

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

New Attendee Orientation

Maximizing your Conference Experience!

January 13-15, 2016 | Las Vegas, NV

The Presenter

- **Diane Elkins, President
Artisan E-Learning**
- **ATD 2016 TechKnowledge
Program Advisory Chair**



January 13-15, 2016 | Las Vegas, NV

Agenda

- Conference Overview
- Program Highlights
- Conference Resources
- Making the Most of the Conference
- The Backchannel

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

#ATDTK

CONFERENCE OVERVIEW

techknowledge

reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV



DIANE ELKINS
Chair
President
Artisan E-Learning
Jacksonville, FL



CONNIE MALAMED
Consultant
The eLearning Coach
Frederick, MD



BRANDON CARSON
Director of Learning
The Home Depot
Atlanta, GA



TRAVIS WAUGH
Training Generalist
The Georgia Institute of Technology
Atlanta, GA



JD DILLON
Global Learning & Development Manager
Brambles
Orlando, FL



BECCA WILSON
Corporate Training Designer
General Assembly
New York, NY



JOE KELLER
Manager, Global Systems Training
Tiffany & Co.
New York/New Jersey



BIANCA WOODS
Advisor, Design & Communication
BMO Financial Group
Toronto, Ontario

January 13-15, 2016 | Las Vegas, NV

Conference Tracks

- E-Learning
- Emerging Technologies
- Management & Implementation
- Mobile
- Serious Games & Simulations
- Social
- Platforms & Tools
- Virtual Classroom

Program		Mobile		
		Wednesday	Thursday	Friday
January 13, 2016				
Mobile	Building Interactive E-Books in Adobe InDesign			>
	10:45AM-12:00PM Jan 13			Roman IV
Mobile	Launching a Mobile App From Paper to Delivery			>
	1:30PM-2:45PM Jan 13			Roman II
Mobile	Mobile Learning at the Home Depot: A Case Study			>
	4:15PM-5:15PM Jan 13			Forum 6-8
Mobile	Transitioning to Mobile: Liven Up Your Old E-Learning			>
	4:15PM-5:15PM Jan 13			Forum 9-10

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

#ATDTK

PROGRAM HIGHLIGHTS

techknowledge
reimagine learning **2016**



Keynote Speakers

January 13-15, 2016 | Las Vegas, NV



David Rose
CEO, Ditto Labs
(WEDNESDAY)



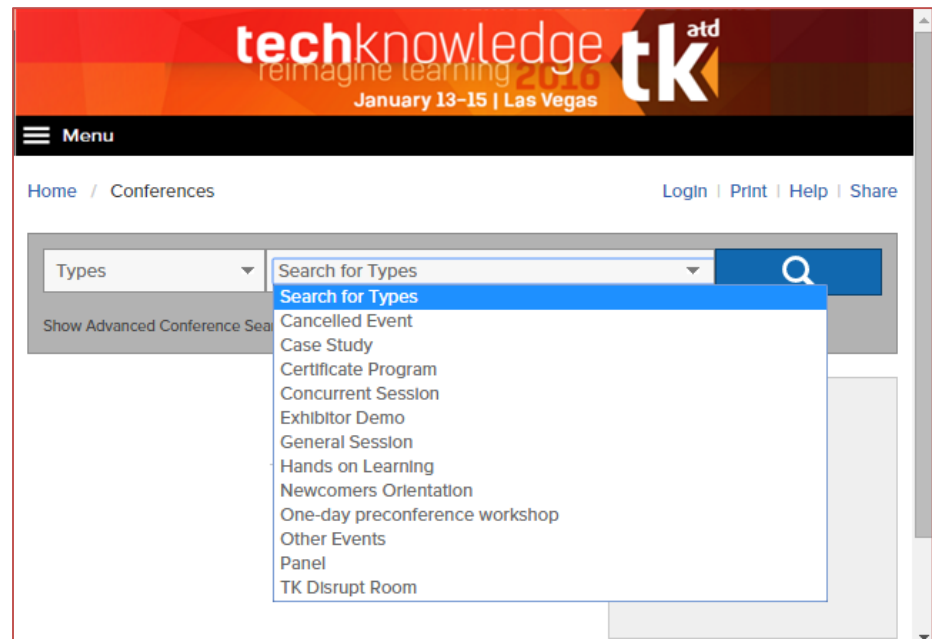
Kate Matsudaira
Principal, Urban Influence
(THURSDAY)



Brian Wong
Co-Founder and CEO, Kiip
(FRIDAY)

Session Types

- Concurrent Sessions
- Hands-On Learning
(Formerly Creation Stations)
- TK Disrupt Room



January 13-15, 2016 | Las Vegas, NV

TK Disrupt Room Schedule

Wednesday

- 1:00-1:45 p.m. Outside Inspiration
- 3:00-3:45 p.m. xAPI Showcase
- 4:15-5:00 p.m. E-Learning Check-Up

Thursday

- 10:45-11:30 a.m. Social Collaboration Tool Showcase
- 2:15-3:00 p.m. Fail Jam
- 3:45-4:30 p.m. AR and VR in Action

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

Expo Reception

Wednesday

5:15pm – 6:30pm



January 13-15, 2016 | Las Vegas, NV

Don't forget to eat!

