



Transformative Approaches to Game Studies

Playful by Design 3rd International Conference

THURSDAY, NOVEMBER 7 – Opening Reception and Keynote

Spurlock Museum, 600 S Gregory St, Urbana

2-4PM – Reception, Demos and Posters

Producing Novelty: Generative AI in Design Education	Jena Marble <i>University of Illinois</i>
The GSD stu/dio Demos: <ul style="list-style-type: none"> Resilient Community virtual board game Master Dancer VR game VRchaeology Neuroanatomy Adventures 	The stu/dio Team led by Robbie Sieczkowski and Dan Cermak <i>University of Illinois</i>
How Games Mediate Collaboration Between Rival Communities in Asymmetrical Power Relationships	Alvarez Dixon <i>University of Illinois</i>
Iterative Design in Practice: Adapting the CUDO Plays Curriculum for Different Audiences	Kaitlyn Bequette <i>University of Illinois</i>
Virtual Time Capsules: Unlocking Living Memory Through Meaningful Play in Immersive Heritage Environments	Colter Wehmeier <i>University of Illinois</i>
Human-In-The-Loop in Virtual Reality Games: Mindfulness and the Brain Activities	Inki Kim <i>University of Illinois</i>
A Journey through Interactive Game Designs for Enhancing Social Interaction and Cognitive Growth in Children with Autism	Maryam Jahadakbar <i>University of Illinois</i>
AI-Driven Gameful Learning for Immersive Heritage Education on the Silk Roads	Sarvin Eshagi and Sepehr Vaez Afshar, <i>University of Illinois</i>
Accessing Tomorrow: Expanding Software Accessibility in K-8 Education	Chunyu Liu <i>University of Illinois</i>
Loadouts: An FPS Game Focusing on Deaf/Hard of Hearing and Visually Impaired Experiences	Olivia Wang <i>University of Illinois</i>
AI-Powered Picture Book Creation for Fostering Creative Neurodiverse Connections Among Children	Yiqi Xiao <i>University of Illinois</i>

4-6PM – Keynote – the Knight Auditorium

It's Here: The Current and Future Impact of Gen-AI on the Game Industry

Jani Penttinen
Bitmagic, CEO

FRIDAY, NOVEMBER 8 – WORKSHOPS, TALKS, ROUNDTABLES

9-10:30AM	PLENARY: Role Playing Games: Learning, Design and Accessibility 126 LIS Building, 501 E. Daniel St., Champaign and Online	
	Role-play and Games for Intercultural Learning	Alexandria Schreiber <i>University of Göttingen, Germany</i>
	Establishing and Piloting a Master's Degree in Transformative Analog Role-playing Game Design	Sarah Lynne Bowman, Josefin Westborg Josephine Baird, Kjell Hedgard Hugaas <i>Uppsala University, Sweden</i>
	Dungeons & Dragon's Accessibility Issues, Plus 10 Better Alternatives for Introducing New Players to RPGs	Tom Ackerman <i>University of Illinois, USA</i>

The remainder of the sessions on Friday will take place at 614 E. Daniel St., Champaign

	Room 4035 & Online	Room 4165 & Online	Room 4018 & Online
11AM – 12PM	Design for Learning WORKSHOP: Intentional Worlds: Speculative Worldbuilding in the Classroom --Ahu Yolaç & Katherine Tackett <i>Lawrence Technological University, Michigan, USA</i>	Serious Games Theme DART: A Serious Game for Seniors on Scam Avoidance --Dan Cermak, <i>University of Illinois, USA</i>	Research Theme EPIC-WE Cultural Game Jams: a Quadruple Helix glocal model --Filipe Luz, Wilson Almeida, & Mcaela Fonseca, <i>Lusófono University</i>
		Teaching & Learning Breaking Free from the Screen: Teaching Students How to Tell Immersive Stories --Christopher Ball, <i>University of Illinois, USA</i>	Ludonarrative Harmony through History: The Unity of Gameplay and Narrative with Time Travel in Chrono Trigger --Will Helmke, <i>University of Illinois, USA</i>

