

**Zulama Entertainment Technology Academy
Teacher Training Workshop
Agenda**

Location: TBD

Time: TBD

Quest 1: Blended Learning Systems

8 – 8:30 a.m. Collect your *Blended Learning Systems* Badge

- 8:30 a.m.
- a. Welcome and training structure
 - b. What's a game?
 - c. What's game design?

Quest 2: Explore Zulama

9:00 a.m. Entertainment Technology Academy (ETA)

- a. Bloom's Taxonomy
- b. What is Zulama?
- c. Play the Zulama Puzzle Game

10:00 a.m. Navigation

- a. Introduction to the Zulama Learning and Content Management System (LCMS)

10:30 Collect your *Explore Zulama* Badge
Break

Quest 3: Project Based Learning

10:45 a.m. Creating the Royal Game of Ur

- a. Project Based Learning Primer
- b. Module 2 in the Evolution of Games Course: Babylon and the Royal Game of Ur
- c. Making a Game Board
- d. Learning Strategies
- e. Rubrics

11:45 a.m. Collect your *Project Based Learning* Badge

- 12:00 p.m. Lunch
- 12:30 p.m. Reconvene and Morning Debrief
- 12:40 p.m. Module 4 in the Evolution of Games Course: Rome and Backgammon
 - a. Module components
 - b. Assessment
 - c. Nine Man Morris
- 2:00 p.m. Break

Quest 4: Mod a Game

- 2:10 Mod a Game
 - a. What is Modding a Game?
 - b. IDEA Teams and Quest 4
- 3:00 Collect your *Mod a Game* Badge
- 3:10 Zulama Resources
 - a. Forum
 - b. Webinars
 - c. Navigation Tutorial
 - d. Course Badge
- 3:20 Debrief/Feedback
- 3:30 Workshop Ends