

Storytelling as an Instructional Method Workshop: In Search of Theoretical and Empirical Foundations

Schedule: Tuesday, November 7, 2006

Time	Location	Event
7:30am – 8:15am	Superstition Lobby	Registration and check-in (no fee)
8:15am – 9:00am	Fairway 7 Ballroom	Welcome and Introduction “Gagne’s Theories of Instruction and Campbell’s Theories of Mythology: How They Help us Understand Why Stories Work in Teaching” Dee H. Andrews, <i>Air Force Research Laboratory</i>
9:00am – 9:45am	Fairway 7 Ballroom	“Design Theory for Story Based Instruction” William R. Watson, <i>Indiana University/Purdue University at Indianapolis</i>
9:45am – 10:30am	Fairway 7 Ballroom	“Scenario Based Training – Lessons from Development and Implementation” Alan Spiker, <i>Anacapa Sciences, Inc.</i>
10:30am – 10:45am	Superstition Lobby	Morning Break/Refreshments
10:45am – 11:45am	Fairway 7 Ballroom Fairway 7 Ballroom Fairway 1A Conference Fairway 1B Conference	Morning Breakout #1: “Theory” Scenario Based Group Problem Based Group Case Based Group Narrative Based Group
11:45am – 11:50am		Reconvene into the General Session
11:50am – 12:30pm	Fairway 7 Ballroom	Breakout Group Reports (10 minutes each)
12:30pm – 1:30pm	Garden Pavilion	Lunch- Mexican Fiesta
1:30pm – 2:10pm	Fairway 7 Ballroom	“Problem-based Learning as an Instructional Strategy and Storytelling as an Instructional Strategy” John Savery, <i>University of Akron</i>
2:10pm – 2:50pm	Fairway 7 Ballroom	“What’s so Special About Stories? A Review of Relevant Cognition Literature” Russell J. Branaghan, <i>Arizona State UniversityPolytechnic</i>
2:50pm – 3:30pm	Fairway 7 Ballroom	“AXL.Net: Web-Enabled, Multimedia Case Method Instruction for Accelerating Tacit Knowledge Acquisition in Leaders” Julia M. Kim, <i>University of Southern California</i>
3:30pm – 3:45pm	Superstition Lobby	Afternoon Break/Refreshments- Simply Fromage
3:45pm – 4:45pm	Fairway 7 Ballroom Fairway 7 Ballroom Fairway 1A Conference Fairway 1B Conference	Afternoon Breakout #2: “Research Issues” Scenario Based Group Problem Based Group Case Based Group Narrative Based Group
4:45pm – 4:50pm		Reconvene into the General Session
4:50pm – 5:30pm	Fairway 7 Ballroom	Breakout Group Reports (10 minutes each)
5:30pm	Fairway 7 Ballroom	Group leaders meet with Dee Andrews
5:50pm – 6:30pm		Break
6:30pm – 8:30pm	Falcon Field Airport 2613 N. Thunderbird Cir. Mesa, AZ 85215 480-832-1188	Group Dinner at Anzio Landing Italian Restaurant (please allow for a 15 minutes drive)

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Schedule: Wednesday, November 8, 2006

Time	Location	Event
8:00am – 8:40am	Fairway 7 Ballroom	“Interactive Storytelling for Experience Management in Virtual World Training Simulations” Mark Riedl, <i>University of Southern California</i>
8:40am – 9:20am	Fairway 7 Ballroom	“Tactical Knowledge Elicitation” Barbara A. Black, <i>Army Research Institute</i>
9:20am – 10:00am	Fairway 7 Ballroom	“Interactive Digital Storytelling: Synthesizing Storytelling Theory, Training Theory, and Video Game Design Theory.” William R. Watson, <i>Indiana University/Purdue University at Indianapolis</i>
10:00am – 10:15am	Superstition Lobby	Morning Break/Refreshments
10:15am – 11:15am	Fairway 7 Ballroom Fairway 7 Ballroom Fairway 1A Conference Fairway 1B Conference	Morning Breakout #3: “Approach” Scenario Based Group (tentative) Problem Based Group (tentative) Case Based Group (tentative) Narrative Based Group (tentative)
11:15am – 11:20am		Reconvene into the General Session
11:20am – 12:00pm	Fairway 7 Ballroom	Breakout Group Reports (10 minutes each)
12:00pm – 1:00pm	Garden Pavilion	Lunch- Deli Buffet
1:00pm – 1:45pm	Fairway 7 Ballroom	“IMAT- Interactive Multisensor Analysis and Training” Sandra K. Wetzel-Smith and Wallace H. Wulfeck, <i>Space and Naval Warfare Systems Center</i>
1:45pm – 2:30pm	Fairway 7 Ballroom	“Generating and Assessing Stories in Support of Instruction” Michael Spector, <i>Florida State University</i>
2:30pm – 2:45pm	Superstition Lobby	Afternoon Break/Refreshments- Screamin’ Sundaes
2:45pm – 3:45pm	Fairway 7 Ballroom Fairway 7 Ballroom Fairway 1A Conference Fairway 1B Conference	Morning Breakout #4: “Real World Applications” Scenario Based Group (tentative) Problem Based Group (tentative) Case Based Group (tentative) Narrative Based Group (tentative)
3:45pm – 3:50pm		Reconvene into the General Session
3:50pm – 4:30pm	Fairway 7 Ballroom	Breakout Group Reports (10 minutes each)
4:30pm – 5:00pm	Fairway 7 Ballroom	Thank you and Wrap-up