



Monica Cornetti



Monica Cornetti helps individuals and organizations rethink how people learn, solve problems, and put learning into practice. She brings more than 15 years of experience in learning experience design, gamification, and game-based learning.

Her work combines psychology, behavioral science, and creative problem-solving to support behavior change and workplace performance.

She also helps teams explore practical uses of artificial intelligence (AI) for data analysis, learning,

communication, and everyday tasks. As a speaker, facilitator, and strategist, she starts with understanding the learner and creates purposeful opportunities to practice and apply new skills.

Monica is the Gamemaster of GamiCon, an international conference exploring gameful learning and emerging technologies. She also leads Sententia's internationally recognized certification programs for learning professionals.

She is co-author of *Gamechangers: Learning Experience Design Done Right* and *Deliberate Fun: A Purposeful Application of Game Mechanics to Learning Experiences*, and author of *Lipstick Lessons*, *What Were You Thinking?*, and *Totally Awesome Training Activities Guide: Put Gamification to Work for You*.

Monica holds a BA in Psychology from Seton Hill University and a master's degree in Economic Development and Entrepreneurship from the University of Houston-Victoria.

When she isn't developing learning programs, experimenting with AI, or planning the next GamiCon, she can usually be found conducting some very serious gameplay "research" with her grandsons.

Areas of Expertise:

- Learning Experience Design (LXD)
- Gamification & Game-Based Learning
- Train the Trainer
- Mastering Facilitation Skills
- Mastering Data Analysis with AI
- AI in the Workplace
- AI for Learning & Development
- AI for Workplace Communication