Hosted by Simpson College

Wednesday, July 16 - Saturday, July 19  
Indianola, Iowa

Overview

College faculty and administrators are invited to register for the “Reacting to the Past” Game Development Conference at Simpson College (Indianola, IA) July 17-19. This conference focuses on designing games for the pedagogical method “Reacting to the Past.” At the conference, participants will play several Reacting-style games that are currently in development, discuss game design principles and processes, and work to expand and explore ideas for new games.

If you are new to Reacting to the Past, we invite you to attend the Newcomers Pre-conference Workshop on Wednesday, July 16 featuring "Chicago, 1968: The Democratic National Convention." The Pre-conference Workshop is designed as an introduction to the Reacting pedagogy. You can attend this Pre-Conference Workshop along with the Game Development Conference, or you can attend the Pre-Conference Workshop or the Conference independent of one another.

Playtest Games (http://reacting.barnard.edu/2014-GDC-Games)
**Game Track I**

Democracy in Crisis, Weimar Germany, 1929-32 by Robert Goodrich

Conservation, Preservation, and the Wilderness: The Battle over Hetch-Hetchy by Jeff Hyson

**Game Track II**

Il Duomo di Santa Maria del Fiori: Florence, 1418 by Paula Lazrus

Oklahoma Revolution: Radicalism against Racism, 1923 by Jace Weaver

**Game Track III**

Memory and Monument Building: The Vietnam Veterans Memorial, 1980-1982 by Abigail Perkiss, Becca Livingstone, & Kelly McFall

Defining the Mind: The Struggle for Legitimacy in Psychiatry and Psychology during the 1970’s by Peter Bradley

Registration (https://www.regonline.com/GDC2014)

The Game Development Conference fee includes materials, most meals, and lodging on campus. Housing will also be available for the pre-conference workshop for an additional charge of $30. Registration will close Monday, June 23.

<table>
<thead>
<tr>
<th>Registration Fee Type</th>
<th>Pre-Conference Workshop, July 16</th>
<th>Game Development Conference, July 17-19</th>
</tr>
</thead>
<tbody>
<tr>
<td>Consortium Member Rates</td>
<td>$48</td>
<td>$130</td>
</tr>
<tr>
<td>Non-Member Rates</td>
<td>$60</td>
<td>$160</td>
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</tbody>
</table>

If you would like to apply for a playtesting or presentation slot, please refer to the Call for Proposals (http://reacting.barnard.edu/news/call-proposals-2014-game-development-conference).

Register Online (https://www.regonline.com/GDC2014)

Featured Playtesting Games (http://reacting.barnard.edu/2014-GDC-Games)

Conference Schedule (http://reacting.barnard.edu/2014-GDC-Schedule)

Call for Proposals for the 2014 Game Development Conference (http://reacting.barnard.edu/news/call-proposals-2014-game-development-conference)
2014 Game Development Conference: Schedule at a Glance

Pre-Conference Workshop

Wednesday, July 16

8:00-9:00 AM  Coffee Hour
9:00-9:30 AM  Game Set-Up
9:30-10:15 AM  Chicago 1968 session 1
10:15-10:30 AM  Break
10:30-11:15 AM  Student panel
11:30-12:15 AM  Playtest session 2
12:15-1:30 AM  Lunch
1.30-2:30 AM  Playtest session 3
2:30-3:15 AM  Instructor panel
3:15-4:15 AM  Post-Mortem

Game Development Conference
Thursday, July 17

8:00-9:00 AM  Breakfast  
9:00 AM-12:00 PM  Playtest I  
12:00-1:30 PM  Lunch  
1:30-3:00 PM  Workshop  
3:00-3:30 PM  Break  
3:30-5:00 PM  Workshop  
5:00 PM  Dinner in Des Moines  
(Transportation Provided)

Friday, July 18

8:00-9:00 AM  Breakfast  
9:00-12:00 PM  Playtest II  
12:00-1:30 PM  Lunch  
1:30-3:00 PM  Workshop  
3:00-3:30 PM  Break  
3:30-5:00 PM  Workshop  
5:00 PM  Dinner on your own & Optional Game Night in Des Moines  
(Transportation Provided)

Saturday, July 19

8:00-9:00 AM  Breakfast  
9:00-12:00 PM  Playtest III  
12:00-1:30 PM  Lunch  

Game Development Conference Home Page (https://reacting.barnard.edu/node/31376)
Featured Playtesting Games (https://reacting.barnard.edu/node/34796)