

A special invitation



to Wellington, New Zealand



**and the
2009 Real Game International
Partnership Meeting**



The Real Game International Partnership Meeting November 17/18, 2009

Career Services New Zealand, Real Game Inc., and National Life/Work Centre cordially invite you to the 7th Real Game International Partnership Meeting. Real Game partnerships from around the world will be represented and will share their latest innovations in research, development and practice.

The International Symposium on Career Development Policy and Practice and the International Association of Educational and Vocational Guidance-endorsed [International Careers Conference](#) will be in Wellington the same week. These events, all hosted by Career Services New Zealand, will draw leaders in career development policy and practice from many countries. Don't miss this incredible opportunity to learn and share the latest Real Game developments, to see presentations on promising career exploration innovations from around the world, and to meet and exchange ideas with those shaping the future of career policy and practice globally.

A preliminary agenda follows, with suggestions of [hotels, tours](#), and more. Please confirm your participation by May 31, 2009. If you cannot attend, consider sending a short video or PowerPoint presentation.

RSVP to [Sonya Thomas](#) at Career Services. We hope to see you in Wellington in November!





International Partnership Meeting PRELIMINARY AGENDA

TUESDAY, NOV 17, 2009

- 0830 Continental Breakfast
- 0900 Welcome, introductions, expectations for the day
- 0915 Four 20-min Country Reports (in-person, Internet, or video)
- 1030 Break
- 1045 Five 20-min Country Reports
- 1230 Lunch
- 1330 New Directions
- 1500 Break
- 1515 Orient students for Wednesday. International partners observe
- 1800 Partnership Reception
- 1930 Partnership Dinner

WEDNESDAY, NOV 18, 2009

REAL GAME HANDS-ON DEMONSTRATION

... brought to you by APN Educational Media

- 1300 Welcome and organize teams
- 1310 The Spin Game
- 1330 Participants (students and adults) complete Wish List
- 1345 Adults discover their character's role (What's My Line?)
- 1400 Participants (students and adults) get paid and revisit their Wish List
- 1430 Break - Who Am I? Who Are You Mixer? MIXER (students mingle with adults - in character)
- 1500 Students are thanked and depart
- 1510 Future of The Real Game International Partnership
- 1530 Questions and open discussion
- 1600 Wrap-up

