

Countdown to our next FGDLA Webinar

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What if the most effective training environment felt less like a classroom or online training course and more like a well-designed game? With thoughtful design, game-based learning environments offer participants intentional opportunities to experiment, collaborate, and make decisions in dynamic, low-risk scenarios that mirror authentic and realistic challenges.

This two-part webinar series explores the science behind why games work as powerful learning tools. Part I focuses on the design mechanics that shape gameplay and how they translate into learning environments. Part II examines the psychology and strategy that influence player behavior and decision-making. Together, these sessions provide practical insights into how game design principles can transform training into interactive experiences that strengthen engagement, critical thinking, and bona fide capability across government and professional learning environments.

Part 1: Designing Learning Games: From Board Mechanics to Digital Simulations

Games are systems. Behind every engaging board game, simulation, or digital experience are carefully designed mechanics that shape how players interact, learn, and progress.

In Part I, we will explore how elements such as rules, feedback loops, challenge levels, and progression systems create meaningful learning environments. Participants will see how both analog and digital game structures can be intentionally designed to support workplace learning and skill development.

Key Takeaways: Participants will learn how core game mechanics can be applied to learning design to create structured, engaging environments where learners safely practice skills and decision-making.

Presenters:

Dr. Dave Eng Principal | University XP

Dave Eng is a creative intellectual, educator, designer, and researcher specializing in games, learning theory, and technology. With a passion for applied games, Dave teaches others how to harness the power of games for education, training, and personal development. Dave serves as a faculty member at New York University's School of Professional Studies, where he equips learners with innovative strategies for integrating technology into virtual learning environments. He is the host of the Experience Points podcast and a principal at University XP, where he champions games-based learning to foster engagement and development. Dave also leads the Games-Based Learning Alliance (GBLA), a thriving community for educators and professionals leveraging games to enhance teaching and learning experiences. Dave is a co-founder of Banditos Gaming, a 501(c)(3) non-profit organization dedicated to promoting play, community development, and learning through games. Learn more about his work at www.davengdesign.com.

Dr. Jonathan Peters Chief Motivation Officer | Sententia Gamification

Jonathan Peters, PhD, is recognized in the field of gameful design for his contributions as a speaker, writer, and Chief Motivation Officer at Sententia. His work focuses on understanding and leveraging what motivates people to engage them in learning experiences. Specifically, he studies what motivates people to learn, work, and interact within game-like environments. Jonathan is the co-author of *Deliberate Fun: A Purposeful Application of Game Mechanics to Learning Experiences*, the author of several other titles, and a ghostwriter of 71 books. He lives in South Padre Island, Texas, where he can watch SpaceX rocket launches.

Dr. Jenny Varrichio Publications Committee Chair and Board member | FGDLA Session Moderator

Jenny Varrichio, PhD, PMP, is an Associate Director of Learning Management Strategy with over a decade of experience designing and scaling enterprise learning ecosystems in highly regulated environments. She specializes in learning operations, data-driven strategy, and innovative approaches to workforce development, with a growing focus on the intersection of AI and game-based learning to drive engagement and real-world skill application.