



**AUGUST  
4-5  
2021**



**GAME in LAB**  
Supporting Game Research

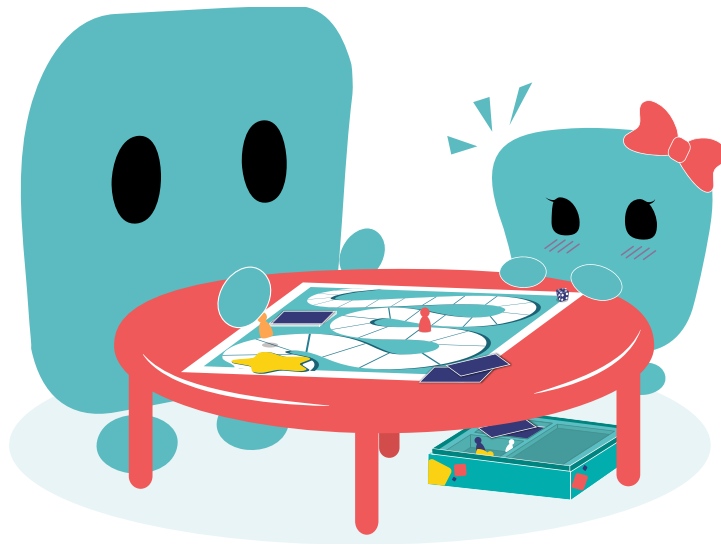
**ANALOG  
GAME  
STUDIES**



2021 Schedule

# Generation analog

The Tabletop Games and Education Conference



Generation Analog is a collaboration between  
Game in Lab, Analog Game Studies & GenCon.

[MORE INFORMATION ON THE EVENT HERE.](#)

**BIOS & HEADSHOTS**

# THE STAFF

## ANALOG GAME STUDIES

## GAME IN LAB



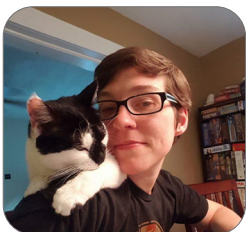
### • AARON TRAMMELL

Aaron Trammell is an Assistant Professor of Informatics and Core Faculty in Visual Studies at UC Irvine. He writes about how *Dungeons & Dragons*,

*Magic: The Gathering*, and board games inform the lived experiences of their players. Specifically, he is interested in how these games further values of white privilege and hegemonic masculinity in geek culture.

He is the Editor-in-Chief of the journal *Analog Game Studies* and the Multimedia editor of *Sounding Out!*

You can email him at [trammell \[at\] uci \[dot\] edu](mailto:trammell[at]uci[dot]edu).



### • SHELLY JONES

Shelly Jones, PhD is an Associate Professor of English at SUNY Delhi, where she teaches classes in mythology, literature, and writing. She received her PhD in

Comparative Literature from SUNY Binghamton. Her research examines analog, digital, and role-playing games through the lens of intersectional feminism and disability studies.



### • EVAN TORNER

Evan Torner, PhD is an Associate Professor of German Studies at the University of Cincinnati, where he also serves as Undergraduate Director of German Studies and

the Director of the UC Game Lab. He is co-founder and an Editor of the journal *Analog Game Studies*. To date, he has published 9 co-edited volumes and special journal issues, as well as over 40 articles and book chapters in various venues. His primary fields of expertise include East German genre cinema, German film history, critical race theory, and science fiction. His secondary fields of expertise include role-playing game studies, Nordic larp, cultural criticism, electronic music and second-language pedagogy.



### • MIKAËL LE BOURHIS

Head of Asmodee Research & Game In Lab co-Director. PhD.



### • GABRIELLE FAUSTE

Head of Asmodee Research & Game In Lab co-Director. PhD.



### • LÉA MARTINEZ

Game In Lab PhD Candidate & Asmodee Research communication officer.



### • LALIE CAUPT

Junior Project Manager

# THE KEYNOTES SPEAKERS



## • SCOTT NICHOLSON

Dr. Scott Nicholson is Professor and Director of the Game Design and Development program at Wilfrid Laurier University in Brantford, Ontario, Canada. He was the host of the first YouTube series about board games called Board Games with Scott, and was the designer of Tulipmania 1637 and Going, Going, Gone! His current focus is on escape rooms and other live-action games designed around real-world learning outcomes, and recently was the lead author of the book *Unlocking the Potential of Puzzle-Based Learning: Designing Escape Rooms and Games for the Classroom*.

