

Contemporary Issues in Games Design and Art

Weekly seminar series in Semester 2, Every Thursday. 10–12
Harvard Room (Eastside Building)

Week 1 - 29th Jan

Gamification and Life - Ashok Ranchhod

Week 2 - 5th Feb

Games and Short Narrative - John Gillett

Week 3 - 12th Feb

Geolocation - James Branch

Week 4 - 19th Feb

Health, Wealth and Happiness: Gamifying the Quantified Self - Andy Lapham

Week 5 - 26th Feb

Gameworlds: Virtual media and children's play. - Seth Giddings

Week 6 - 5th Mar

Topic TBC - Jussi Parikka

Week 7 - 12th March

Issues of the 'tele—': Sensing, Distance and Worlding - Ryan Bishop

Week 8 - 19th March

Games for Social Change - Adam Procter

Week 9 - 23rd April

Narratives in Contemporary Games - Christian Bokhove

Week 10 - 30th April

Luxury & Visual Culture: Game On - John Armitage

