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2014 Game Development Conference

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Hosted by Simpson College

Wednesday, July 16 - Saturday, July 19   Indianola, Iowa

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Overview

College faculty and administrators are invited to register for the "Reacting to the Past" Game Development Conference at Simpson College (Indianola, IA) July 17-19. This conference focuses on designing games for the pedagogical method "Reacting to the Past." At the conference, participants will play several Reacting-style games that are currently in development, discuss game design principles and processes, and work to expand and explore ideas for new games.

If you are new to Reacting to the Past, we invite you to attend the Newcomers Pre-conference Workshop on Wednesday, July 16 featuring "Chicago, 1968: The Democratic National Convention." The Pre-conference Workshop is designed as an introduction to the Reacting pedagogy. You can attend this Pre-Conference Workshop along with the Game Development Conference, or you can attend the Pre-Conference Workshop or the Conference independent of one another.

Playtest Games (http://reacting.barnard.edu/2014-GDC-Games)

Game Track I

Democracy in Crisis, Weimar Germany, 1929-32 by Robert Goodrich

Conservation, Preservation, and the Wilderness: The Battle over Hetch-Hetchy by Jeff Hyson

Game Track II

Il Duomo di Santa Maria del Fiori: Florence, 1418 by Paula Lazrus

Oklahoma Revolution: Radicalism against Racism, 1923 by Jace Weaver

Game Track III

Memory and Monument Building: The Vietnam Veterans Memorial, 1980-1982 by Abigail Perkiss, Becca Livingstone, & Kelly McFall

Defining the Mind: The Struggle for Legitimacy in Psychiatry and Psychology during the 1970's by Peter Bradley

Registration (https://www.regonline.com/GDC2014)

The Game Development Conference fee includes materials, most meals, and lodging on campus. Housing will also be available for the pre-conference workshop for an additional charge of $30. Registration will close Monday, June 23.

Registration Fee Type	Pre-Conference Workshop, July 16	Game Development Conference, July 17-19
Consortium Member Rates	$48	$130
Non-Member Rates	$60	$160

If you would like to apply for a playtesting or presentation slot, please refer to the Call for Proposals (http://reacting.barnard.edu/news/call-proposals-2014-game-development-conference).

Register Online (https://www.regonline.com/GDC2014)

Featured Playtesting Games (http://reacting.barnard.edu/2014-GDC-Games)

Conference Schedule (http://reacting.barnard.edu/2014-GDC-Schedule)

Call for Proposals for the 2014 Game Development Conference (http://reacting.barnard.edu/news/call-proposals-2014-game-development-conference)

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2014 Game Development Conference: Schedule at a Glance

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Pre-Conference Workshop

Wednesday, July 16

8:00-9:00 AM   Coffee Hour

9:00-9:30 AM   Game Set-Up

9:30-10:15 AM   Chicago 1968 session 1

10:15-10:30 AM   Break

10:30-11:15 AM   Student panel

11:30-12:15 AM   Playtest session 2

12:15-1:30 AM   Lunch

1.30-2:30 AM   Playtest session 3

2:30-3:15 AM   Instructor panel

3:15-4:15 AM   Post-Mortem

Game Development Conference

Thursday, July 17

8:00-9:00 AM   Breakfast

9:00 AM-12:00 PM   Playtest I

12:00-1:30 PM   Lunch

1:30-3:00 PM   Workshop

3:00-3:30 PM   Break

3.30-5:00 PM   Workshop

5:00 PM   Dinner in Des Moines

                                     (Transportation Provided)

Friday, July 18

8:00-9:00 AM   Breakfast

9:00-12:00 PM   Playtest II

12:00-1:30 PM   Lunch

1:30-3:00 PM   Workshop

3:00-3:30 PM   Break

3:30-5:00 PM   Workshop

5:00 PM   Dinner on your own & Optional Game Night in Des Moines

                                    (Transportation Provided)

Saturday, July 19

8:00-9:00 AM   Breakfast

9:00-12:00 PM   Playtest III

12:00-1:30 PM   Lunch

Game Development Conference Home Page (https://reacting.barnard.edu/node/31376)

Featured Playtesting Games (https://reacting.barnard.edu/node/34796)