

Gamifying Cloud Training To Build Your Community

Tim Champ UMBC Kevin Murakoshi AWS Super Genius

Agenda

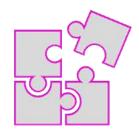
- AWS Gameday Overview
- Building a community and sneakily encouraging professional development
- Q&A



AWS GAMEDAY OVERVIEW

What is an AWS GameDay?

Gamified 100% hands-on activity simulating production scenarios









Non-prescriptive guidance

Risk-free environment Team cooperation

Experimentation and creativity



Historical Outcomes



2018 - 2022

- Events: 2,488
- Participants: 101,465
- Average CSAT: 4.4/5.0
- Upskilled on AWS: 92%
- Want to participate again: 92%





INTERNET2 2023 TECHNOLOGY EXCHANGE

What did players love from previous AWS GameDays?

- •"The variety of services used and how the team had to collaborate to move forward."
- •"Working with a team of varied skill level...getting assistance from experts..."
- •"Failure scenarios. It really made you think about the AWS services and interaction. IMHO, this should replace the certification exams, as it truly shows you understand."
- •"This was my second GameDay, and the framing device of stepping into a startup to clean up someone else's mess is an entertaining and realistic one."
- •"This was the most incredible session I've attended. The diversity of services used and skills learned was amazing. Thank you. I'd like to be able to do these on my own time"
- •"Helped me feel more comfortable using the console and troubleshooting issues with applications"



Use cases

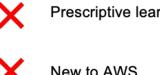
Identify skills gap



Validate existing skills

Team building

Inter-team collaboration



Prescriptive learning

New to AWS



Use your AWS environment or own scenario



BUILDING COMMUNITY

Previous Gamedays at Tech X and Cloud Forum

- AWS Gameday at 2022 Tech X in Denver
- AWS Gameday at 2023 Cloud Forum in Atlanta





Helping People Help Themselves

- Sometimes people don't seek out development opportunities
- Need creative ways to nudge
- Need to demystify cloud for those new to it





Our Approach

- Split up teams by skill level to keep everyone in the game
- Invite all of local higher ed to join
- Pull all the curious, all the cautious, and set them up to have fun







ex 23

The Results

What went well

- Everyone had fun
- Learned about current skill levels for staff
- Upskilled a number of staff to new AWS skills
- Built new connections within our teams

Things to improve

- Free food isn't enough of a draw
- Provide training documentation
- More outreach needed beyond UMBC





Next steps - Go Bigger

- Start 6 months ahead of time
- Include research and student
 groups
- Helping other schools plan and encourage their staff from the bottom up and the top down





Questions

Tim Champ champ@umbc.edu

Kevin Murakoshi murakevi@amazon.com

