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A Summer of Reacting



June - August, 2020 | Online, wherever you are

Although we're unable to gather in New York this year to celebrate twenty years of Reacting to the Past, we are doing the next best thing: bringing RTTP to you, wherever you might be!

The board and administration of the Reacting Consortium have decided, in order to continue their mission in these very uncertain times, to offer a variety of games over the course of the summer, allowing faculty around the country (and the world!) the opportunity not only to play more than the standard two games one can fit in at the Annual Institute, but also to experience RTTP online, both in synchronous and asynchronous environments.

Our hope is that by providing a broad array of games and methods for using them, faculty--whether seasoned veteran or brand-new to the pedagogy--will be able to plan more effectively and confidently for the coming academic year, no matter the circumstances.

The following games will be featured in consecutive weeks in June of 2020:

- The Threshold of Democracy: Athens in 403 B.C.E. (http://reactingconsortiumlibrary.org/athens)
- Modernism vs. Traditionalism: Art in Paris, 1888-89 (http://reactingconsortiumlibrary.org/node/17)
- The Black Death Comes to Norwich
- Patriots, Loyalists, and Revolution in New York City, 1775-76
 (http://reactingconsortiumlibrary.org/newyork-rev)
- Climate Change in Copenhagen, 2009 (http://reactingconsortiumlibrary.org/copenhagen2009)

The following games will be featured in consecutive weeks in July of 2020:

- The Black Death Comes to Norwich
- Rousseau, Burke, and Revolution in France, 1791 (http://reactingconsortiumlibrary.org/french-rev)
- Red Clay, 1835: Cherokee Removal and the Meaning of Sovereignty.
 (http://reactingconsortiumlibrary.org/red-clay)
- Europe on the Brink, 1914: The July Crisis (http://reactingconsortiumlibrary.org/july-crisis)

The following games will be featured during the week of August 3-7, 2020:

- The Black Death Comes to Norwich
- Bomb the Church (Microgame)

To navigate this webpage, click the header links on the column to the left.

Concurrent Sessions

The Summer of Reacting will also include a series of sessions each Friday (except immediately before the July Fourth holiday weekend), where participants can engage in discussions about the RTTP pedagogy, game management, and other relevant topics in real time. These sessions will also be recorded and posted for those who aren't able to attend "in person."

The content and time of these sessions will be posted as they become available.

- June 5: Zoom for GMs (2-3pm ET / 11am-12pm PT) Tony Crider and Steve Harris will demonstrate some
 of the advanced tools and features you might want to use in your synchronous RTTP sessions
- June 12: Student Panel (2-3pm ET / 11am-12pm PT) Hear from students with experience in both face-toface and online RTTP games.
- June 19: Faculty Panel (2-3pm ET / 11am 12pm PT) A group of faculty with experience in both f2f and synchronous online RTTP will present their experiences on how the two modes differ, and what

adjustments might be needed when adjusting from one to the other. Featured faculty (disciplines in parentheses) will include:

- Terri Nelson (French), California State University San Bernardino
- Nancy Reagin (20th Century European History & Gender Studies), Pace University
- Rebecca Livingstone (Medieval History), Simpson College
- Rachel Miller Coveney (Art History), Sacramento State University
- June 26: Reacting to the (Very Recent) Past: Teaching in Fall 2020 (4pm ET / 1pm PT) Join us to discuss how Reacting game-play in Fall 2020 might be different than in previous semesters. We will cover some general adjustments, and you will also have the chance to go into breakout sessions to discuss some particular games with potentially sensitive and timely subject matter. We invite you to "BYOBB" (Bring Your Own Beverage & Brain) to this event!
 - <u>Click here to register</u> (<u>https://us02web.zoom.us/meeting/register/tZMtcOuspz4iEtwPJTC90LbIAMZ20C3dYQUd)</u>
- There will be no concurrent session on July 3. Enjoy your holiday weekend!
- July 10:
- July 17: Game Authors' Zoom Session (2-3pm ET / 11am-12pm PT) Many authors struggle to get their games from Level 2 (when they work well in your own class) to Level 3 (when they are posted to the game library to be run by anyone). Join Nick Proctor, members of the Reacting Editorial Board, and published Reacting authors to discuss how to get your manuscript over this hump.
- July 24: On a Role: A Debate on Character Assignment in Reacting Games (2-3pm ET / 11am-12pm PT) How much say should students have regarding what characters they play in Reacting games? Is it appropriate to cast white students as non-white characters? "Should instructors even be using role-play in their classrooms after a summer of active protests related to racial injustice?" As part of our continuing series of Reacting Consortium sessions on inclusion, Gretchen Galbraith will moderate a debate where Tony Crider and Verdis Robinson will take on roles defending the most extreme answers to these questions and more. This will be followed by an out-of-character panel discussion of these questions. Finally, the audience will be invited to participate, offering their own questions and possible answers.
- July 31: Emotional Intelligence in the Reacting Classroom (2-3pm ET / 11am-12pm PT)

