TEACHING WITH GAMES

The Digital Literacy and Communications (DLC) Lab presents practical tips for teaching with games. This event is part of the Critical Gaming Initiative recently funded by the NEH’s Humanities Initiative Program.

GUILLERMO RODRÍGUEZ-ROMAGUERA
On teaching video games in the Gameroom space

DOUG STARK
On resources and strategies for teaching video games remotely

STEPHANIE KINZINGER
On teaching the video essay using gameplay recordings

COURTNEY RIVARD
On creating games with Twine

DAVID HALL
On using board games and physical models to teach design principles and methods

4 MARCH 2022
3:30-4:45PM
GREENLAW GAMEROOM #316
ALSO AVAILABLE ON ZOOM!