

List of Professional Development Presentations (Game-based Learning or Pedagogy Presentations)  
Prof. Joe Bisz

**This is *only* a list of my presentations related to Professional Development and training, including research talks in the area of Game-based learning and Pedagogy. I've done many more presentations than these...**

## **KEYNOTES, FEATURED WORKSHOPS, AND GUEST LECTURES**

Every item here was a keynote or special invited presentation where the host asked me to share my academic expertise. (These are *not* regular conference presentations). Many paid me a speaker fee. All were outside my home college.

=82 total

Middlesex Community College (Edison, NJ). CELT Professional Day. "What's Your Game Plan? Designing for a Creative Classroom." **PAID KEYNOTE SPEAKER**. Keynote and Workshop, August 30, 2022.

"Redesigning Board Games for Instructional Purposes." Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee**. August 2022.

"*What's Your Game Plan?: Turn Your Idea into a Game.*" Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee**. Thursday. August 2022.

"*What's Your Game Plan?: Turn Your Idea into a Game.*" Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee**. Sunday morning. August 2022.

"*What's Your Game Plan?: Turn Your Idea into a Game.*" Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee**. Sunday afternoon. August 2022.

PolyCO (Steamboat Springs, CO). "Quote Game: Communication Workshop." July 2022.

CUNY Hunter College. Playful Pedagogy in Higher Education Series. "What's Your Game Plan?: Designing Playful Activities in One Minute." Online Session. March 2022.

CUNY Graduate Center. Prof. Carlos Hernandez's Game-based Learning Skills Lab. "What's Your Game Plan? Designing for Instruction." Online Session. Oct. 2021.

PolyCO (Steamboat Springs, CO). "Quote Game: Communication Workshop." October 2021.

CUNY SPS. Faculty Development Day. "What's Your Game Plan?: Creative Classroom Design." Online Session. April 2021.

WASD World Association for Sustainable Development. "Meet the Authors: Joe Bisz and Michael Sutton." <http://Facebook.com/worldassociationSD> Online Session. April 2021.

CUNY Games Network. “WYGP? One Minute for One Thing.” First Fridays Series. Online Session. March 5, 2021.

CUNY Games Conference (New York)

“Love and Relationships: The Quote Game.” The CUNY Games Network. CUNY. Presentation, January 2021.

Columbus State University. Susan E. Hrach, Director, Director of Faculty Center.

“Infusing Our Online Learning Environments with Play: Applying Game Mechanics to Your Learning Activities.” Online Session. Nov. 2020.

CUNY Graduate Center. Prof. Carlos Hernandez’s Game-based Learning Skills Lab.

“What’s Your Game Plan? Designing for Instruction.” Online Session. Oct. 2020.

CUNY Games Conference (New York)

“The Allure of Play.” The CUNY Games Network. CUNY. Presentation, January 2020.

CUNY Games Conference (New York)

“Redesign: Modifying Tabletop Games for Instruction.” The CUNY Games Network. CUNY. Presentation, January 2020.

Connecticut Education Technology Leaders (CTETL) Conference (Cromwell, CT)

“What’s Your Game Plan? Designing for Creative Professional Development.”  
**PAID KEYNOTE SPEAKER.** Keynote and Workshop, October 2019.

“Redesigning Board Games for Instructional Purposes.” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** August 2019.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2019.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday morning. August 2019.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday afternoon. August 2019.

ELI Educause Conference (Anaheim, CA)

“The ALLURE of Play: Game Design for Deep Learning.” Special Pre-Conference Workshop. **Paid Me a Speaker Fee.** Co-presented with Victoria Mondelli. February 2019.

CUNY Games Conference (New York)

“The Allure of Play.” The CUNY Games Network. CUNY. Presentation, January 2019.

CUNY Games Conference (New York)

“Redesign: Modifying Tabletop Games for Instruction.” The CUNY Games Network. CUNY. Presentation, January 2019.