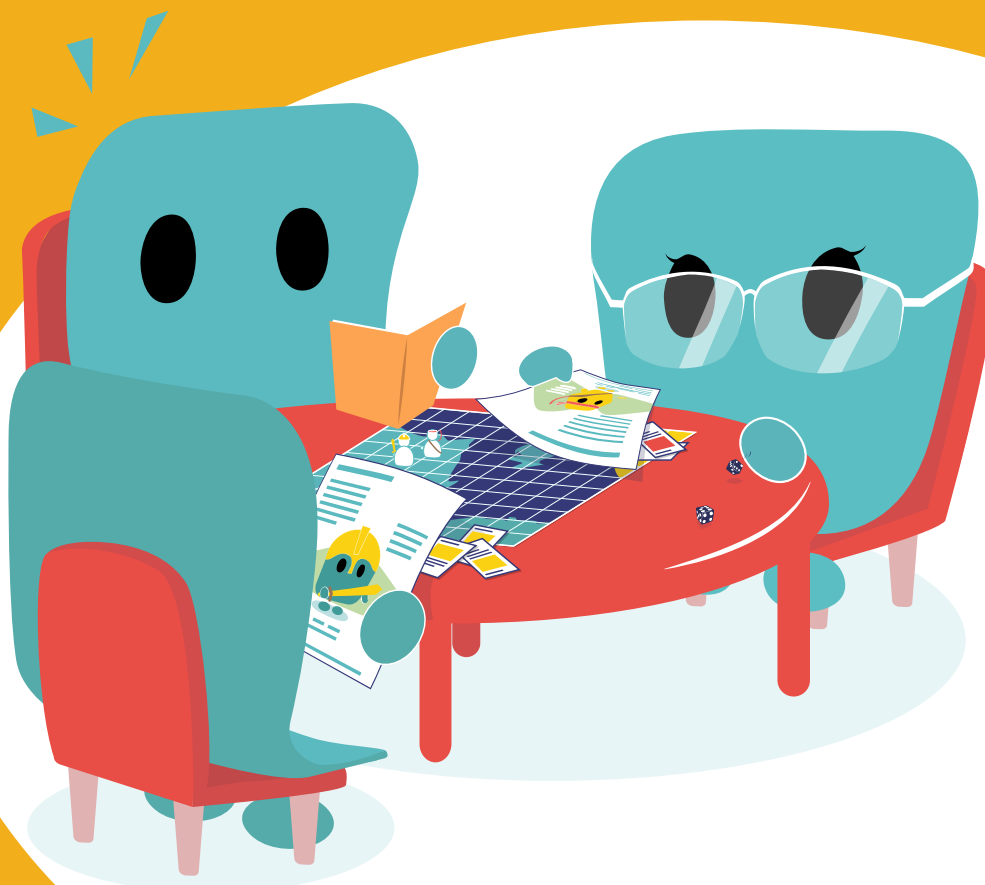
## • ELIZABETH HARGRAVE

Elizabeth Hargrave is the award-winning designer of *Wingspan*, *Mariposas*, and *Tussie Mussie*. Her experiences breaking into the board game design world have also led her to become an advocate for increasing diversity and inclusion in the board game world.



## • B. DAVE WALTERS

B. Dave Walters is a Storyteller & proud Scoundrel American. He is best known as the writer and co-creator of *Electropunk*, *Dungeons & Dragons: A Darkened Wish* for IDW comics, and creator and DM of the *Darkened Wish* streaming show for Wizards of the Coast, and DM of *Idle Champions Presents* and the *Black Dice Society*.



# THE SPEAKERS

## PANEL 1: Analog Games and Teaching



### • CATHERINE CROFT

Catherine Croft, Ph.D., co-founded Catlilli Games in 2015 to design fun, STEM-themed games for children of all ages. Her small game design company has created a line of award-winning board games which they pitch to national companies for licensing. After earning her B.S from Duke University and her Ph.D. in Neuroscience from the University of Virginia, she performed neurobiology research for eight years, mostly at the National Institutes of Health (NIH).

