

# DIGIDEKS 2018

This augmented-reality game (ARG) helps you engage more fully with DPL, providing suggestions for involvement, interaction, application, and card play. Details are on the accompanying Quest List card. Participate as much or as little as you like, from merely trading cards to gaining achievement levels by completing quests throughout the week and across the city. To validate a quest or redeem rewards, stop by the HCC Information Desk.

To get you started, your registration packet includes one card from the deck. The cards come from six categories (Authors, Keywords, Speakers, Locations, Workshops, and Courses), and they reflect the breadth, depth, and diversity of the components of Digital Pedagogy Lab. With dozens of cards in the set, there's plenty of opportunity to explore, exchange, and collect! Be sure to check out the game's website ([digitalpedagogylab.org/digideks](http://digitalpedagogylab.org/digideks)) to see the complete lists of cards and available quests, and follow @digideks on Twitter for updates...and maybe a few surprises.



Keep your trading card(s) handy for icebreaker activities early in the week, and use your Quest List card throughout the conference to explore Digital Pedagogy Lab and get to know your fellow attendees. Make friends, collect cards, complete quests, and win the conference!

## Achievement Levels

 **n00b** (3 quests)  
Reward: 1 trading card

 **Novice** (6 quests)  
Reward: 2 trading cards

 **Amateur** (9 quests)  
Reward: 1 trading card + 1 prize

 **Professional** (12 quests)  
Reward: 2 trading cards

 **Expert** (15 quests)  
Reward: 3 trading cards

 **Fanatic** (18 quests)  
Reward: 1 trading cards + 1 prize

Each additional quest: 1 card when stamped

# Involvement Quests

-  **Clark Kent is Underrated:** Record a narration in the story booth on the second floor of the HCC.
-  **Designated Note-Taker:** Attend a workshop live-tweet it using #dpl2018 and/or #digideks plus a hashtag for the workshop.
-  **The Groupie:** Attend both keynote sessions, live-tweeting each with the #dpl2018 and #keynote hashtags.
-  **"I'm your biggest fan!":** Attend a class, workshop, or keynote given by someone on one of your cards. Have them sign the card afterward.
-  **The History Buff:** Visit a location off campus with a historic marker. Take a selfie with the sign to document; consider sharing it using #digideks.
-  **OMG It's IRL!** Visit the location shown on one of your green (location) cards. Take a selfie (with the card in it!) to document. Share w/ #digideks.
-  **Divide and Conquer:** Swap stories/notes with someone who attended a different workshop occurring at the same time as one you attended.

# Interaction Quests

-  **"It's more of a comment, actually":** Ask a question of a keynote presenter. (Just please make sure it's really a question!)
-  **Whirled Tour:** Find someone who's attended DPL in another country; learn their favorite memory of that event (or where it was held).
-  **I'm Batman:** Save someone's day by lending them 1) your device's power adapter, 2) an video adapter dongle, or 3) a fabric-stain-removal stick.
-  **Invest in Our Future:** Buy a student a drink, then learn what they geek out about (academically or otherwise).
-  **Now Available in 3-D:** Meet someone in person whom you've previously only interacted with through social media.
-  **it's a small world after all™:** Meet three new people, each from three different schools/states/countries, all in 30 minutes or less.
-  **I Yelp in My Sleep:** Eat dinner at four different restaurants in Fredericksburg during the week. Tweeting pics of your food is cool.

# Application Quests

- That Was the Plan All Along:** While attending DPL, make a change to a syllabus for this school year based on a course/workshop discussion.
- And Now for Something Completely Different:** Create a new assignment for an upcoming course based on something you discovered at DPL.
- Know Thyself:** Re-write your teaching philosophy, incorporating elements of Critical Digital Pedagogy in your revisions.
- The Researcher:** Share how you could incorporate a text you've read for DPL into something you're currently in the process of writing.
- You Should Have Been in Sales:** Deliver a pitch for implementing CDP at your institution. Bonus if it's delivered to your administrator here on-site.
- Going Public:** Propose an article for *Hybrid Pedagogy* inspired by your work at DPL. Bonus if it's delivered to the journal's director here on-site.
- We're Gonna Need a Longer Conference:** Propose a workshop for next year's DPL. Bonus if it's delivered to the event's director here on-site.

# Card Play Quests

- Step 1, Admit You Have a Problem:** Collect five cards from a single category (author, workshop, location, etc.)
- Second Verse, Same as the First:** Get two identical cards; take a photo to document your accomplishment, then trade one away!
- Totes BFFs:** Trade a card with a player you've never met; get them to initial your playbook and/or tweet a selfie with your newfound friend.
- BINGO!:** Attend a workshop in which the presenter uses the term on a Keyword card in your collection. Have the presenter sign the card.
- Elevator Pitch:** Using a Keyword or Theorist card, give a 30-second summary of the subject and its significance to teaching/learning.
- I Didn't Do the Homework:** For a Keyword or Author card you know nothing about, learn its significance from another player.
- "You Forgot Something":** Suggest a new card for a future edition of DigiDecks. Include a photo and text for the card.