12:30 – 1:30PM	PLENARY: Third Spaces Panel; Interdisciplinary, Raising the HEAT – Judith Pintar Room 1092 Lincoln Hall, 702 S. Wright St., Urbana		
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	Room 4165 & Online	Room 4018 & Online	Room 4035 & Online
2PM – 3:30PM	Panel: Inclusive Game Design From Local Voices to Global Play: Co-Creating Inclusive Games with Adults with Intellectual Disability --Carla Sousa, Filipe Luz, Pedro MA Fernandes, Wilson Almeida, Cátia Casimiro, João Léste, Henrique Monteiro, <i>Lusófono University</i> Bridging Designer-User Gap with Empathic Games --Xinhui Hu, <i>University of Illinois, USA</i> Utilizing Audio Game Design Conventions for Explorable Information Displays for Blind and Low Vision Users --Zainab Husain, David Barter, Stepher Murgaski, Ali Reza Syed, Alvaro Uribe Quevedo, & Peter Coppin, <i>Ontario College of Art & Design University, Toronto, Canada</i>	Teaching & Learning Art and Play: Innovative Approaches to Business and Technology Education Max Rakov & Neda Maki <i>Yorkville University, Toronto</i>	Panel: Evaluating the Impact of Serious Games Knowledge and Perception of Serious Games and Sustainable Cities among Spanish University Students --Ester Muñoz Céspedes, <i>Universidad Rey Juan Carlos, Madrid, Spain</i> Evaluating the Impact of Serious Games on Sustainable Urban Practices: A Methodological Approach --Raquel Ibar-Alonso, <i>Universidad Rey Juan Carlos, Madrid, Spain</i> PlayPension: Financial Planning to Improve Your Retirement --Sonia de Paz Cobo, Esther Ruiz, & Ana Serrano, <i>Universidad Rey Juan Carlos, Madrid, Spain</i>
		AI-Driven Music Co-Creativity Games --Lav Varshney, Haizi Yu, & Han Ni <i>University of Illinois, USA</i>	
		Teaching Indigenous Stories and Environmental Justice Through Games: Land of the Three Fires --Ahu Yolaç & Julia Kiernan, <i>Lawrence Technological University, Michigan, USA</i>	

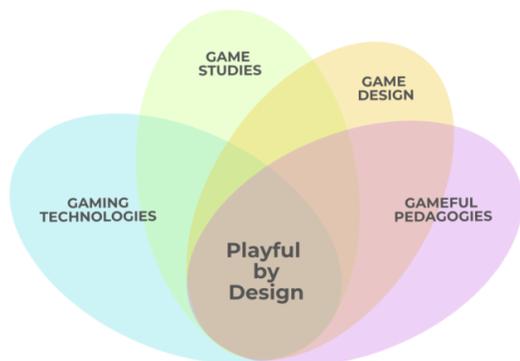
	Room 4035	Room 4018	Room 4165
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4-5PM	WORKSHOP: Developing Human-Centered Game Design Challenges for the Classroom --Amber Dewey Schultz, <i>University of Illinois</i>	ROUNDTABLE: Learning Games: Cursed Problem? --Bobby Lockhart, <i>CodeCombat</i>	ROUNDTABLE: Games as instruments of social change --David Dubin & Sharon Irish, <i>University of Illinois, USA</i>
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SATURDAY, NOVEMBER 9 – Workshops and Activities

9AM-12:30PM	Game Design Challenge – Put the "Design" in PbD! Unleash your creativity and test your skills in a delightful design adventure! <u>Collaborate</u> : Team up with fellow designers, developers, and creators! <u>Create</u> : Craft the world and create your vision of the future! <u>Showcase</u> : Present your masterpiece to your peers! Can't wait to see what you dream up! (Theme revealed on arrival.)	Siebel Center for Design Lower Level 1208 S. 4 th Street, Champaign
11AM-9PM	Esports Invitational Competition – Watch the Illinois Esports team compete with 7 other college teams, playing League of Legends and Rocket League. This is free and open to drop in anytime during your stay, both Saturday and Sunday.	Campus Instructional Facility 1405 W. Springfield Ave., Urbana
12-1PM	Japanese Tea Ceremony Experience an authentic tea ceremony.	Japan House 2000 S. Lincoln Ave., Urbana
12-2:30PM	Walking Tour of Campus + Stop for Lunch (with Judith & Lisa)	Siebel Center for Design Meet at East Door (patio)
1-2PM	Japanese Tea Ceremony Experience an authentic tea ceremony.	Japan House 2000 S. Lincoln Ave., Urbana
2:30-5PM	Improv Workshop with Spicy Clamato Learn how to get started with Improv and possibly join the performance at the Cowboy Monkey at 6PM!	Siebel Center for Design Media Studio 1208 S. 4 th Street, Champaign
2:30-5PM	The stu/dio VR Workshop Join the GSD stu/dio Leads for a talk and discussion about our core VR design philosophies and UX learnings from the development process. Following this, the team will provide a hands-on showcase of our Master Dancer VR game and various Unreal VR development demonstrations.	Siebel Center for Design Lower Level (0060) 1208 S. 4 th Street, Champaign
2:30-5PM	Walking Tour of Campus + Stops for Shopping (with Lisa)	Siebel Center for Design Meet at East Door (patio)
6-8:30PM	Spicy Clamato Improv Show	Cowboy Monkey 6 Taylor St., Champaign

This Conference is made possible by
Playful by Design International Partners:



<http://playfulbydesign.illinois.edu/conference>

Playful by Design is a global academic community of practice with shared and overlapping interests in game-relevant research, design, pedagogy, and technology. As a network, it welcomes multidisciplinary activities pursued by teachers, scholars, artists, designers, and 3rd space professionals, within their own disciplines and in their own ways. Through creative collaborations, the sharing of resources, the development of team-based studio work and other experiential learning, this approach facilitates the emergence of transdisciplinary and global aspirations among students and faculty.

For an interactive map experience (both campus and Champaign-Urbana): <http://map.illinois.edu>

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