Although she loved research, she ultimately gave in to her passion for teaching and transitioned to a career in education. She became a public high school teacher in 2016, focusing on the subjects of Biology, Anatomy & Physiology, Chemistry, and AP Research. One of her proudest achievements is a nomination for the Superintendent's Innovator of the Year Award for 2019-20. Games are a centerpiece of her teaching style, and Catlilli Games grew out of her desire to reach a nationwide audience. Her mission in life is to enhance public knowledge of STEM concepts, and she views board games as a powerful tool to accomplish that.

### • S. HAYLEY STEELE



Samara «Hayley» Steele, MFA (she/her or they/them), is a PhD Candidate in Cultural Studies at UC Davis. She has been a larp maker and larp practitioner since 2002. Currently, Steele is a NASA intern and a project director with the UC Davis ModLab, where they are engaged in efforts to develop analog RPG pedagogy that may be used to teach any subject, including STEM subject matter. Her previous work includes *Thermophiles in Love* (2016), a 5-gender dating game that incorporates biological data about microorganisms, and *Destination Wedding 2070* (2019), a dark comedy about wedding planning 50 years in the future that incorporates climate data from the C-MIP. Steele has been part of the alter-globalization movement since 1999 and the urban farming movement since 1997. Their current work explores structural forms of oppression, and ways some larp styles may be used to better understand reification in real world systems of power.

More about her work may be found at [samarasteale.com](http://samarasteale.com).



### • EMMA KOSTOPOLUS

Emma Kostopolus is an Assistant Professor at Valdosta State University where she works at the intersection of writing studies, game-based learning, and digital/multimodal rhetorics. When not teaching, she writes a lot of words for a lot of places.

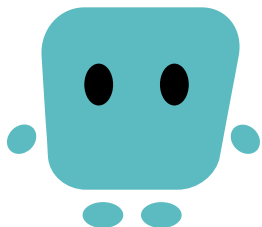
You can find them all on her twitter @Kostopolus.

### • NURIA VITA-BARRULL



General Health Psychologist and Industrial PhD Student.

Industrial PhD student in Mercurio Distribuciones and NeuroPGA Research Team (Generalitat de Catalunya) and Part-time Instructor in the Department of Psychology of the University of Lleida.



• **NÚRIA GUZMÁN**

Bio not communicated

• **VERÓNICA ESTRADA-PLANA**

PhD Student in the research team NeuroPGA.  
Graduated in Psychology from the University of Lleida and Master in General Health  
Psychology from the University of Lleida.

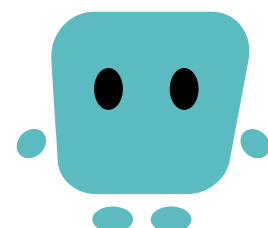


• **JAUME MARCH-LLANES**

Principal investigator in NeuroPGA, PhD.  
Associate Professor. Head of the Behavioral Sciences Methodology Department.  
Department of Psychology – University of Lleida.  
Researcher in the NeuroPGA group, member of the 2017SGR1577 group: Genes, environment  
and development: a longitudinal view in understanding the origin of mental illness and the  
diversity of human behavior.

• **ZAKARIAE DARRAZ**

Bio not communicated



• **JORGE MOYA-HIGUERAS**

Principal investigator in NeuroPGA, PhD.  
Lecturer at the University of Lleida and principal research of the NeuroPGA research team.  
PhD in Psychology.

## PANEL 2: Analog-Digital Hybridity



### • MELISSA ROGERSON

Melissa Rogerson is a lecturer in Human-Computer Interaction in the School of Computing and Information Systems at The University of Melbourne. Her research examines the experience of playing tabletop games in both physical and digital forms and the use of digital tools for tabletop game play, as well as the characteristics and motivations of hobbyist players, designers, and developers.

Twitter @melissainau

### • MIREK STOLEE



Mirek Stolee is a lecturer at the University of California, Santa Cruz, where he teaches students in both the Computer Science: Computer Game Design and Art & Design: Games and Playable Media programs. As a researcher, he explores the relationships between digital and analog objects and spaces, focusing on escape rooms and board games. He's an avid board game player, and has reached shelving capacity in his home to store more games.

