

# GAMER WORKSHOP SCHEDULE

Note: This is a tentative schedule. Times may be adjusted to account for speaker availability and the overall workshop needs.

**THURSDAY, NOVEMBER 17, 2022**

## ***Introductions***

1:30 pm – 4:00 pm	Registration.
4:00 pm-4:30 pm	Welcome and introduction
4:30-5:00 pm	Overview of what to expect during the workshop; multidisciplinary; inter-institution. Speaker: <i>Rick Segal, PT, PhD, FAPTA</i> (Chair, Department of Rehabilitation Sciences, MUSC)
5:00 pm – 6:00 pm	Initial "Panel Review" of mentee specific aims by whole group (expectations is that they have had some feedback from primary mentor on proposal submitted as part of application). Mentees should be prepared for initial discussion of their theoretical perspective and conceptual framework

**FRIDAY, NOVEMBER 18, 2022**

## ***Basics of Grant Applications 8:00-12:00***

7:00 – 8:00 am	Breakfast, Gather
8:00 – 12:30 pm	Conceptual Frameworks: Mapping the Gap and Have a hook! Participants will engage in initial brainstorming re: conceptual frameworks  Models & Tools for Education Scholarship. Logic Models  Building an Education Research Career High-Level View of Implementation Science and Potential Relationship to education research  Peer and Mentor Feedback on background and aims of proposals. 3-minute presentation per mentee.

***12:30- 1:30 Lunch with Pod Groups Discuss Proposals***

## ***Building Research Portfolio; Funding Agency Organization and Programs; How to Approach Funding Agencies 1:30-5:00 PM***

1:30 – 3:30 pm	Presentations by Funding Agencies. Agencies who will participate TBD. Past agencies have included: Josiah Macy Foundation Foundation for Physical Therapy Research Academy of Physical Therapy Education
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American Education Research Association

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3:30 – 5:00 PM Individual appointments with funding agency representations  
Continue work on proposals

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6:30 – 8:00pm *Dinner*

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Evening: Continue work on proposals, mentor-mentee appointments

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## SATURDAY, NOVEMBER 20, 2022

### *What Reviewers Are Looking for: Grantsmanship*

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7:00 – 10:30 am Breakfast, Writing, Mentee/Mentor Consultation

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10:30 – 12:30 am Sharing Points of Wisdom for Publication

Avoiding “garbage in- garbage out”: Best Practices for Survey Design

Introduction to review process used by various funding sources.

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12:30 – 1:30 pm “Fireside Chat” & Panel Discussion: What are reviewers looking for? This applies to writing good manuscripts and manuscripts are the currency for getting grants.

*(Rick Segal joined by other faculty)*

Box Lunch served

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1:30 – 4:00 pm Write & Meet - Work on proposals and/or have informal discussions with fellow mentees or faculty

## SUNDAY, NOVEMBER 21, 2022

### *Final Meetings & Presentations*

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9:00 – 11:00 am Each Mentee presents their current background and aims - to whole group- 7 minutes to present and 5 minutes for discussion/questions. This presentation should include identification of their theoretical perspective and conceptual framework.

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11:00 am – 12:00 pm Final meetings with mentors and summary write up of status of proposal so we can send to mentee institutions.

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12:00 – 1:00 pm Adjourn, set up times for follow up with mentors or others and finish workshop survey.

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Faculty:

Rick Segal, PhD, PT, FAPTA (GAMER Director)

Gail Jensen, PhD, PT, FAPTA

Diane Jette, PhD, PT, FAPTA

Terry Nordstrom, EdD, PT, FAPTA

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Bas Uitjdehaage, PhD  
Other Faculty to be determined.

Workshop Materials will be housed on D2L:

[https://musc.brightspace.com/d2l/login?\\_ga=2.61182892.1854430977.1604944835-1383629321.1604944835](https://musc.brightspace.com/d2l/login?_ga=2.61182892.1854430977.1604944835-1383629321.1604944835)

## ACKNOWLEDGEMENTS