North American Simulation and Gaming Association – NASAGA (Buffalo)

“Redesigning Board Games for Instructional Purposes.” **Invited Plenary Session.** Workshop, October 2018.

North American Simulation and Gaming Association – NASAGA (Buffalo)

“Ask Matt: A Strategic Thinking Tool.” Workshop, October 2018.

“Redesigning Board Games for Instructional Purposes.” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** August 2018.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2018.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday morning. August 2018.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday afternoon. August 2018.

CUNY Games Conference (New York)

“The Allure of Play: Part I.” The CUNY Games Network. CUNY. Presentation, January 2018.

CUNY Games Conference (New York)

“The Allure of Play: Part II Workshop.” The CUNY Games Network. CUNY. Workshop, January 2018.

CUNY Games Conference (New York)

“What’s Your Game Plan?” The CUNY Games Network. CUNY. Presentation, January 2018.

North American Simulation and Gaming Association – NASAGA (Reno)

“Redesigning Board Games for Instructional Purposes.” **Invited Plenary Session.** Workshop, October 2017.

“Redesigning Board Games for Instructional Purposes.” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** August 2017.

“*What’s Your Game Plan?: Turn Your Idea into a Game.*” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2017.

*What's Your Game Plan?: Turn Your Idea into a Game.* Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday. August 2017.

*"What's Your Game Plan?"* Presentation to all CTL Directors at CUNY. CUNY Central. April 2017.

CUNY Games Conference (New York)

*"What's Your Game Plan?"* The CUNY Games Network. CUNY. Presentation & Workshop, January 2017.

*"Redesigning Board Games for Educational or Instructional Purposes."* Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Friday. August 2016.

*"What's Your Game Plan?: Turn Your Idea into a Game or Simulation in Under 30 Minutes (Basic Class)."* Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2016.

*"What's Your Game Plan?: Turn Your Idea into a Game or Simulation in Under 30 Minutes (Full Class)."* Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday. August 2016.

*"Let's Get Things Swotted in Here!: The SWOT Analysis Card Game."* Revolutionary Learning Conference. Workshop. New York City. August 2016.

*"WHAT'S YOUR GAME PLAN?: A Hands-On Workshop for Transforming Instructional Ideas into Gamed-Up Presentations."* Revolutionary Learning Conference. Presentation. New York City. August 2016.

*"Redesigning Board Games for Educational or Instructional Purposes--A Hands-on Workshop."* Revolutionary Learning Conference. Presentation. New York City. August 2016.

*"Game-based Learning with Simple and Complex Mechanics."* Two-Day Summer Intensive on Game-based Learning. Mercy College (Dobbs Ferry, NY). **PAID KEYNOTE SPEAKER.** June 2016.

*"Redesigning Board Games for Instructional Purposes."* Two-Day Summer Intensive on Game-based Learning. Mercy College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** June 2016.

*"What's Your Game Plan?: Turning Lesson Plans into Games."* Two-Day Summer Intensive on Game-based Learning. Mercy College (Dobbs Ferry, NY). **PAID KEYNOTE SPEAKER.** June 2016.

CUNY Games Conference (New York)

*"What's Your Game Plan?"* The CUNY Games Network. CUNY Graduate Center & BMCC. Presentation, January 2016.

“Game-based learning and Mechanics.” Presentation and Workshop. Excelsior College (Albany, NY). **Paid Me a Speaker Fee.** September 2015.

“What’s Your Game Plan?: Turning Teacher Lessons into Games.” Gen Con Workshop. Gen Con. (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2015.

“What’s Your Game Plan?: Turning Teacher Lessons into Games (Full Class).” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday. August 2015.

“Game-based Learning and Mechanics.” Cengage Learning Team-Up Conference for Faculty. Organized by Cengage Learning. (Anaheim, California.) **PAID KEYNOTE SPEAKER.** May 6<sup>th</sup>, 2015.

“Game-based Learning in Higher Education.” Rio Salado College (Maricopa Community Colleges: Tempe, AZ). **PAID KEYNOTE SPEAKER.** April 10, 2015.