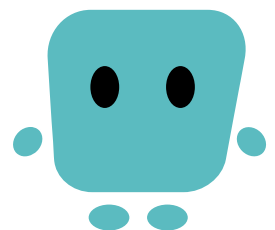


### • PAUL BOOTH

Paul Booth is a Professor of Communication at DePaul University. He is the author or editor of 14 books, including *Board Games as Media* (Bloomsbury 2021), *The Fan Studies Primer* (with Rebecca Williams, University of Iowa Press, forthcoming), *Watching Doctor Who* (with Craig Own Jones, Bloomsbury 2020), *The Wiley Companion to Media Fandom and Fan Studies* (Wiley 2018), *Seeing Fans* (with Lucy Bennett, Bloomsbury 2016), *Controversies in Digital Ethics* (with Amber Davisson, Bloomsbury 2016, with Amber Davisson), *Digital Fandom 2.0* (Peter Lang, 2016), *Playing Fans* (University of Iowa Press, 2015), *Game Play* (Bloomsbury, 2015) and *Fan Phenomena: Doctor Who* (Intellect, 2013). He is currently enjoying a cup of coffee.

### • JACK MURRAY

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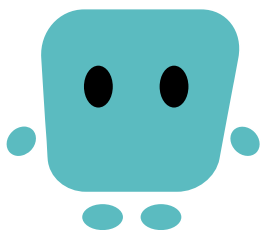


## PANEL 3: Play Communities and Practices



### • CLAYTON WHITTLE

Clayton Whittle is a researcher whose work is at the crossroads of social advocacy, educational psychology, and game design. He has 10 years classroom experience, has published multiple indie and educational games and is currently a Ph.D. candidate in Pennsylvania State's Learning, Design, and Technology program.

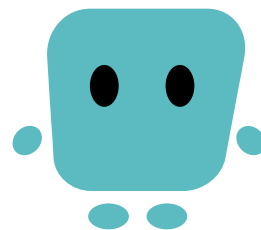


### • SAMUEL TOBIN

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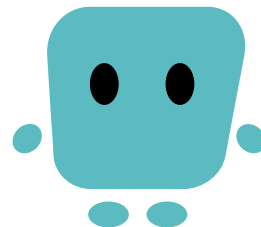
### • NATE TURCOTTE

Bio not communicated



### • IAN WILLIAMS

Bio not communicated



### • GREG LORING-ALBRIGHT

Greg Loring-Albright studies non-digital games as a PhD candidate in Drexel University's Communication Culture and Media program. He also has practical working experience in board game design: he is the co-designer of the third edition of «Bloc by Bloc» and recently signed a game to Minnesota publisher Leder Games. He has designed live-action / puzzle games for various colleges, museums, and parks. His ongoing dissertation research focuses on tabletop

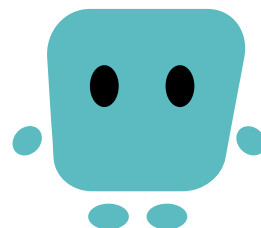
games and their digital adaptations as media environments.

You can find him on twitter @Greg\_L\_A

### • WES WILLISON

Wes Willison lives in Philadelphia. He recently finished a Masters of Divinity from Princeton Theological Seminary, and works at the intersections of faith, place, and making.

He mostly avoids social media, but can be emailed at [willison.wes@gmail.com](mailto:willison.wes@gmail.com)



## PANEL 4: Race Representation and Colonialism in Analog Games



### • MARY FLANAGAN

Mary Flanagan is an artist, author, game designer and quirky professor. She started the game company Resonym to bring socially conscious approaches to board games. As an artist, her works have been exhibited at museums around the world such as The Whitney Museum, The Guggenheim, Tate Britain, and museums in Spain, New Zealand, South Korea, China and Australia. In 2018, Flanagan won the Award of Distinction at Prix Ars Electronica in the Interactive art+. Flanagan was awarded an honorary PhD in Design by Illinois Tech, has held numerous honorary fellowships, and holds a distinguished professorship at Dartmouth College, USA. Flanagan is also author and co-editor of numerous books, such as *Critical Play* and *Reload: Rethinking Women in Cyberculture*

### • REBECCA Y. BAYECK

Holds a dual-PhD in Learning Design & Technology and Comparative & International Education from the Pennsylvania State University. Currently a CLIR postdoctoral fellow at the Schomburg Center for Research in Black Culture where she engages in digital research, data curation, and inclusive design. Her interdisciplinary research is at the interface of several fields including, the learning sciences, literacy studies, and game studies.



