About the Docent Program at DevLearn

What is the docent program?
"Docent" is the title given to people who serve as guides and educators, particularly for museums. We'll be adapting the docent concept for this year's DevLearn as a way of enhancing the conference experience for first-time conference participants, or any participants who want to take advantage of the docent program.

Neil Lasher is leading the DevLearn docent team, which includes **Brandon Carson**, **Karen Hyder, Joe Ganci,** and **Stevie Rocco**.

Who can participate?
This is a great opportunity for anyone attending the DevLearn as a paid registrant or speaker to add a little (or a lot) of guidance that is specifically built to enhance your conference experience.

What can participants expect from the docent program?
Those who choose to participate in any or all of the docent activities scheduled at the DevLearn will enjoy a guided experience that has been custom-built by learning experts who not only have an understanding the topics, but are experienced at navigating industry conferences.

There are four primary paths to the docent program:
- New to the Field
- Tools and Tech
- Instructional Design
- Strategies for Learning

Do you have to attend all of the activities?
Those who participate in the docent program can join in as few or as many of the guided activities as they'd like and are free to jump from path-to-path as desired. The structure of each docent path is very similar.

Here are a few highlights:
- A welcome and introduction to the docent program at the New Attendee Orientation
- A dedicated Morning Buzz session each morning, where the docents and participants can talk about the day's events and share reflections on daily learning
- Group attendance at the general sessions, including reserved seating and scheduled time to debrief
- A guided tour of the Expo
- Hosted lunch tables with learning experts
- Specifically selected concurrent sessions and opportunities to meet speakers afterwards

The **schedule of activities** is on the **next page.**

The **locations** of activities are in your **Conference Program Guide.**

Schedule of Activities

Wednesday October 23

Time	New to the Field	Tools and Tech	Instructional Design	Strategies for Learning
7:15a – 8:15a	Join us in the Docent Morning Buzz Discussion Room			
8:30a – 10:00a	GS1: General Session—Unlocking Cool—*Jeremy Gutsche* (Reserved Seating)			
10:00a – 10:45a	Coffee & Networking Break			
10:45a – 11:45a Featured	**F3:** Show Off Your Work… *Jane Bozarth*	**F4:** Google Glass… *David Kelly*	**F2:** How Museums Use Mobile… *Nancy Proctor*	**F6:** The Seven Things I Wish I Knew… *Ellen Wagner*
11:45a	Lunch with the experts - Cammy Bean, Paul Clothier, Connie Malamed, & Clark Quinn			
1:15p – 2:15p Session Block 1	**108:** Interface Design for eLearning *Julie Dirksen*	**114:** Sketchnoting—How to Capture Ideas and Concepts… *Kevin Thorn* or **116:** B.Y.O.L.: The Coolest Adobe Captivate Tips… *Joe Ganci*	**111:** Five Things Game Designers Can Teach eLearning Designers *Karl Kapp*	**103:** Transmedia Storytelling: A New Strategy for Learning *Lee Lindsey*
2:15p – 2:45p	Coffee & Networking Break			
2:45p – 3:45p Session Block 2	**213:** Copyright and Creative Commons… *Stevie Rocco and Michelle Lentz*	**211:** How Tools Affect Our Design: Quandaries of a Veteran Tool Designer *Michael Allen*	**212:** Redesigning Learning Design to Meet Today's Challenges *Lance Dublin*	**206:** Transfer Learning and Become More Profitable: The Science of Behavior Change *Art Kohn*
3:45p – 4:15p	Networking Break			
4:15p – 5:15p	GS2: General Session—The Real Power of Games for Learning—*Ian Bogost* (Reserved Seating)			
5:00p	DevLearn Reception—Expo			

Thursday October 24

Time	New to the Field	Tools and Tech	Instructional Design	Strategies for Learning
7:15a – 8:15a	Join us in the Docent Morning Buzz Discussion Room			
8:30a – 9:45a	GS3: General Session—The Filter Bubble—*Eli Pariser* (Reserved Seating)			
9:45a – 10:30a	Coffee & Networking Break			
10:30a – 11:30a Session Block 3	**301:** Design Models and Patterns for Creating Better eLearning *Cammy Bean*	**305:** Free Tools for Learning—Matching Tools to Tasks *Terri LoGuidice*	**312:** Is eLearning Broken?... (Panel) *Clark Quinn, Judy Katz, Julie Dirksen, Michael Allen, Reuben Tozman*	**306:** Implementing a Plan for Digital Literacy *Tracy Parish*
11:30a	Lunch with the experts - Jane Bozarth, Julie Dirksen, Brenda Enders, & Art Kohn			
1:15p – 2:15p Session Block 4	**407:** Convert Learning Content to Stories That People Remember *Katie Stroud*	**408:** eLearning Deconstruction: How I Built This eLearning Course *David Anderson*	**412:** Fearless Instructional Design: Learning from the Imagination of Jim Henson *Michelle Lentz*	**403:** Gamification on a Shoestring Budget *Stephanie Daul and Mira Mendlovitz*
2:15p – 3:00p	Coffee & Networking Break			
3:00p – 4:00p Session Block 5	**509:** Concept to Launch: What Do I Need to Think About… *Nick Floro*	**511:** Fantastic 5: Use the Power of HTML5 for Good *Michael Sheyahshe*	**513:** Using Design Thinking to Fill What's Missing from ADDIE *Connie Malamed*	**501:** Converting Traditional ILT to the Virtual Classroom *Christopher King*
4:00p	eLearning DemoFest 2013			

Friday October 25

Time	New to the Field	Tools and Tech	Instructional Design	Strategies for Learning
7:15a – 8:15a	Join us in the Docent Morning Buzz Discussion Room (Wrap-up Session)			