e.learning age in association with Unicorn Training and Growth Engineering presents our annual workshops on the future of eLearning.

E-Learning 20-20: Stay ahead of the Game!
with **Craig Weiss**, **An Coppens** and **Mike Hawkyard**

Two Day Seminar

E-Learning 20-20 is a unique chance for the eLearning community to come together to network, share knowledge and explore future trends in the industry. These workshops are the latest in a series of events designed to leave you better equipped to navigate the fast changing eLearning landscape.

Event: Two one-day seminars
Dates: Wednesday 26 November and Thursday 27 November 2014
Location: The Kia Oval, Kennington, London, SE11 5SS, UK
Price:

One day £195 + VAT (inc. full access to the seminar, beverage breaks and lunch)
Two days £325 + VAT (inc. full access to the seminars, beverage breaks and lunch)

There will also be an informal drinks reception on Wednesday evening for those attending both days to mingle and network with other delegates.

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You won't want to miss this unique opportunity to join **Craig**, **An** and **Mike** to discuss and debate the key trends in online learning

Back by popular demand, inspirational eLearning guru **Craig Weiss**

Craig Weiss will be flying in from LA to provide his unique insights on what's next for the industry. Founder and CEO of E-Learning 24/7, Craig was named the second most influential person in the world for eLearning in 2014. His blog is read in 154 countries and his eLearning forecasts have been over 90% accurate.

That's why he's the ideal person to discuss the future of eLearning. Craig will be with us throughout both days including a closing review and Q & A session.

An Coppens is the Chief Game Changer at Gamification Nation Ltd, where the vision is to make business and learning more fun and engaging.

She is an award winning business coach, learning & development professional, author and speaker. She was ranked in the top 100 Innovation and gamification experts in 2012 and in 2014 entered the top 25 of gamification gurus worldwide.

Mike Hawkyard is an expert on casual games design, self-publishing and digital marketing. His work has won many awards and helped generate over 253,000,000 play sessions in 2013 alone.

As a Board member of TIGA, a UK trade association for computer game companies, he helps British studios stay competitive in a global market place. This led to him representing the UK games industry during a UKTI trade mission to South Korea in 2013.

Seminar schedule

Day One: Next Gen LMS & Gamification

As technologies continue to emerge and advance, the world of online learning is going through a period of rapid and unprecedented change. New technologies open up new possibilities for learning and development, but they also bring new challenges for L&D professionals.

How do we make the right choices to meet the expectations of our learners and to drive business performance? To keep up, you need to understand what's possible today, as well as what's coming next. Which trends really matter and which are just today's latest fad?

10.30am – 11.30am: Craig Weiss

Next Gen LMS. The problem of engagement and getting learners invested in their learning. What's the future for Learning Management Systems?
+Q&A

11.30am – 1pm: Breakout groups

Choose from:
- Rolling out an LMS, key challenges of LMS engagement, mobile learning, social learning (with GAME Retail)
- The future of Learning Management Systems with Craig Weiss
- How to link gamification with real-life rewards and remuneration (with Noel Jolly of Steinhoff)

2pm – 2.30pm: An Coppens

How to use gamification on Learning Management Systems and the challenges faced by organisations. What demographics affect gamification uptake and how can these problems be mitigated? How important is it to make gamification strategic and linked to learning?
+Q&A

2.30pm - 4pm: Breakout groups

Choose from:
- Rolling out an LMS, key challenges of LMS engagement, mobile learning, social learning (with GAME Retail)
- The future of Learning Management Systems with Craig Weiss
- How to link gamification with real-life rewards and remuneration, effective use of gamification within an LMS (badges, leaderboards, levels) (with Noel Jolly of Steinhoff)
- Challenges of gamification & solutions (with An Coppens)

Seminar schedule

Day Two: The future of learning content - You cannot be Serious!

The exponential growth in the use of smart phones and tablet devices has in a period of less than five years transformed the way we as individuals find information, learn and share. Yet much of corporate eLearning remains deskbound, behind the firewall, and often is perceived as a necessary chore by reluctant learners.

This seminar will explore the question of how we bridge that gap. What new tools are available, and where should we be looking for inspiration in our learning design? What are serious games and can they make a real difference to learning effectiveness? How do we transform eLearning into just-in-time Performance Support?

10.30am – 11.30am: Mike Hawkyard

How is the mobile revolution changing the way we consume learning and what are the implications for learning content design and publishing? Mike is the managing director of Amuzo games, one of the UK's most successful games development companies best known for their Lego games on the iPad and Android. Amuzo's award winning titles have been #1 on iOS in 130 countries and were played over 250,000,000 times last year alone. +Q&A

11.30am – 1pm: Breakout groups

Choose from:
- Building game principles into your eLearning on a budget
- Migrating to mobile – upgrading your legacy content
- Performance support – chunking and JIT delivery

2pm – 4pm: Let's play

A unique opportunity to get creative with a practical, hands-on breakout session. Working in small groups, you'll design and map out a game. (With Craig Weiss and Mike Hawkyard)

Stay ahead of the game. Places are strictly limited so book now!

To book your place today click here.