At this intersection, she explores literacies and learning in games, particularly board games, the interaction of culture, space, and context on design, learning, research, literacies.



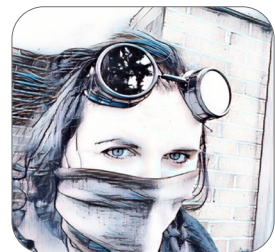
### • SARA LOVETT

Sara Lovett is a college writing instructor and English PhD candidate at the University of Washington. Her specializations include racial and socioeconomic access in writing classes and game-based pedagogies. She is the chair of the Council for Play and Game Studies. Sara's educational roleplaying game "Election 2016," which engages students in rhetorical listening through stakes-driven, audience-focused composition, was published in the winter 2021 issue of

*OneShot: A Journal of Critical Games and Play*.

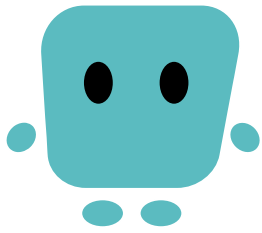
### • TANYA POBUDA

Tanya is a board game designer, licensed drone pilot, artificial intelligence chatbot creator, and virtual and augmented reality practitioner. Her research on the board games has been featured in the *New York Times*, the *Analog Games Studies Journal*, *Plato Magazine* and various podcasts including *Stuff Your Mom Never Told You About*, *The Spiel*, *Who What Why Podcast*, *Meeple Syrup*, *Shelf Stories*, and *Beyond Solitaire*. She is a PhD Candidate in Ryerson & York University's Communication & Culture program with a 26-year background as a former journalist, certified project manager, digital storyteller with a background in public relations, communication, marketing and Web design.





## PANEL 5: Decolonizing Role-Playing Games



### • ANNIE FORSMAN-ADAMS

Bio not communicated

### • KATHRYN RINGLAND



Kathryn (Kate) Ringland is an Assistant Professor at the University of California Santa Cruz.

She received her Ph.D. in Informatics from the University of California Irvine. Her areas of interest include human computer interaction, games studies, and critical disability studies. She is interested in understanding how disabled individuals leverage social media and game spaces as access in their online and offline interactions.

Website: <https://kateringland.com>

Twitter: @liltove



### • STEVEN DASHIELL

Steven Dashiell, Ph.D. is a Postdoctoral Fellow at American University in Washington DC, jointly appointed to the Department of Sociology and the Game Center. His research centers on the sociology of language, specifically the discourse patterns and narratives surrounding male-dominated subcultures and publics. Current projects involve tabletop role-playing games, the military, African American male spaces, and fringe male-only groups.

### • CODY WALIZER



Cody Walizer is a PhD Candidate and Visiting Professor in Communication Studies at the University of Denver, where he is the Director of Debate. His areas of interest include public policy, crime and deviance, coloniality, and the philosophy of communication.

Cody's research focuses on the ways that games and sports rhetorically constitute participants and observers, and the ways in which people interact with the "rules of the game." Speaking of games, Cody loves to play *Dungeons and Dragons*, *Magic: the Gathering*, and too many sports and video games to count.



### • ERIC STEIN

Eric Stein (he/him) is a game development instructor at Trinity Western University, a game studies researcher, and an independent game designer. He teaches courses as varied as interactive storytelling and project management, has conducted research on such games as *Dark Souls* and *Kentucky Route Zero*, and has completed two tabletop roleplaying projects for Zine Quest on Kickstarter, *Lost Scriptures* and *Glitchspiel*.

His research can be found at ORCID and his games on itch.io.

## PANEL 6: Storytelling and Role-Playing Games



### • DEVI ACHARYA

Devi Acharya is a Ph.D. student at the Expressive Intelligence Studio at the University of California - Santa Cruz. Her work lies at the intersection of cooperative play and interactive storytelling. She's currently researching tabletop roleplaying games and how people can work together with computational systems to tell stories together.

