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# Game Development Conference 2020 (Online)



Thursdays in July | Online, wherever you are

The Reacting Consortium announces its virtual Game Development Conference! GDC—unlike other RTTP workshops and conferences, real or virtual—is aimed at nurturing the design and development of new games using the Reacting to the Past pedagogy, and as such, is intended for experienced RTTP users, rather than faculty new to the pedagogy.

GDC participants have the option to play several Reacting-style games that are currently in development in order to provide feedback to the game authors as they progress toward publication. Additional workshops focused on game design principles and processes are also available to those designing their own games—or interested in

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taking on that challenge.

Please note that this conference is entirely separate from the [Summer of Reacting](https://reacting.barnard.edu/summer-of-reacting) (<https://reacting.barnard.edu/summer-of-reacting>), which will also be held during July.

The following games will be playtested for one day each in July:

- July 9: *Japanese Exclusion in California, 1906-20*
- July 16: *Grandsons of Genghis: The Mongol Qurultai of 1246*
- July 23: *Egypt's Liberal Experiment, 1925-27*

All playtests will be online from about 1 or 2 PM EDT and will last 3-4 hours (with significant breaks).

We will also host a slate of workshops (a chance to help designers by offering advice and responses to their game ideas) on July 30 (time TBD).

**Registration for the Game Development Conference is open now!** (<http://www.cvent.com/d/wnq6kv>)

*To navigate this webpage, click the header links on the column to the left.*

## Featured Games

Japanese Exclusion in California, 1906-20

Grandsons of Genghis: The Mongol Qurultai of 1246

Egypt's Liberal Experiment, 1925-27

## Registration Rates and Policies

Members (institutional or individual) of the Reacting Consortium in good standing for 2020 are eligible to register at the discounted member rate for any/all of the games offered. To find out more about membership, [click here](http://www.cvent.com/events/2020-reacting-consortium-membership/event-summary-54465f11d70c486cbd98b71bae0b8000.aspx?RefID=MPInvitee) (<http://www.cvent.com/events/2020-reacting-consortium-membership/event-summary-54465f11d70c486cbd98b71bae0b8000.aspx?RefID=MPInvitee>). If you are unsure whether your membership is active, please check our [list of member institutions](http://reactingconsortiumlibrary.org/node/121) (<http://reactingconsortiumlibrary.org/node/121>) or email Maddie Provo at [mprovo@barnard.edu](mailto:mprovo@barnard.edu) (<mailto:mprovo@barnard.edu>).

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## Registration Rates

	Cost Per Playtest	Cost For All Three Playtests
<b>Consortium Member Rate:</b>	\$15	\$40
<b>Non-Member Rate</b>	\$20	\$50

## Payment Deadlines

Credit card payments will be processed live during online registration. Game materials will not be delivered until payment is received in full.

## Changes and Cancellations

All payments are final. No refunds will be offered upon cancellation of registration.

*The Reacting Consortium Board, in its sole and absolute discretion, reserves the right to bar any person from the Reacting Faculty Lounge on Facebook and from participation in any RTTP event.*



Reacting to the Past  
BARNARD COLLEGE

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