“Games Based on Learning: What’s Your Game Plan?” Co-presented with Kathleen Offenholley. Organized by Cengage Learning. Achieving the Dream Conference (Baltimore, Maryland). **Paid Me a Speaker Fee.** February 2015.

“What’s Your Game Plan?: Turning Teacher Lessons into Games.” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2014.

“What’s Your Game Plan?: Turning Teacher Lessons into Games (Full Class).” Gen Con Workshop. Gen Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday. August 2014.

Bronx EdTech Showcase Conference (New York)

“Game-based Learning in Higher Education.” Bronx Community College. **Plenary Speaker.** May 2014.

“Levelfly LMS and Achievement Pedagogy.” Presentation to Ellucian Technology Company. New York City. March 2014.

“Levelfly Learning Management System and Growing Your Distance Learning Program.” Presentation to the Deans. Mercy College (Manhattan, NY). January 2014.

“Roundtable with the Visiting Irish Game-based Learning Organization.” CUNY Graduate Center. January 2014.

CUNY Games Festival Conference (New York)

“What’s Your Game Plan?” The CUNY Games Network. CUNY Graduate Center & BMCC. Presentation, January 2014.

CUNY Games Festival Conference (New York)

“Levelfly: An Achievement-based Learning Management System & Social Network.”  
The CUNY Games Network. CUNY Graduate Center & BMCC. Presentation with  
Francesco Crocco, January 2014.

CUNY Games Festival Conference (New York)

“Modding an Interdisciplinary Brainstorming Card Game: The Evolution of What’s Your  
Game Plan?” The CUNY Games Network. CUNY Graduate Center & BMCC.  
Presentation with Maura Smale, Charlie Edwards, and Jody Rosen, NYC College of  
Technology CUNY, January 2014.

Inaugural Educational Game Design Workshop. Presentation and Workshop. Sponsored by  
BrainPOP NYC and the NYC Game-based Learning group (Meetup.com). New York  
City. December 2013.

“What’s Your Game Plan?: Turning Teacher Lessons into Games.” Gen Con Workshop. Gen  
Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Thursday. August 2013.

“What’s Your Game Plan?: Turning Teacher Lessons into Games.” Gen Con Workshop. Gen  
Con (Indianapolis, IN). **Paid Me a Speaker Fee.** Sunday. August 2013.

“Welcome to Game-based Learning.” Two-Day Summer Intensive on Game-based Learning.  
Mercy College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** June 2013.

“Example Teaching Games.” Two-Day Summer Intensive on Game-based Learning. Mercy  
College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** June 2013.

“What’s Your Game Plan?: Turning Lesson Plans into Games.” Two-Day Summer Intensive on  
Game-based Learning. Mercy College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** June  
2013.

“Simple and Complex Mechanics.” Two-Day Summer Intensive on Game-based Learning.  
Mercy College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** June 2013.

“Game Design Workshop.” Two-Day Summer Intensive on Game-based Learning. Mercy  
College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** June 2013.

“What’s Your Game Plan?” Gen Con: Trade Day Teacher’s Professional Development. Gen Con  
(Indianapolis, IN). **Paid Me a Speaker Fee.** August 2012.

“Game Day at Mercy College.” Game-based Learning Professional Development. Mercy  
College (Dobbs Ferry, NY). **Paid Me a Speaker Fee.** Fall 2012.

“Game-based learning and Design.” CUNY College of Staten Island. CSI’s Faculty Center for  
Professional Development. February 2012.

“Introducing Game-based Learning and Composition Games.” English Department Professional

Development Day. South Texas College (McAllen, TX). **Paid Me a Speaker Fee.**  
January 2012.

“Digital Humanities in Practice: Games-Based Digital Learning at CUNY.” CUNY Digital Studies/Digital Humanities Initiative. CUNY Graduate Center. September 2011.

“Using the Mechanics of Games to Improve Your Classroom Exercises.” Center for Teaching, Brooklyn College. Invited Speaker. March 2010.

