

<b>Level 1 Gamification Certification for Talent Development Professionals</b> <b>The ONLY Gamification Certification that earns you recertification credits with HRCI, SHRM, and ATD.</b>	
<b>Description</b>	<p>This hands-on workshop takes you through the 5-step process of gamifying your organizational quest. By following the 5-step plan, you are essentially assured a successful outcome.</p> <p>Game mechanics such as points, levels, challenges, rewards, chance, collaboration, scarcity, time limits, and leaderboards are directly linked to the human desires of achievement, status, self-expression, competition, and altruism. These mechanics (and more) provide an ideal adult learning environment as learners practice their skills, get immediate feedback on their progress, earn recognition, and build confidence in their ability to overcome a challenge.</p>
<b>Content Overview</b>	<p>In this 6-hour certification program you will use L&amp;D case studies as you overlay the 5-step Game the System™ model for gamification learning design, gather data, and participate in problem-solving and assessment exercises.</p> <p><b>Module 1: Define Learning Objectives... The Fundamentals of Fun!</b> - Define your measurable business objectives and determine how gamification will help you to achieve your objectives</p> <p><b>Module 2: It's Story Time - Create an Epic Adventure</b> - Frame and wrap your quest in a spellbinding story to create a narrative thread that pulls through the entire game</p> <p><b>Module 3: Design Variety into Your Activities</b> - Create the right mix of ingredients in your learning activities to allow the participants to acquire knowledge and skill, rather than merely receive and memorize information</p> <p><b>Module 4: Add the Game Design and Mechanics</b> - Identify the game elements you will use (points, badges, leaderboards, etc.) and implement game mechanics to motivate your players</p> <p><b>Module 5: Tally up the Aesthetics So They Wanna Play!</b> - Create an overall design that appeals to different senses and tie everything back to the other four levels, especially the business objectives</p> <p><b>Module 6: Gamification Audit of Organization Quest</b> - The gamification audit will clearly define recommendations on the creative design, development, communications strategy, and roll-out plan for the gamification project presented in class. The aim is to achieve the objectives identified in Module 1 by applying the gamification design overlay and answer the question: Is it fun?</p>
<b>Outcome</b>	<p>The goal is to increase learning and engagement through key concepts found in game design and behavioral psychology. By adding game mechanics to training, gamification not only increases interest, it makes training "fun." A well-designed and well-implemented gamification program promotes engagement, meaning, mastery, and autonomy. Upon completion of the Level 1 Certification the Gamification Apprentice will demonstrate an</p>

	introductory understanding of all components used to apply the Game the System™ gamification design overlay to an L&D program.
<b>Recertification Credits</b>	<p>One Credit, PDC, or Point is awarded for each physical hour of continuing education that meet Recertification Guidelines.</p> <p><b>The HR Certification Institute</b> requires all certified HR professionals to recertify every three years, either by testing again or by accumulating 60 credit hours of education and HR experience. Among the choices for earning credit hours are the following:</p> <ul style="list-style-type: none"> <li>• HR-related continuing education</li> <li>• Instruction/teaching</li> <li>• On-the-job experience</li> <li>• Research and publishing</li> <li>• Leadership</li> <li>• Professional membership in a national or international HR association</li> </ul> <p>The <b>Sententia Level 1 Gamification Certification</b> is pre-approved for six (6) HRCI recertification credits. Please review your Recertification Guidelines posted at <a href="http://www.hrci.org/recertification/">http://www.hrci.org/recertification/</a></p> <p><b>The ATD Competency Model</b> - Professional development is required for CPLP designation holders to remain current in the field and to enhance their continued competence. To fulfill this requirement, CPLPs must accumulate 60 CPLP recertification points during each three-year recertification period in order to maintain their CPLP designation.</p> <p><b>Recertification Category: Continuing Education</b> (30 point maximum)</p> <p>All CPLP recertification points must tie directly to one or more areas of the ATD 2013 Competency Model to qualify. The <b>Sententia Level 1 Gamification Certification</b> provides six (6) continuing education point in the following AOE:</p> <p><b>AOE 1: Instructional Design</b> - Designing, creating, and developing informal and formal learning solutions to meet organizational needs; analyzing and selecting the most appropriate strategy, methodologies, and technologies to maximize the learning experience and impact.</p> <p><b>AOE 2: Training Delivery</b> - Delivering informal and formal learning solutions in a manner that both engages the learner and produces desired outcomes; managing and responding to learner needs; ensuring that learning is made available in effective platforms and delivered in a timely and effective manner.</p> <p><b>AOE 3: Performance Improvement</b> - Applying a systematic process of discovering and analyzing human performance gaps; planning for future improvements in human performance; designing and developing solutions to close performance gaps; partnering with the customer when identifying the opportunity and the solution; implementing the solution; monitoring the change; and evaluating the results.</p> <p><b>AOE 4: Evaluating Learning Impact</b> - Gathering, organizing, and analyzing information regarding the impact of learning solutions against key business drivers; presenting the information in a way that is meaningful to the organization; using learning metrics and analytics to inform organizational decision making.</p> <p><b>AOE 8: Change Management</b> - Applying structured approaches to shift individuals, teams, and organizations from a current state to a desired state.</p>

