	In this workshop, we will approach the re-skinning of games as an activity to invite our students to examine relationships and connections in the classroom.	2:00 PM	3:00 PM
TRD22212870	WizKids	Create In-Store Excitement With The New WizKids D&D Onslaught Miniatures Game!	Learn about our new tactical skirmish miniatures game Dungeons & Dungeons: Onslaught, post-launch content calendar, plans to support stores with organized play, events, marketing collateral, & more.	2:00 PM	3:00 PM
TRD22214657	The Pok�mon Company, International	Play! Pokemon: Meet and Greet	Sit down with a Pokemon Representative to discuss how your store or school library can get more Pokemon.	2:00 PM	4:00 PM
TRD22203389		The Center: SEL in Tabletop Gaming	Discussion on how Social Emotional Learning (SEL) can be incorporated into table top gaming to be used in learning spaces for all grade levels and content from K-12.	3:00 PM	5:00 PM
TRD22205066		Learning to Lose: Using Board Games to Promote Sensory and Social Skills	Hear a pediatric occupational therapist's take on how board games can be excellent tools in the home and classroom for promoting social and sensory skills in children, with and without disabilities.	3:00 PM	4:00 PM
TRD22205511	M. Fang Barber/ Albemarle County Public Schools	Game Activities In The Science Classroom	Help your students learn science concepts using games and related activities. Concepts include the water cycle, renewable resources utilization and regulation, water pollution, and radiation.	3:00 PM	4:00 PM
TRD22207408	Pandasaurus Games	Pandasaurus Retailer Programs & New Releases	Get an overview of Pandasaurus's many retailer programs (marketing assets, staff training videos, direct sales benefits) and learn about their evergreen and new releases for 2022.	3:00 PM	4:00 PM
TRD22208397	Funko Games	What's Hot at Funko Games?	Come chat with Funko Games to discover what is new and hot in 2022 along with what we have cooking for holiday and beyond!	3:00 PM	4:00 PM
TRD22210954	David Niecikowski, PhD	Meeting the Needs of Children Through Game Play	We'll discuss best practices and research on meeting the needs of children through game play in school, library, club, and family gathering settings.	3:00 PM	4:00 PM
TRD22211279	Torrens University Australia and Macquarie University	Cosplay, Identity And Entrepreneurship In HE Units	A discussion focussing on the identity and entrepreneurial aspects of cosplay and how this might be integrated into business, theatre, crafting, or costuming programs.	3:00 PM	4:30 PM
TRD22213762	IUPUI: Library and Information Science Department	Project Game Design: Enrichment Camps For K-12	Pragmatic, inspirational, activity-based session for educators K-18 who want to design and host a group of students who will both play and design analog (board) games.	3:00 PM	4:30 PM

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TRD22213780	Loke Battle Mats	Mapping Out The Future With Loke Battle Mats	An exclusive first hands-on run through of Loke Battle Mats' newest releases in our Books of Battle Mats and Box of Adventure ranges!	3:00 PM	4:00 PM
TRD22201732	Loras College	Teaching Mathematics Through Games	This talk will summarize the content of the book "Teaching Mathematics Through Games", in which Dr. Heidenreich has written a chapter. A free copy of the book will be given to one random attendee.	4:00 PM	5:00 PM
TRD22209090	AMIGO Games	Hello AMIGO! What's New and Coming Soon	Bohnanza, CLACK!, Saboteur and more! AMIGO Games COO will review our family and hobby games, and give you an overview of our upcoming games!	4:00 PM	5:00 PM
TRD22214980	The Pokemon Company, International	Pokemon Social and League Demo	Meet with fellow retailers and educators, and get in a game of the Pokemon TCG or two! Come explore the different products and formats we have for Leagues or Clubs!	4:00 PM	5:30 PM
TRD22215402	Czech Games Edition	CGE Trade Day: Galaxy Trucker	We'll run you through our recent re-release of the hit game Galaxy Trucker, including selling points and a handy demo guide!	4:00 PM	5:00 PM
TRD22216101	ICv2	ICv2 White Paper: Hobby Games - State of the Industry	ICv2 CEO Milton Griep presents a report on the hobby games market in North America, including a review of both annual and 2022 trends.	4:00 PM	5:00 PM
TRD22216568	Springs Valley Community Schools	EDU_RPG: Leveling Up Your Classroom	Fight Monsters, Level up! Using Gamification Activities to Drive Engagement in the classroom.	4:00 PM	5:00 PM
TRD22217213	The Allen County Public Library	Drop-in Dungeons and Dragons for Kids	Presenting a fun, yet coherent series of RPG events for kids can be tough when you have new people each week. We'll have ideas for making the new kids welcome and old hands entertained!	4:00 PM	5:00 PM
TRD22217356		A Game of Games, Revised	REVISED for 2022! Common business & educator situations and the game industry collide in this Clue-meets-Family-Feud style seminar. Case studies, in-class analysis, & expert advice!	4:00 PM	5:00 PM
TRD22219108	Ferris State Univesity	Esports Demonstration	Come by and play Rocket League and Fortnite! Our mobile esports arena will be running for-fun matches for you to learn and play games with others, no prior skills required.	5:30 PM	9:30 PM
TRD22211030	Gen Con LLC	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	10:00 PM