You can find more of her work at <https://www.devi-a.com/>.

### • COLIN STRICKLIN



Colin Stricklin is a PhD student in the Georgia Institute of Technology's Digital Media program. His research focuses on collaborative storytelling in hybrid environments. By examining the shifts in emergent behavior that appear when play moves from the analog to the digital world, his work articulates the complex relationships that form between people, formal systems, and networks of power.

Outside of the academy, Colin has published numerous third party adventures in the *Pathfinder 1e*, *Dungeons & Dragons 5e*, and *Starfinder* game systems. He is also the co-creator of the *Handbook of Heroes*, a webcomic focused on high fantasy tropes and tabletop role-playing games.



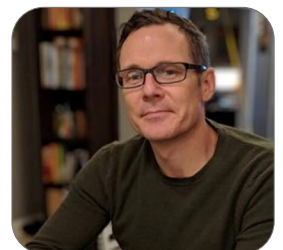
### • CHLOÉ GERMAINE

Dr Chloé Germaine is a Senior Lecturer in English at Manchester Metropolitan University. She is a key member of the Manchester Centre for Youth Studies and her recent publications examine the youth-led climate strikes as collaborative cultural texts. Chloé is also a member of the Manchester Game Studies Network and a game designer.

Her research in this area examines the affordances of board and roleplaying games in engaging diverse audiences with the issue of climate change.

[www.chloegermainebuckley.com](http://www.chloegermainebuckley.com)

### • MIKE SELL



Mike Sell is Professor of English where he teaches playful literature, queer speculation, Black American literature and culture, and critical theory.

He is co-author with Michael Chemers of *Systemic Dramaturgy: A Handbook for the Digital Age* (Southern Illinois University, forthcoming); author of *The Avant-Garde: Race Religion War* (Seagull Books 2011); co-editor with Megan Amber Condis of *Ready Reader One: The Stories We Tell With, About, and Around Videogames* (Louisiana State University Press, forthcoming) and editor of the 1960s volume of

*Decades of Modern American Drama* (Methuen 2018), among other books.

His recent essays on videogames include «Modernist Afterlives In Performance—Playing the Avant-Garde: The Aesthetics, Narratives, and Communities of Video Game Vanguard» (<https://modernismmodernity.org/articles/playing-avant-garde>) and «What Is a Videogame Movie?» (<https://www.mdpi.com/2076-0752/10/2/24/htm>).

He is project leader for the Digital Storytelling Project, which supports public middle and high schools to teach interactive digital storygame design.

## PANEL 7: Role-Playing Game Design



### • MICHAEL DEANDA

Michael Anthony DeAnda, Ph.D. is a professional lecturer in Game Design at DePaul University. DeAnda researches the intersections of games, queerness, and culture, considering the intimacies between LGBTQ and Latine lived experiences and games. Using game design as research praxis, DeAnda develops games that draw comment on privileged structures, using intersectionality, queerness, and feminism as critical lenses. DeAnda has published in *Technical Communications Quarterly*, *The Journal of Popular Culture*, *The Video Game Art Reader*, *Queer Studies in Media and Popular Culture*, and *Widerscreens*.

### • CARLY KOCUREK



Carly A. Kocurek is Associate Professor of Digital Humanities and Media Studies and Director of the graduate program in Technology & Humanities at the Illinois Institute of Technology.

She is the author of two books: *Coin-Operated Americans: Rebooting Boyhood* at the Video Game Arcade (University of Minnesota Press, 2015) and *Brenda Laurel: Pioneering Games for Girls* (Bloomsbury Academic, 2017).

Her articles have appeared in journals such as *The American Journal of Play*, *Game Studies*, *Technical Communication Quarterly*, *Visual Studies*, *Velvet Light Trap*, *Ada New Media* and other journals, and she has also written about games and culture for outlets like *The Washington Post*, *Vice: Motherboard*, and *Reverse Shot*. She is a practicing game designer, and her games have been showcased at events like *Different Games* and the *WordPlay Festival*.



