

DEVLEARN SCHEDULE AT A GLANCE



Start building your experience by tracking which sessions and pre-conference activities stand out to you!

SUNDAY - TUESDAY: OPTIONAL PRE-CONFERENCE ACTIVITIES		
SUNDAY, OCTOBER 17		
7:30a - 5:00p		Registration desk opens for early check-in
		2-Day Certificate Program: The Learning Guild's Storyline 360 Certificate Program
MONDAY, OCTOBER 18		
8:30a - 4:30p		2-Day Certificate Program: The Learning Guild's Storyline 360 Certificate Program
		2-Day Certificate Program: The Learning Guild's Project Management Certificate Program
		VR for Learning Summit: Design & Development Day
		Workshop: BYOD: Building Immersive AR Experiences for Learning
		Workshop: Enabling Learner Success with Learning Journeys and Ecosystem Maps
		Workshop: BYOD: Design Before Develop - Storyboarding for eLearning
		Workshop: Design for Behavior Change
		Workshop: BYOD: Producing Engaging Virtual Training Using Zoom
4:30p		VR for Learning Showcase
TUESDAY, OCTOBER 19		
8:30a - 4:30p		2-Day Certificate Program: The Learning Guild's Project Management Certificate Program
		VR for Learning Summit: Strategies Day
		Learning Leaders Forum
		The Learning Guild's Articulate User Conference
		Workshop: BYOD: Designing for Virtual Classroom Events
		Workshop: BYOD: Video Producer Boot Camp
		Workshop: Game Learning for Business Outcomes
		Workshop: BYOD: Make a Microlesson in a Day
		Workshop: Make it Meaningful: Applying the Secrets of Engagement to LXD
		Workshop: BYOD: xAPI Implementation for Beginners
	Workshop: Know the Mind, Know the Learner: Applying Brain Science to Improve Training	

Visit [DevLearn.com/Program](https://www.devlearn.com/Program) to view the entire program, speakers, and session descriptions!

WEDNESDAY - FRIDAY: FULL CONFERENCE & EXPO		
WEDNESDAY, OCTOBER 20		
7:30a - 10:45a		Morning Buzz Discussions
		General Session
		Expo Opens
10:45a - 11:45a		Accessibility Tips and Tricks in Storyline 360
		BYOD: User Experience Principles and Tools to Improve Learning
		Designing for Augmented Reality
		Exit the Passive Lane: Take Your VC Training to the
		Studio Not Required: Recording High-Quality Video From Your Home or Office
		Finding Their Own Route to Mastery: What L&D Can Learn From Role Playing Games
		No Code? No Problem! Quick & Easy Approach to Automation & Creating L&D Apps
		Prototyping Learning Experiences with Adobe XD
1:15p - 2:15p		Implementing an LMS, from Contract to Launch, in Nine Months
		Using Technology to Reinforce Learning and Create Sustainable Change
		BYOD: No Fear! The World's Gentlest Introduction to Coding with JavaScript
		BYOD: Creative Tips for Enhancing Learning Engagement in Articulate Rise
		The Science Behind Using Storytelling for eLearning
		Advancing Job Aids with Mobile and Augmented Reality Technologies
		Everyone's a Video Producer: Production Techniques for Engaging Content
		The Robots Are Coming to Replace/Save Us: Benefits and Pitfalls of AI-enabled Robotics
		Considering an LXP? How to Know if You're Ready and Structured for Success
		Virtual Reality in Learning: What You Need to Know to Get Started
		Using xAPI with SCORM to Create Adaptive Learning
		Advancing Your Virtual Instructor Led Training Skills
		L&D's Role in Cultivating Racial Equity in the Workplace
3:00p - 4:00p		Taking a System View: Ways to Analyze the Underlying Issues in Solving Business Problems
		BYOD: Gamification Grab Bag: A Design Approach and Adventure
		BYOD: Making eLearning Magic with Adobe Captivate
		Macrovideo: The Secrets to Creating a Long Instructional Video
		When It's Time to Say Goodbye: Migrating to a New LMS
		ASOP's Fables: Make Online Orientation Engaging and Interactive
		Fast and Furious Project Management: Less Minutia, More Results
		A Portfolio is Your New Resume