	<p>CPLPs can earn recertification credits by participating in continuing education activities that meet ATD CI Recertification Guidelines. Please review the CPLP Recertification Guidelines in Part 4 of the CPLP</p> <p><b>SHRM</b> has addressed the needs of HR professionals by creating three avenues by which SHRM-CP and SHRM-SCP credential holders earn recertification credits. Credential holders must earn 60 Professional Development Credits (PDCs) within a 3-year recertification period that ends on the last day of the credential holder's birth month</p> <p>SHRM-CP and SHRM-SCP credential holders qualify for recertification credits by participating in professional development activities that relate to the SHRM BoCK. The SHRM BoCK describes eight Behavioral Competencies, one Technical Competency (HR Expertise), and 15 Functional Areas of Knowledge, grouped into four general knowledge. You may earn all of the 60 PDCs required within the 3-year recertification period through continuing education activities.</p> <p>The <b>Sententia Level 1 Gamification Certification</b> provides six (6) continuing education PDCs in the following Functional Areas of Knowledge:</p> <p><b>Leadership &amp; Navigation</b> - The ability to direct and contribute to initiatives and processes within the organization.</p> <p><b>Business Acumen</b> - The ability to understand and apply information with which to contribute to the organization's strategic plan.</p> <p><b>Critical Evaluation</b> - The ability to interpret information with which to make business decisions and recommendations.</p> <p><b>Communication</b> - The ability to effectively exchange information with stakeholders.</p> <p>Please review your Recertification Guidelines posted at <a href="http://www.shrm.org/certification">http://www.shrm.org/certification</a></p>
<p><b>Certification Instructor</b></p>	<p><b>Monica Cornetti:</b> (@monicacornetti) A gamification speaker and designer, Monica Cornetti is rated as the #1 Gamification Guru in the World by UK-Based Leaderboarded. She is the author of the book <i>Totally Awesome Training Activity Guide: Put Gamification to Work for You</i>.</p> <p>She is a professional consultant and known for being one of the leading players in thinking differently to create different results. In fact, as an early adopter, she has been designing and delivering gamification programs for her clients since 2008.</p> <p>Her gamification design clients include: United Airlines, PepsiCo, Frito-Lay, Cameron Oil, LeTourneau Cranes, Kimberly Clark, IncidentPage.net, The American Association of Small Business Development Centers, The Society for Human Resource Management, The Kansas City Meeting Industry Council, Infnisource, Avant Resources, Circumference Communication, and Export Connector.</p> <p>Monica has a combined Masters of Science Degree in Economic Development and Entrepreneurship and has been featured on the cover of <i>Bloomberg's Businessweek</i>.</p>