HOW TO TALK ABOUT GAMES, TODAY

A PANEL DISCUSSION AT THE GAME DEVELOPERS CONFERENCE 2019

SAN FRANCISCO, CALIFORNIA
Why Does This Matter To You?

- Can impact commercial industry via legislation or regulation
- Can impact commercial markets via consumer behavior / opinion
- Forms a part of the cultural basis on why and how the general public thinks of games as an artform
- Determines how the next generation will think about games, how they might choose to interact with them, and the mold in which they will grow
Meet Your Panelists

Roger Altizer
Associate Professor & Associate Director, Entertainment Arts Engineering
Director of Digital Medicine, Center for Medical Innovation
University of Utah

Mia Consalvo
Professor & Canada Research Chair for Games Studies & Design
Centre for Technoculture, Art & Games (TAG)
Concordia University

Lindsay Grace
Associate Professor & Knight Chair of Communications
School of Communications
University of Miami

Andrew Phelps
Professor of Human Interface Tech, University of Canterbury
Professor of Art & Design, Rochester Institute of Technology
Games Scholar in Residence, American University School of Communications
Founder, RIT MAGIC Center, MAGIC Spell Studios & School of Interactive Games & Media
Meet Your Panelists

**Organizational Leadership**: President and Vice-President of Higher Education Video Game Alliance, Vice President of Global Game Jam, past President of Digital Games Research Association, etc.

**Broad Academic Positions**: Knight Chair of Communications, Canada Research Chair in Games Studies, appointment in major campus medical center (U of Utah) for health games, founder and advocate of New York State games hubs, etc.

**Higher Education Leadership and Administration**: Founder and/or Assoc Director/Chair/Director/Graduate Coordinator of Top 25 Games Programs, Centers, and Labs
Games Have Been Implicated in a Variety of Problems:
4 Recent Themes in Discussion Today

- VIOLENCE
- ADDICTION
- HEALTH
- SOCIETY
SO WHY ARE WE HERE?

This session is about understanding the background to some of these recent discussions, the current themes and issues, and a call for developers and professionals to have a voice in the discussion of their work and it’s place in society.