“Principles of Game-based Learning: Gee and Bogost.” Invited Panelist to Prof. Steve Brier’s Graduate Media Design Class. CUNY Hunter College. December 2010.

“Game-based learning for Teachers.” Scholarship of Teaching and Learning Group. Baruch College. November 2009.

CUNY General Education Conference (New York)

“Guest Panel on Games-based Learning with Keynote Speaker Marc Prensky.” **Invited Plenary Speaker.** May 2009.

## **CONFERENCES and PROFESSIONAL CONVENTIONS**

=21 total

PolyCampNE (New Durham, NH)

“Quote Game: Communication Workshop.” August 2022.

PolyCampNE (New Durham, NH)

“Authentic Relating Games Workshop.” August 2021.

PolyCampNE (New Durham, NH)

“Quote Game: Communication Workshop.” August 2021.

Gen Con Workshop. Gen Con (Indianapolis, IN).

“Kick the Bore, Not the Bucket: How to Bring Games into Your Job.” August 2017.

Transitions and Transactions Conference (New York)

“Game-based Learning and Writing: An Interactive.” BMCC. Presentation, April 2016.

Gen Con Workshop. Gen Con (Indianapolis, IN).

“Educator and Game Designer Meet-and-Greet.” August 2015.

Educause Conference (Tampa, FL)

“Growing Game-based Learning at Your Institution: Leveling Up.” Presentation and Workshop. Co-presented with Victoria Mondelli, Executive Director for Teaching Excellence & Engaged Learning at Mercy College. October 2014.

Bronx EdTech Showcase Conference (New York)

“Game-based Learning: Interactive Demo.” Bronx Community College. Presentation. May 2014.

CUNY IT Conference (New York)

“E-portfolio, Badges, and Badging.” CUNY John Jay College of Criminal Justice. Presentation, December 2013.

Games, Learning, and Society (Madison)

“College Quest: A Game-based Learning Management System and Social Network.” University of Madison. June 2013.

CUNY IT Conference (New York)

“College Quest: A Game-based LMS and Social Network.” CUNY John Jay College of Criminal Justice. Presentation, November 2012.

ThatCampGames: The Humanities and Technology Camp (Maryland)

“What’s Your Game Plan?” University of Maryland. January 2012.

CUNY IT Conference (New York)

“Gaming Your Classroom.” CUNY John Jay College of Criminal Justice. Presentation, December 2011.

Popular Culture and American Culture Association (San Antonio)

“Games for Composition: Introducing Some Principles for Play and the CUNY Games Network.” Essay, April 2011.

CUNY IT Conference (New York)

“Get in the Game: Using Games to Support Teaching and Learning at CUNY.” CUNY Graduate Center. Presentation, December 2010.

CUNY The Digital University (New York)

“New Platforms.” CUNY Graduate Center. Presentation, April 2010.

CUNY General Education Conference (New York)

“The Faculty Seminar: Promoting Cross-Disciplinary Research and Collaboration on Teaching and Learning.” Kingsborough College. Presentation, May 2010.

CUNY General Education Conference (New York)

“Following a Space & Using *Diplomacy* in the Classroom to Develop Problem-solving Skills.” Poster Session, May 2009.

Popular Culture and American Culture Association (New Orleans)

“How Do I Get Out of this Mess?": Using the Military Strategy Game *Diplomacy* to Teach Problem-solving in Composition.” Essay, April 2009.



Women, Gender, Pedagogy (Feminist Studies Group, CUNY Grad Center)  
“Bending Gender Issues.” Part of roundtable “Feminist Pedagogy in Community  
College Settings: Academic and Activist Teaching at BMCC.” Essay and Roundtable,  
February 2006.

Southwest Texas Popular Culture and American Culture Associations (Albuquerque)  
“Interpreting Tolkien and Customizing Roles in the *Middle-earth Collectible Card  
Game*.” Essay, February 2006.