



## SPEAKING ENGAGEMENTS—Dr. Melissa Bordogna

Beyond STEMs: Exploring Workforce Futureabilities 2017—TBD

Future of Work Insights 2017 (Sydney)—The Future of Work in Asia Pacific's Financial & Tech Industries—Panel Facilitator & MC

Central Coast Innovation Summit 2017 (Tumbi Umbi)—Impromptu Panel Discussion Member

iDesignX Live 2017 (Brisbane)—Engagement & Scenarios in eLearning Design—Breakfast Master Class

Nexus Hub 2017 (Central Coast)—The Future of Work: Leading & Managing for Success

Gamification Sydney Forum November 2016 (Sydney)— Gamification: 3 Tips to Quickly Design Gamified Programs

Forward Government Learning 2016 (Canberra)— Preparing for The Workplace of The Future Social Collaborative & Learning: Harnessing the Power of the Workplace Crowd—1/2 Day Workshop

Gamification Central 2016 (Melbourne)—INTERACTIVE SESSION: What Type of Game Player Are You?

EduCon Asia: Flipped MOOC Asia 2015 (Singapore)—The Flipped Classroom Workshop & Panel Discussion

NCDE Alliance Partners Educators' Conference 2015 (Maitland)—Using EduTech to create great student experiences

Velg Training 2015 (Webinar)—Gamification in Practice: 3 tips for Quickly Gamifying your designs

NCDE Alliance Partners Managers' Conference 2015 (Melbourne)—A journey of imagination through EduTech

iDesignX 2015 (Melbourne)— Gamification in Practice: 3 tips for Quickly Gamifying your designs

Velg Training 2015 (Webinar)—Re-designing the Future: Gamification as a competitive advantage

National VET Conference 2014 (Brisbane)—Re-designing the Future: Gamification as a competitive advantage

VET Development Centre 2014 (Webinar)—Debunking the Myths of Gamification

Teaching & Learning Conference 2014 (Victoria)—Gamification in practice: Designing your lessons for maximum engagement

EINet Workplace Congress 2014 (Sydney)—The Flipped Classroom: Beyond Videos

National VET eLearning Strategy 2013 (Webinar)—Demystifying Gamification

Watagan Education & Training Consortium Annual Conference 2013 (Hunter Valley)— Demystifying Gamification

iDesignX 2013 (Melbourne)—Gamification: Why organizations need to play more to learn more.