

Medievalists Design Games

5-7 December 2025

University of Chicago



YEAR
OF
GAMES



FEATURED GUESTS

Dan Bullock
Mary Flanagan
Yoni Goldstein
Patrick Jagoda

Ben Rosset
Ash Sparrow
Cole Wehrle

PARTICIPANTS

Roya Ahmadi-Moghadam
Johanna Alden
Blair Apgar
Andrew Fields
Megan J. Hall
Christopher Herde
Craig A. Israel
Glenn Kumhera
Patrick Lane

Shea McCollough
Betsy McCormick
Cade Meinel
Paul Milliman
Stephen Morillo
Clinton E. Morrison, Jr.
Dot Porter
Maureen Quigley
Kyle A. Thomas

ADMIN TEAM

Thomas C. Sawyer
Frances A. Lee

Kate A. Peteet

MAP KEY

■ **The Franke Institute for the Humanities**
Regenstein Library
1100 E 57th St
Chicago, IL

■ **Media Arts, Data, and Design Center**
Crerar Library
5730 S Ellis Ave
Chicago, IL



EAST shuttle to Hyatt



Recommended entrance



Roads



Paths



Other campus buildings



Landscaping



Ponds and fountains

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 |

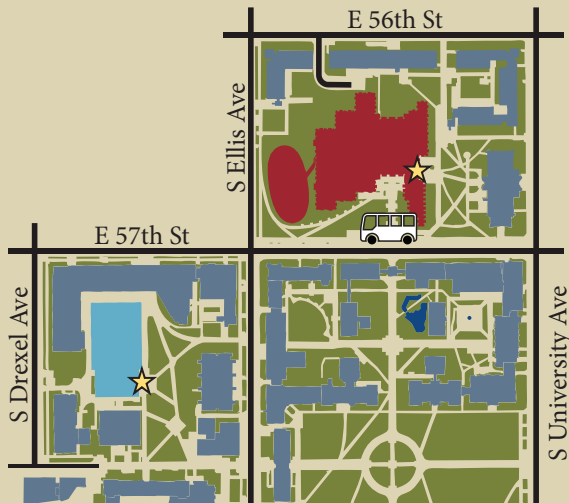
SUNDAY, DEC. 7

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



Medievalists 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



THE UNIVERSITY OF
CHICAGO



UChicago
Library

WGL
Weston Game Lab
MEDIA ARTS, DATA, AND DESIGN CENTER