3:00p – 4:00p	Designing and Assessing Learning in VR Using an Evidence-Centered Approach
	Workflow Learning: More Just-in-Time-Learning, Less Just-in-Case
	Accessibility Features You May Not Know About in Tools You Already Use
4:14p – 6:30p	General Session
	Expo Reception
THURSDAY, OCTOBER 21	
7:30a – 10:45a	Morning Buzz Discussions
	General Session
	Expo Opens
10:45a – 11:45a	Advertiser's Secrets to Compelling Learning Videos
	BYOD: Building a Succinct and Engaging Learning Solution with Digital Adoption
	An Introduction to Usability for Immersive Technology
	Case Study: Transforming Workforce Development with VR and Simulation
	Using Online Gaming Culture to Build More Effective Project Teams
	Moving from Concept to Launch With Design Thinking
	Mini Scenarios: One-Question Scenarios for Better Assessment
	A New Architecture for Learning Design: A T-Mobile Case Study
	Game On! Designing Learning Games for Virtual Classrooms
	BYOD: Creating Reflective Interactions with Storyline 360
	Tools, Apps, and Online Resources: Community Favorites
	How to Convert Interactive Workshops to the Virtual and Blended Classrooms
	BYOD: Building Your First VR Project in Adobe Captivate
	BYOD: A Practical Approach to Accessible eLearning: Designing, Creating & Testing
	Better Breakouts: Creating Collaboration in Virtual Classes
How to Deploy Enterprise VR Training at Scale	
Spaced Learning: A Design and Technology Primer	
Using AI to Accelerate Large-Scale Learning Needs Analysis	
Using MS Teams, Slack & Other Collaboration Platforms With Chatbots for Learning	
A Future Look at Visual Design Trends	
20 Ways to Use Microlearning to Add Value to Your Curriculum	
Personal Narratives: An Experiential Approach to Effective Data Collection	
Harness the Power of a Connected Learning Ecosystem with Web APIs	
The Top 3 Implications of Learning Science for Instructional Design	
Creating Effective Video for Microlearning	
1:15p – 2:15p	

3:00p – 4:00p	BYOD: Turn Static Templates into Interactive Learning Experiences with Storyline
	Using VR to Create a Psychologically Safe Space for Learning
	Podcasts: Bring Casual Learning to Your Organization
3:00p – 4:00p	Two-Way Learning: The Value of Touchpoints for Organizations and Learners
	Create a Data Strategy That Will Highlight Your Impact on Business Outcomes
	Accelerated Learning: It's Like a Warp Zone for Your Audience
	You've Gone To Virtual Delivery, Now What?
	Instructional Storytelling – The Case of Storyboarding a Serious Comic
	Using xAPI to Track Learning Experiences in Unity Games
	Mind the Gap: Bridging the SCORM and xAPI Divide With cmi5
	Cutting Training Time & Costs 20-30% Using ADDIE & Agile
Why Skills Are the New Currency for L&D	
4:00p	DemoFest
FRIDAY, OCTOBER 22	
7:30a	Morning Buzz Discussions
8:30a – 9:30a	BYOD: xAPI Made Easier with Quick Code Snippets
	Are Multiple Choice Questions Killing Critical Thinking Skills?
	Make Videos That Work: Best Practice Round Up
	Shifting Your Flow: Design Changes for Authoring Responsive Content
	Performance Support Tool Palooza!
	Impact Matters: Developing a Comprehensive Impact Assessment System
	Managing Learning Transfer: The Key Role Managers Play in Learning Transfer
	Blogs, Emails & Chatbots: The Case for Using Drip-Feed Content
Demofest Showcase	
10:00a – 11:00a	BYOD: Storyboarding and Miro – Collaboration That Makes an Impact
	When You Can't Do It All: Coaching SMEs to Help Design Quality Training
	Being There When You Can't: VR for New Facility Orientation and Training
	Playing With Power: Advanced Strategies in Gamified Learning
	Interactive Video: A Design Challenge Case Study
	From "Order Taker" to Stakeholder: How LXD Can Earn a Seat at the Table
	5 Steps for Good xAPI Governance
	Does 5G Change eLearning: Going Past the Hype
	Save Time Later by Building Storyline Templates Now
	11:15a

*Schedule as of 7/29/2021