- Lunch
- Ice Cream Breaks
- Meet-to-eat



techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

Ice Cream Break



Thursday at 1:30 p.m.

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

Meet to Eat



techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

#ATDTK

CONFERENCE RESOURCES

Program Guide



techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

Conference App



Program All Sessions at a Glance

Sunday Monday Tuesday **Wednesday** Thursday Friday

January 13, 2016

- TK Disrupt - Outside Inspiration**
12:00AM-1:45PM Jan 13
- ATD Store**
7:00AM-6:30PM Jan 13
- Newcomers' Orientation**
7:15AM-8:00AM Jan 13
- The New Vanguard for Business: Connectivity, Design, and the Internet of Things**
8:00AM-9:00AM Jan 13
- Coffee Break**
9:00AM-10:45AM Jan 13
- Expo**
9:00AM-6:30PM Jan 13
- Global Innovation: Interactive Rapid Design**
9:10AM-9:40AM Jan 13
- Onboarding Your Next Number 1 Sales Rep**
9:10AM-9:40AM Jan 13
- The Next Big Thing: Video-Based Learning**
9:10AM-9:40AM Jan 13
- Keynote Speaker Signing: David Rose**
9:15AM-9:45AM Jan 13

Session

Serious Games and Simulations

Instant Participant Feedback
Join a session now >> Booth 611

Serious Games + Smart Implementation = Win: 7 Keys to Success

10:45AM-11:45AM Forum 6-8
 Wed Jan 13 W103

Steven Boller
 Bottom-Line Performance, Inc.

Serious games have the potential to provide business-critical knowledge. But many game-based learning initiatives are unsuccessful because implementation starts with learning science to increase retention. The speaker will share four case studies of successful business results. The commonality of implementation tips that help make

More Schedule

Sunday Monday Tuesday **Wednesday** Thursday Friday

7 AM	Newcomers' Orientation	>
8 AM	The New Vanguard for Business: Connectivity, Design, and the Internet of Things	>
9 AM	Coffee Break	
10 AM	Exhibitor Demo	>
11 AM	Exhibitor Demo	>
12 PM	Sessions	
1 PM	Lunch (ATD provided)	
2 PM	Octavius Ballroom	

www.tkconference.org

The screenshot shows the website's navigation bar with the following items: [About](#), [Program](#) (highlighted with a mouse cursor), [Speakers](#), [Expo/Sponsors](#), [Hotel & Travel](#), and a [Register](#) button. A dropdown menu is open under 'Program', listing: [Content Tracks](#), [Session Search](#), [Agenda at a Glance](#), [Preconference Learning](#), and [Disrupt Room](#).

The main banner features the text: **techknowledge** reimagine learning 2016, January 13-15 | Las Vegas, and **tk**^{atd}. A dark banner at the bottom of the main section reads: **Online registration closes January 6 at 6 p.m.**

Below the banner is a decorative graphic of orange and red hexagons. To the right, the text 'WHY TK?' is displayed in large, light gray letters. At the bottom, there are four hexagonal icons: a stylized 'a/i', a person with a checkmark, a stack of books, and a document with a checkmark.

Schedule at-a-glance

The screenshot shows the top navigation bar with the 'tk techknowledge' logo on the left and links for 'About', 'Program', 'Speakers', 'Expo/Sponsors', 'Hotel & Travel', and a 'Register' button on the right. Below the navigation is a large orange banner with the text 'SCHEDULE AT A GLANCE' in white, outlined letters. Underneath the banner is a horizontal menu with tabs for 'Preconference Learning', 'Wednesday, 1/13' (which is selected and highlighted in red), 'Thursday, 1/14', 'Friday, 1/15', and 'Download Schedule'. The main content area displays a vertical timeline for Wednesday, 1/13, with five time slots, each marked by a colored circle and followed by the time range and event name:

- 7:15 a.m. - 8:00 a.m. Newcomers' Orientation
- 8:00 a.m. - 9:00 a.m. General Session
- 9:00 a.m. - 10:45 a.m. Coffee Break
- 9:00 a.m. - 6:30 p.m. EXPO Open
- 10:45 a.m. - 12:00 p.m.

