

# PERSONALIZED LEARNING ACTION NETWORK

**\*SEMINAR #3** (11771)

**PROFESSIONAL LEARNING FOCUS FOR THE DAY:  
USING GAME-BASED LEARNING AND SIMULATION**  
FACILITATED BY DR. KAREN WENDORF-HELDT

**MARCH 10, 2015  
8:30 AM – 3:00 PM  
CESA 9 OFFICE**

THIS SEMINAR IS DESIGNED FOR EDUCATORS ENGAGING IN THE WORK OF PERSONALIZED LEARNING. THIS SEMINAR WILL FOCUS ON:

- NETWORK SHARING – SUCCESSES, CHALLENGES, PROMISING PRACTICES AND NEXT STEPS (COME PREPARED TO SHARE)
- GAME-BASED LEARNING AND SIMULATION: DAVID GAGNON, UW-MADISON \*\*
- INTEREST WORK/PROBLEM SOLVING GROUPS (COLLABORATION TIME)
- BOOK TALK (HIGHLIGHTS FROM SPRING BOOK STUDY)
- NETWORK NEEDS & NEXT STEPS

\*IT IS RECOMMENDED THAT SEMINAR PARTICIPANTS HAVE BACKGROUND KNOWLEDGE ON PERSONALIZED LEARNING THROUGH PARTICIPATION IN THE PERSONALIZED LEARNING ACTION NETWORK, PARTICIPATION IN A CESA 9 BOOT CAMP, OR PARTICIPATION IN AN ALTERNATE LOCAL TRAINING/ORIENTATION



**COST: \$50 PER PERSON FOR SCHOOL  
IMPROVEMENT MEMBER DISTRICTS**

**LUNCH AND MATERIALS INCLUDED**

**REGISTER ONLINE  
BY MARCH 2<sup>ND</sup>**

**?’S – CONTACT  
JMINER@CESA9.ORG**

\*\*During this session we will hold up contemporary learning science and game design as places of inspiration, drawing out theories of mind and society, asking what we can learn. We will demo and discuss a number of games and mobile activities, then reflect on the principles that may extend into our weekly lessons. This will be a time to think big and be inspired, but also a time to strategize and move toward application.

David J. Gagnon (UW-Madison) is a Discovery Fellow and program director of the Field Day Lab in the Wisconsin Institutes for Discovery at UW-Madison. He directs a team of educational researchers, software engineers, artists and storytellers that explore the intersections of learning science and media design, specializing in mobile media, video games and simulation.