

Gregory F Simpson - 2014: A Year In Review

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	http://www.deviantart.com/art/Secret-Agent-Man-43735368
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	Coursera Media Kit http://s3.amazonaws.com/coursera/media/mediakit.zip
 Gamification Gamification is the application of game elements and digital game design techniques to non-game problems, such as business and social impact challenges. This course will teach you the mechanisms of gamification, why it has such tremendous potential, and how to use it effectively.	https://www.coursera.org/course/gamification
	http://knowledgestream.ru/en/lectures/56
 Financial Markets An overview of the ideas, methods, and institutions that permit human society to manage risks and foster enterprise.	https://www.coursera.org/course/financialmarkets
	http://news.yale.edu/2013/10/14/another-yale-nobel-robert-shiller

	http://developer.linkedin.com/documents/branding-guidelines
	http://sourcemarketingdirect.com/motivational-speaking-engagements-take-hector-montalvo-around-globe/
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	http://www.bus.emory.edu/ABSAP/
	http://channel.nationalgeographic.com/channel/brain-games/
	YouTube - National geographic: Brain Games - Trust me http://youtu.be/uTea1fzfReA
	http://www.guinnessworldrecords.com/
	Personal photo of Gregory F Simpson
	http://www.voa-gny.org/Get-Involved/Operation-Backpack/default.aspx



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