### • JOSE RETA

Jose Reta doesn't let imminent death stop them. Rather death is allowed to delay them for a time before it takes a backseat to other, more important matters. After spending time away from higher education due to health issues, Jose Reta returned and completed their undergraduate and Master's programs in 5 years, earning bachelor's degrees in political science and Mexican American Studies and later a Master's in Interdisciplinary Studies and Master's Certificate in

Gender and Women's Studies. They've been playing TTRPGs since the age of 12 and marvels at their growth from niche hobby to cultural juggernaut. They have contributed to this by coordinating with their local public library to host weekly gaming sessions and public events for 2 years. Over time, Jose Reta has learned that the only thing more enjoyable than playing games is talking about what playing games can mean to themselves and others.

### • ADRIAN HERMANN



Adrian Hermann is Professor of Religion and Society at the Forum Internationale Wissenschaft, University of Bonn (Germany). He specializes in the global history of religion in the 19th and 20th centuries and recently has begun to engage in the field of role-playing game studies. He teaches in various cultural studies and media studies B.A. and M.A. programs at the University of Bonn. Over the last 15 years he has written on 19th century Buddhist modernisms in Thailand and at the moment is finishing a book on an anti-colonial Catholic movement in the Philippines around 1900. After being an avid TRPG player through most of the 1990s he has recently once more taken up both playing but now also studying TRPGs as part of his investigations of contemporary audiovisual and digital media.

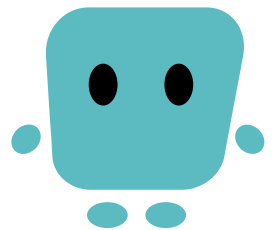


## • GERRIT REININGHAUS

Gerrit Reininghaus is an active roleplayer, RPG designer and community organiser. He has coined the term LAOG for a framework of freeform RPGs and larps which are explicitly designed for online play, benefiting fully from the medium and its potential for creative design. He has been involved in character keeper design since the beginning and follows the development of this format actively as the administrator of the largest free repository on the subject, the Gauntlet's Play Aids Folder. Gerrit has a Diploma in Mathematics and Philosophy of Science (Humboldt University Berlin), he holds a Master of Public Policy from Sciences Po, Paris, and the Hertie School of Governance, Berlin. His RPG contributions can be found on his blog [alles-ist-zahl.de](http://alles-ist-zahl.de) and on his YouTube channel [betafunktion](https://www.youtube.com/channel/UCbetafunktion), where he hosts his actual plays of TRPGs and LAOGs.

## • IRIS XIE

Bio not communicated



## PANEL 8: Legacies of *Dungeons and Dragons*



### • PREMEET SIDHU

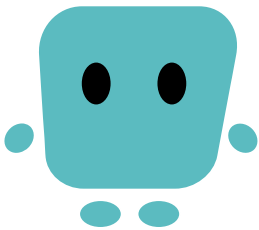
Premeet Sidhu is a PhD student at The University of Sydney. Her PhD focuses on understanding the modern resurgence and appeal of *Dungeons & Dragons*. Her current research interests include investigating how meaningful player experiences in both digital and non-digital games can be applied and considered in wider areas of game studies, education, and media.

### • WILLIAM J. WHITE



William J. White (Ph.D., Rutgers, the State University of New Jersey, 2001) is Associate Professor of Communication Arts & Sciences at Penn State Altoona. A rhetorician and game scholar, his research interests include the rhetoric of knowledge, the structure of knowledge-producing communities, and the discourse of games.

He teaches public speaking and media-related courses in addition to introductory level courses in video game culture and game studies. He is the author of *Tabletop RPG Design in Theory and Practice at the Forge, 2001-2012: Designs and Discussions* (Palgrave Macmillan 2020) as well as scholarly articles on rhetoric, communication, and games. Additionally, he has written a number of TRPG game supplements and served as the creative director for the *Fate Space Toolkit* (Evil Hat, 2019). He and his brother produce Virtual Play, a podcast of role-playing games. A native of New Jersey, Bill lives in Altoona, Pennsylvania.



### • LEONID MOYZHES

Bio not communicated

### • MEGAN CONDIS



Megan Condis is an Assistant Professor in Communication Studies at Texas Tech University. Her book, *Gaming Masculinity: Trolls, Fake Geeks, and the Gendered Battle for Online Culture*, was published by the University of Iowa Press in 2018.



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