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

Electronic Evaluations



techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

Expo



techknowledge
reimagine learning **2016**



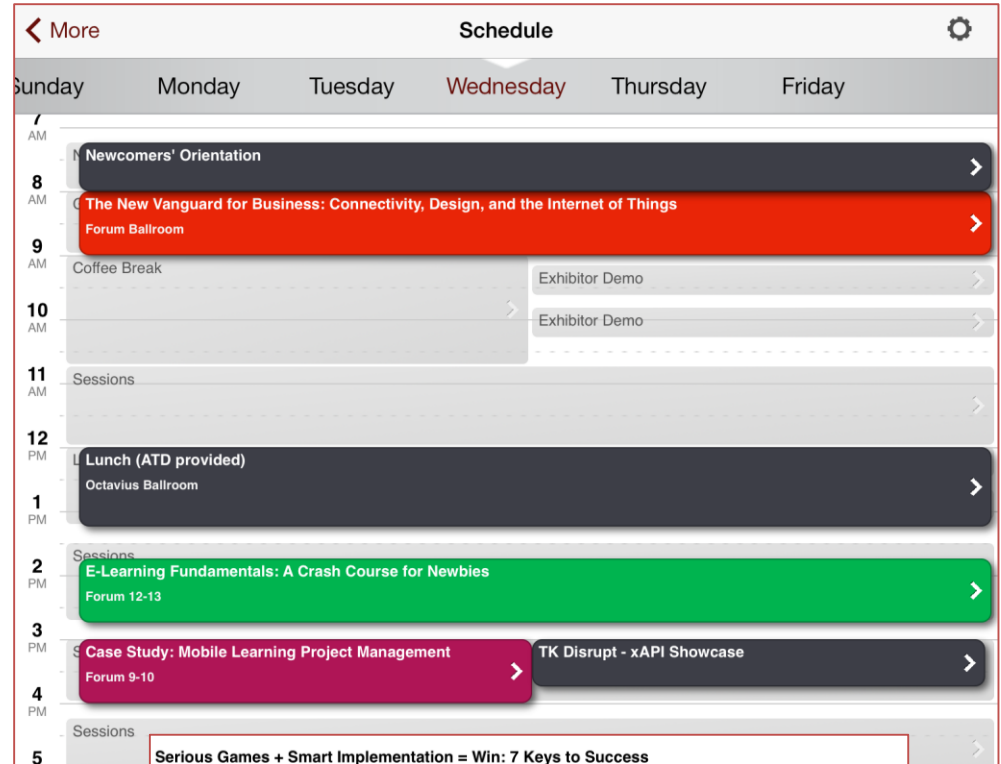
January 13-15, 2016 | Las Vegas, NV

#ATDTK

**MAKING THE MOST OF YOUR
CONFERENCE EXPERIENCE**

Tips

- Session Selection: *make a plan using the program guide or conference app*
- Have a session back-up plan
- Pace yourself
- Network, network, network!



Serious Games + Smart Implementation = Win: 7 Keys to Success

10:45AM-11:45AM
Wed Jan 13
Forum 6-8
W103

Steven Boller
Bottom-Line Performance, Inc.

Serious games have the potential to engage and motivate your learners . . . and to drive long-term retention of business-critical knowledge. But what does it take to make a game successful in your organization? Unfortunately, many game-based learning initiatives fail because they are not implemented or evaluated correctly. Fortunately, successful implementation starts with effective design. This session explores how serious games can be linked to learning science to increase retention of product knowledge, policies, procedures, basic facts, and more. Then, the speaker will share four case studies from organizations that successfully implemented a serious game that drove business results. The commonalities from these 'success stories' will be used to demonstrate seven actionable implementation tips that help make games more effective for learning.

techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

#ATDTK

THE BACKCHANNEL



#atdtk

Top Live Accounts Photos Videos More options



Chris King @cking6 · 16 Jan 2015

THE measure of success is business results - did ppl accomplish their tasks? Did performance improve? Your LMS doesn't know! #atdtk



Diane L Smith, CPLP @CreativelyTrain · 16 Jan 2015

Another place to build & post your eLearning portfolio is #WordPress - #Articulate & #Captivate friendly #ATDTK via @tmiket



Coline Son Lee CPLP @pmtrainer · 16 Jan 2015

"@rebexlynn: Experts have 1 view on how things get done. try talking to NONexperts about how they'd LIKE things done. @michellelentz #ATDTK"

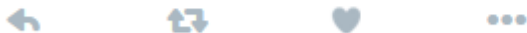


[View conversation](#)



Diane L Smith, CPLP @CreativelyTrain · 16 Jan 2015

Some sites provide stats and details about those who view your portfolio and work samples. #behance #ATDTK via @tmiket

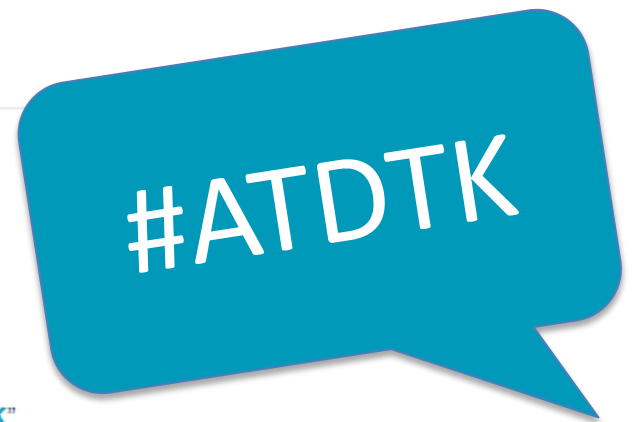


Justin Brusino and 8 others follow



elearning Agent @elearning_Agent · 16 Jan 2015

David Kelly "Building a Learning Strategy from an Ecosystem of Resources"



techknowledge
reimagine learning **2016**



January 13-15, 2016 | Las Vegas, NV

#ATDTK

SEE YOU IN LAS VEGAS!