

Play to learn

Free ALIA-approved professional development

A special, free showcase series of learning-sector-focused games days at Phil Minchin's place in St Albans (near Keilor Plains train & bus, subject to relocation depending on numbers) for library folk and others.

ALIA members – ALIA has confirmed that these sessions, plus suitable reflection as normal, are eligible to count towards your 30-hour PD requirement.

Schedule:

When	Topic & discussion	Games
Sun 18 March 2:00pm	General tabletop games Relevant literacies and the state of non-electronic play	<i>Codenames, Fluxx, Spellbinder, Nobody But Us Chickens, BYO</i>
Sun 25 March 2:00pm	Co-operative games Social contract and co-op skills	<i>Hanabi, Pandemic, Codenames: Duet, Escape: The Curse of the Temple</i>
<i>Sun 1 April</i> <i>2:00pm</i>	<i>EASTER, NO EVENT</i>	
Sun 8 April 2:00pm	Ongoing games (<i>trading card games, living card games, and legacy games</i>) Organised play communities, probability/ financial literacy, nomic/exception-based rulesets	<i>Magic: the Gathering</i> (with free starter decks to keep)
Sun 15 April 2:00pm	Roleplaying games Range of RPGs, metacreativity, roleplaying/imagination, health, and learning	<i>Dungeons & Dragons</i> (please indicate if you can DM)
Tues 17 April 6:30pm Pub venue TBC	Social games Psychology and theory of mind, team-building, and social connection	<i>Werewolf</i>
Sun 22 April 2:00pm	Story games Breadth of story games, genre as story rules	<i>Fiasco</i> , possibly others
Sun 29 April 2:00pm	Experience games Exploration of range and possibilities of experience games, play as second-person art	<i>Sign</i>

All are welcome to attend whichever sessions you like, as all will be basically stand-alone. However, attendance to all sessions, especially Sunday sessions, is suggested, as discussion is likely to build on the previous sessions'.

Places may be limited, especially for later sessions. RSVP at v.gd/36hMSY

No charge, but if you can, please bring a small amount of food or non-alcoholic drink to share picnic-style ☺