



DOCENT PROGRAM

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’ve adapted the docent concept for this year’s *DevLearn* to support first-time conference participants, or anyone who’d like some on-site support. Our docents make recommendations, answer questions, and help you get the most from your conference experience. We’ll help you make connections and find what you’re looking for. Join us!

WHO ARE THE DOCENTS?

The docents for the *DevLearn 2015 Conference & Expo* are **Karen Hyder, Melissa Chambers, Brenda Enders, and Tracy Parish**. All four docents are seasoned *Guild* members and have attended and presented at many *Guild* conferences. They might not have the answer to all your questions, but they can point you in the right direction. You’ll meet the docents at the event orientation on Tuesday evening and at the Morning Buzz session on Wednesday, Thursday, and Friday mornings.

WHO CAN PARTICIPATE?

This is a great opportunity for anyone attending *DevLearn* as a paid registrant or speaker to add a little (or a lot) of guidance that’s specifically tailored to enhance the experience of those new to the conference.

WHAT CAN PARTICIPANTS EXPECT FROM THE DOCENT PROGRAM?

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

There are three primary paths to the docent program:

- Tools and Tech
- Instructional Design
- New to the Field

DO YOU HAVE TO ATTEND ALL OF THE ACTIVITIES?

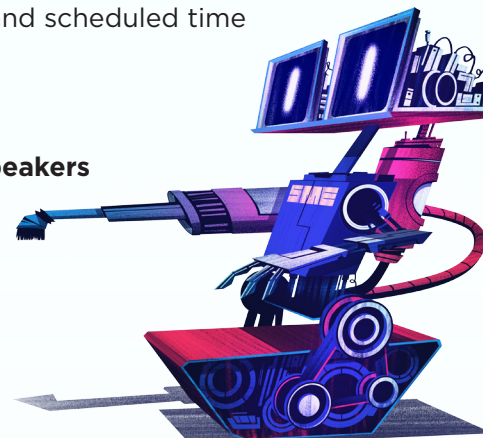
Those who participate in the docent program may join in on as many or as few of the guided activities as they’d like and are free to jump from path to path as desired. The structure of each docent path is very similar.

HERE ARE A FEW HIGHLIGHTS:

- A welcome and introduction to the docent program at the event orientation
- A dedicated Morning Buzz session each morning, in which 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 app.





DOCENT PROGRAM

Schedule of Activities

WEDNESDAY, SEPTEMBER 30

Time	Tools and Tech	Instructional Design	New to the Field
7:30a – 8:15a Morning Buzz	Join us in the docent Morning Buzz discussion room		
8:30a – 10:00a Keynote	General Session—Learning Disrupted: The Unrecognizable New World of Tech and Culture David Pogue (Reserved Seating)		
10:45a – 11:45a Session Block 1	Free or Low-cost Learning Tools <i>Dana Monroe & Terri LoGiudice</i>	Designing for Performance: Nine Critical Elements <i>Jane Bozarth & Jeannette Campos</i>	That 70's Show: Embracing the 70:20:10 Learning Model <i>Scott Edwards</i>
11:45a Lunch	Lunch with the experts		
1:15p – 2:15p Session Block 2	DevLearn Hyperdrive Showcase <i>David Kelly</i>	Brain Science and Learning: Seven Tips That Will Improve Your Training <i>Art Kohn</i>	Supercharge Your Writing for Instructional Design <i>Connie Malamed</i>
3:00p – 4:00p Session Block 3	Micro-learning Video on a Shoestring <i>Thomas Spiglanin</i>	Style Guides: The Unsung Hero of eLearning Development <i>Kevin Thorn</i>	The Accidental Instructional Designer <i>Cammy Bean</i>
4:15p – 5:15p Keynote	General Session—Digital Badges and the Future of Learning <i>Connie Yowell</i> (Reserved Seating)		
5:15p – 6:30p Reception	Expo Reception		

THURSDAY, OCTOBER 1

Time	Tools and Tech	Instructional Design	New to the Field
7:30a – 8:15a Morning Buzz	Join us in the docent Morning Buzz discussion room		
8:30a – 10:00a Keynote	General Session—Curiosity, Discovery, and Learning <i>Adam Savage</i> (Reserved Seating)		
10:45a – 11:45a Session Block 4	Ten Cool Tools to Support Learning <i>Mathias Vermeulen</i>	Building Responsive eLearning Courses <i>Joseph Vajda Jr.</i>	Moving from ILT to eLearning <i>Sean Putnam</i>
11:45a Lunch	Lunch with the experts		
1:30p – 2:00p Expo Hall	Enjoy a Guided Tour of the Expo Hall		
3:00p – 4:00p Session Block 6	Selecting Cloud-based Authoring Tools: Going Beyond the Feature Sets <i>Mark Sheppard</i>	Psychology for Enhanced Retention in eLearning <i>Ty Marbut</i>	Flipping the Classroom: An Alaska Airlines Case Study <i>Jake Fordham & Leigh Shocki</i>
4:00p – 6:00p DemoFest	DevLearn DemoFest 2015		

FRIDAY, OCTOBER 2

Time	Tools and Tech	Instructional Design	New to the Field
7:30a – 8:15a Morning Buzz	Join us in the docent Morning Buzz discussion room (wrap-up session)		
8:30a – 9:30a Session Block 7	Analytics: What You Want to Know <i>Anthony Altieri</i>	Tell Me a Story: How Do Storytelling and Learning Work Together? <i>Matt Mow</i>	UX for eLearning: Designing the Learner Experience <i>Majid Tahir</i>
10:00a – 11:00a Session Block 8	Exploring WordPress as a Tool for Delivering Blended Learning <i>Tracy Parish</i>	Lessons from the Trenches of Digital Game Design <i>Sharon Boller</i>	Research Says? Current Research to Inform Practice <i>Stevie Rocco</i>
11:15a – 12:30p Keynote	General Session—Learning Without Boundaries <i>Natalie Panek</i> (Reserved Seating)		