

Medievalists Design Games

5–7 December 2025

University of Chicago



YEAR
OF
GAMES

FEATURED GUESTS

Dan Bullock

Ben Rosset

Mary Flanagan

Ash Sparrow

Yoni Goldstein

Cole Wehrle

Patrick Jagoda

PARTICIPANTS

Roya Ahmadi-Moghadam

Shea McCollough

Johanna Alden

Betsy McCormick

Blair Apgar

Cade Meinel

Andrew Fields

Paul Milliman

Megan J. Hall

Stephen Morillo

Christopher Herde

Clinton E. Morrison, Jr.

Craig A. Israel

Dot Porter

Glenn Kumhera

Maureen Quigley

Patrick Lane

Kyle A. Thomas

ADMIN TEAM

Thomas C. Sawyer

Kate A. Peteet

Frances A. Lee

MAP KEY

The Franke Institute for the Humanities

Regenstein Library

1100 E 57th St

Chicago, IL



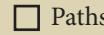
EAST shuttle to Hyatt



Recommended entrance



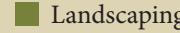
Roads



Paths



Other campus buildings



Landscaping



Ponds and fountains

Media Arts, Data, and Design Center

Crerar Library

5730 S Ellis Ave

Chicago, IL

SCHEDULE

FRIDAY, DEC. 5

SYMPOSIUM

FRANKE INSTITUTE

- | | | | |
|----------|-------------------------------|---------|--------------------------------|
| 9:30 AM | Continental breakfast | 1:30 PM | Discussion with Patrick Jagoda |
| 10:00 AM | Introductions | 3:00 PM | Break |
| 10:30 AM | Discussion with Mary Flanagan | 3:30 PM | Discussion with Cole Wehrle |
| 12:00 PM | Lunch served on site | 5:00 PM | Adjourn |

SATURDAY, DEC. 6

WORKSHOP—DAY 1

MADD CENTER

- | | | | |
|----------|-----------------------|----------|----------------------|
| 9:30 AM | Continental breakfast | 12:00 PM | Lunch served on site |
| 10:00 AM | Establish teams | 1:30 PM | Explore mechanics |
| 10:30 AM | Design aims | 5:00 PM | Adjourn |

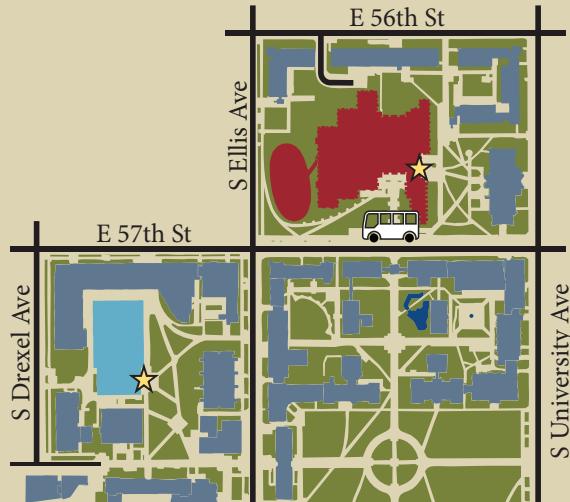
SUNDAY, DEC. 7

WORKSHOP—DAY 2

MADD CENTER

- | | | | |
|----------|-----------------------|---------|---|
| 9:30 AM | Continental breakfast | 3:00 PM | Teams present prototypes |
| 10:00 AM | Game Jam! | 4:00 PM | Adjourn to voluntary playtesting
and socializing |
| 12:00 PM | Lunch served on site | | |

MAP



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edievalists Design Games brings together expert board game designers, leading thinkers in critical game studies, and a cohort of medievalists for a collaborative and interdisciplinary event. Together, we explore the affordances of analog design for representing current research in medieval studies in conversation and play and craft prototype games for further development and remixing. These prototype designs, along with design notes and reflections, will form an archive with enduring *ludic value* for hobbyist gamers and *pedagogical value* for educators and students.

A digital version of this archive will live on at



www.yearofgames.com



New York
Medieval Society



UChicago
Library