 Emotional Intelligence, often described as a set of competencies in noticing, regulating, and managing our own and others' emotions in order to create more productive and effective workplaces and leaders, is routinely listed in the top 10 skills needed by students to work and thrive in the new disrupted and distributed workforce (see the 2016 World Economic Forum "Top 10 skills 2020 and beyond"

 (https://www.weforum.org/agenda/2016/01/the-10-skills-you-need-to-thrive-in-the-fourth-industrial-revolution/) and the recent Capgemini report (https://www.capgemini.com/wp-content/uploads/2019/11/Report-â€"-Emotional-Intelligence.pdf) on El and the future workforce. But faculty (and Higher Ed leadership in general) need to develop these competencies just as urgently in our own disrupted workplaces. Emotional Intelligence is not about emotional wellness, it is about understanding how healthy and unhealthy emotions factor into every encounter and decision in the workplace. High stress moments (or years!) put our resources to the test, and faculty have to constantly navigate very different workplaces almost every day. Come learn with experience Reacting and certified El

pracitioner Peter Anderson about a framework for understanding El in a higher education context, how to

work on developing your own El competencies, and how to think about a specific application of El strategies to student academic resilience & feedback in the Reacting classroom.

August 7: Running Asynchronous Games (time TBD)

These sessions will be free for all to attend (via Zoom or a similar service), but require registration, with links to come on a rolling basis.

Featured Games (June)



Featured Games (July)

| The Black Death Comes to Norwich | |
|---|--|
| Rousseau, Burke, and Revolution in France, 1791 | |
| Red Clay, 1835: Cherokee Removal and the Meaning of Sovereignty | |
| Europe on the Brink, 1914: The July Crisis | |

Featured Games (August)

The Black Death Comes to Norwich

Bomb the Church (Microgame)

Asynchronous games (like *Black Death*) will be spread out over the course of a week, with deadlines for interaction specified in instructions from the gamemaster.

The *Bomb the Church?* microgame will be offered three times in a single 90 minutes session at the following times (EDT) to accommodate a variety of schedules:

August 4, 3 pm - REGISTER HERE (https://us02web.zoom.us/webinar/register/WN_CpfkaSfQQ-qZ7-Qdk3j72Q)

August 5, 1 pm - REGISTER HERE (https://us02web.zoom.us/webinar/register/WN_Uscy6872QNSk1ar912lboQ)

August 6, 5 pm - REGISTER HERE (https://us02web.zoom.us/webinar/register/WN_HHSc9SQiROe2jO7VsR7cqw)

Bomb the Church? requires no preparation, and your rolesheet will be sent to you via email immediately before your play session.

Registration Rates and Policies

In order to provide the chance to experience RTTP online, the Consortium is offering these workshops at the lowest cost we can manage, as we know that so many are suffering from loss of income at this time. The fees (below) are enough to cover our expenses for materials, mailing, and technological support.

Members (institutional or individual) of the Reacting Consortium in good standing for 2020 are eligible to register at the member rate--a 20% savings--for any/all of the games offered. To find out more about membership, click here (http://www.cvent.com/events/2020-reacting-consortium-membership/event-summary-54465f11d70c486cbd98b71bae0b8000.aspx?RefID=MPInvitee). If you are unsure whether your membership is active, please check our_list of member institutions (http://reactingconsortiumlibrary.org/node/121) or email Maddie Provo at mprovo@barnard.edu (mailto:mprovo@barnard.edu).

Registration Rates

| Cost Per Session | |
|--------------------------------|------|
| Consortium Member Rate: | \$40 |
| Non-Member Rate (Per Session): | \$50 |

Payment Deadlines

Credit card payments will be processed live during online registration. Institute materials will not be shipped until payment is received in full.

Changes and Cancellations

All payments are final. No refunds will be offered upon cancellation of registration.

The Reacting Consortium Board, in its sole and absolute discretion, reserves the right to bar any person from the Reacting Faculty Lounge on Facebook and from participation in any RTTP event.



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