

New to the conference?

Welcome to Learning Solutions and thanks for deciding to join us here this year!

There's a lot to take in at this event, so if you're new to it or returning after time away, you might want to check out some of the resources we have for helping you make the most of your time at Learning Solutions.

Guild Ambassadors

Our Guild Ambassadors are experienced members of the community who have been to this event numerous times and are happy to help others get to know it better. They're people you can reach out for answers to questions or advice on how to get more out of the conference experience.

This year's event Ambassadors are all also speakers on our program: **Julie Dirksen**, **Nick Floro**, **Andrew Hughes**, **Jean Marrapodi**, **Heidi Matthews**, **Tracy Parish**, and **Kevin Thorn**. You can recognize them by the orange Guild Ambassador ribbons they'll have on their conference speaker badges.

Orientation

You can also get tips by coming to the Learning Solutions Orientation Morning Buzz session on **Tuesday, March 26, from 7:30 – 8:15 AM**. In this Q&A session, Guild Ambassadors and Guild Staff will





Conference App

The free Learning Solutions 2019 app, available for both iOS and Android devices, is the most up-to-date place for event schedule information. You can also create your own personalized schedule in it, and use it to connect with other people at the conference as well.

If you don't currently have it on your smartphone or tablet, consider downloading it now.



New to the conference?

Not sure what sessions to check out? These three streams of recommendations can get you started

Tuesday, March 26

Time	Tools and Tech	Instructional Design	New to the Field	
7:30 AM – 8:15 AM Morning Buzz	Morning Buzz: Event Orientation			
8:30 AM – 10 AM Keynote	General Session—Digital Storytelling Doesn't Have to Be Boring—Baratunde Thurston			
10:45 AM – 11:45 AM Session Block 1	BYOD: Interact and Engage: Activities for Spectacular Live Online Events Kassy LaBorie	Panel: Where is Instructional Design Heading?	Getting Radically Better Data from Your Learners Will Thalheimer	
1 PM – 2 PM Session Block 2	Headache-Saving Process Shortcuts and Tools for Project Management Jason Kramer, Jean Marrapodi	Building a Habit of Daily Learning JD Dillon	Recovering from Virtual Classroom Disasters Karen Hyder	
2:30 PM – 3:30 PM Session Block 3	BYOD: Building an Alexa Skill for Learning <i>Myra Roldan</i>	xAPI: An Introduction for Instructional Designers Megan Torrance	How Do We Really Learn? Applying the Science of Learning to Design Michael Allen	
4 PM – 5 PM Session Block 4	BYOD: Getting Started with Augmented Reality Destery Hildenbrand	The Science of Attention and Engagement Julie Dirksen	The 7 Deadly Sins of Video Production Matthew Pierce	
5 PM - 6:30 PM Reception	Learning Solutions Expo Reception			
6:30 PM - 9 PM	Game Crawl			

Wednesday, March 27

Time	Tools and Tech	Instructional Design	New to the Field	
8:30 AM – 10 AM Keynote	General Session—Creativity, the Gift of Failure, and the Search for Mastery—Sarah Lewis			
10:45 AM – 11:45 AM Session Block 6	Designing a 360 Virtual Reality Tour for Onboarding Kevin Thorn	Extending Your Reach: Taking Your Training Content Beyond Your LMS Tammy Rutherford	Learning and Technology: A Guild Master Panel	
1PM – 2 PM Session Block 7	The Top 10 Learning Systems for 2019 Craig Weiss	The Best Training Is No Training Marc Rosenberg	BYOD: Leveling Up Your Visual Design Caitlin Steinbach Locke	
2:30 PM – 3:30 PM Session Block 8	Extended BYOD: Mind-Blowing PowerPoint. No, Really! Richard Goring	Developing Yourself and Your Team Without Breaking the Bank Heidi Matthews	Extended BYOD: Awesome Microlearning: Examples and Tips So You Can Do It, Too! Sue lannone	
4 PM – 5 PM Session Block 9	Prototyping: Turning Ideas into Reality Nick Floro	Panel: Microlearning at Work	Trends: What the Research Says About Learning Styles, Evaluating Learning, and eLearning on a Budget Jane Bozarth, Tracy Parish, Will Thalheimer	
5 PM – 6:30 PM DemoFest	Learning Solutions DemoFest 2019			

Thursday, March 28

Time	Tools and Tech	Instructional Design	New to the Field
8:30 AM – 9:30 AM Session Block 9	Panel: Lessons Learned from Early AR/ VR Adopters	DemoFest Showcase	Best Practices for Developing, Implementing, and Supporting Serious Games Andrew Hughes
10 AM - 11 AM Session Block 10	Tools, Apps, and Online Resources: Community Favorites	Practical Ways to Bring UX into Learning Solutions Matthew Daniel	Establishing Clear Expectations for Successful eLearning Projects Kacy Deering, Sheryl McAtee
11:15 AM – 12:30 PM Keynote	General Session—Design Thinking in Learning and Work—Sarah Prevette (reserved seating)		