**CHART Conference Session Description Information**

**Fill out this form once your session has been approved and email it to the Board member in charge of the conference and tara@chart.org.**

**Session Title:**

**High Resolution Photo**

*Please provide a high resolution photo for use in any print materials and online.*

*Instructions*:

* 2 factors make up resolution: pixels (size) and dots-per-inch (DPI).
* To find out the properties of your photo, right click on it and select Properties. Go to the Details tab and check it out.
* Ideally, the photo would be 240 or 300 DPI and also large in pixels size, such as 1000 x 1000 or larger.
* Photos that are low DPI (i.e. 72 or 96 DPI), but extremely large in pixels often work as when they are cropped and shrunk down, they are still clear enough for printing.
* Photos that are appropriate for use are also typically larger in storage size, such as 1 MB or more. Smaller photos of lower resolution are typically only 50 KB or so.

**Speaker Information**

*As you would like all information presented in promotional materials, email, andn on the conference website*

**Name:** *(add any designations you would like listed, such as FMP, Ph.D., CHT, SPHR):*

**Position Title:**

**Company:**

**LinkedIn Profile URL** *(so we can direct to your personal information):*

**Social Media Handles** *(so we can tag you in the channels where you are active*):

Facebook:

Instagram:

Twitter:

**Shorter Session Description:**

*50-75 words for emails.*

***Example:***

*Session Title:* **Tech in Training 3.0: It's All Fun and Games**

*Description:*

User-generated content. Microlearning. Gamification. Augmented Reality. What does it all mean? More importantly, how do training professionals translate these trends into true learning outcomes? This quick-paced, interactive session is a hands-on 3.0 version of the highly rated breakout on the same topic previously featured at CHART, the NRA Show, and the CLO Symposium. It showcases examples of these training buzzwords in action, and participants explore how learning professionals are incorporating these ideas into strategic learning plans with hands-on examples.

**Longer Session Description:**

*Up to 200 words for conference website, with takeaway bullets added. If one is not provided, the email copy will be used.*

***Example:***

*Session Title:*

**Tech in Training 3.0: It's All Fun and Games**

*Description:*

User-generated content. Microlearning. Gamification. Augmented Reality. What does it all mean? More importantly, how do training professionals translate these trends into true learning outcomes? This quick-paced, interactive session is a hands-on 3.0 version of the highly rated breakout on the same topic previously featured at CHART, the NRA Show, and the CLO Symposium. It showcases examples of these training buzzwords in action, and participants explore how learning professionals are incorporating these ideas into strategic learning plans with hands-on examples. Mobile devices welcome. Curiosity required!

 Participants will:

* See and experience examples of user-generated content, microlearning, gamification, augmented reality, and peek into industry use of artificial intelligence
* Play and explore their way into both experiencing and designing in these key areas
* Learn how flipped classroom methods and social media are transforming the future of corporate learning
* Discuss potential application in the workplace and share current practices