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REACTING TO THE PAST AND GAMING: REVOLUTIONIZING HIGHER EDUCATION

**REACTING TO THE PAST & GAMING:
REVOLUTIONIZING HIGHER EDUCATION**

Winter Conference 2019

**#RTTP
WC19**



January 2019

18-19

Friday - Saturday

University of Georgia
Conference Center

The 2019 Winter Conference, hosted by the Reacting Consortium and the University of Georgia, explores how educational gaming can enhance learning, build inclusive communities, and improve retention. Participants will experience one of the following Reacting to the Past games:

- *The Threshold of Democracy: Athens in 403 BCE*
- *Patriots, Loyalists, and Revolution in New York City, 1775-1776*

- *Rousseau, Burke and Revolution in France: 1791*
- *Greenwich Village, 1913: Suffrage, Labor and the New Woman*
- *Monuments and Memory Making: The Vietnam Veterans Memorial, 1981-1982*
- *The Collapse of Apartheid and the Dawn of Democracy in South Africa, 1993*

Additionally, at concurrent sessions panelists will introduce participants to a variety of other types of higher educational games.

David Simkins, professor in the School of Interactive Games and Media at the Rochester Institute of Technology, will give the keynote address: "Living Games: The Power of Playful, Experiential Learning." History professor Mark Carnes, author of *Minds on Fire: How Role-Immersion Games Transform College* and a founder of Reacting, will be giving the closing plenary, "Upping Our Game: Beyond High Impact."

The conference will be held at the Georgia Center, a university convention center. The registration fee covers breakfast and lunch on Friday and Saturday.

This year, the Winter Conference is also offering--for a small additional fee--a special track on designing games for use in college classes. Nicolas Proctor, chair of the Consortium's Editorial Board and author of several RTTP games, will lead a series of workshops on creating game narratives and designing game mechanisms, as well as a rapid prototyping session during which participants will move their game concepts closer to working prototypes. This track opens with a special session on Thursday evening, 6:00-8:00 pm, and will continue through Friday and Saturday. Don't miss this special opportunity. All participants will receive a free copy of Nick Proctor's game design book to guide their work.

REGISTRATION IS OPEN NOW! (<https://www.regonline.com/builder/site/?eventid=2538914>)

RESERVE YOUR ROOM AT THE GEORGIA CENTER HERE. (<https://www.hotel.uga.edu/>)

Follow the links at the left for more information.

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The Venue: University of Georgia Hotel and Conference Center

The Reacting Winter Conference will be held at the University of Georgia Hotel and Conference Center, located in the heart of the University's historic campus in Athens, Georgia. Because interactions among creative faculty and administrators are as important as the game sessions and panels, the Winter Conference is housed at the Georgia Center, an ideal fusion of hotel, restaurants and bars, and classrooms and meeting places. To further encourage these interactions, most of the meals are included in the cost of registration.



The Center includes a 200-room hotel, onsite dining options, a full-service bar, conference rooms, a computer lab, a business center, and a fitness center, all under one roof. Shuttle service (<http://athens.groometransportation.com/>) is available between the Atlanta airport and the hotel, and during the Institute, the hotel offers shuttles to restaurants in downtown Athens. Beautifully appointed single- and double-occupancy rooms are available at the following competitive rates*:

- \$101 for a Classic Room with one queen or one king bed
- \$101 for a Classic Room with two single beds, each accommodates one person
- \$149 for a Select/Accessible Room with two queen or two double beds

The hotel block is now open! To reserve your room at the conference rate, you can visit the Georgia Center website (<http://www.georgiacenter.uga.edu/uga-hotel>) and enter group code 91444, or call (706) 548-1311.

RESERVE YOUR ROOM AT THE GEORGIA CENTER NOW. (<https://www.hotel.uga.edu/>)

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Featured Speakers



(https://reacting.barnard.edu/sites/default/files/styles/square_thumbnail/public/simkins_headshot.jpg?itok=aP5rcYVV) **Keynote Address: David Simkins, “Living Games: The Power of Playful, Experiential Learning”**

David Simkins, professor of Interactive Games and Media at the Rochester Institute of Technology (RIT), is among the nation’s foremost theorists and designers of higher education games. He has pioneered dozens of innovations, ranging from video games that teach statistics to in-class games that illuminate anthropological research on the origins of man. In his keynote address, Simkins notes that graduate programs in political science, international relations, law, and medicine already make extensive use of educational games and simulations. He notes that while undergraduate educators must remain focused on conveying knowledge, they must not neglect the importance learning by doing. Well-crafted educational games, he insists, are an essential complement to traditional undergraduate teaching.

(https://reacting.barnard.edu/sites/default/files/styles/square_thumbnail/public/carnes1_1.jpg?itok=Zy_4tK2C) **Closing Plenary: Mark C. Carnes, “Upping Our Game: Beyond High Impact”**

Mark Carnes, professor of history at Barnard College, Columbia University, is author of *Minds on Fire: How Role-Immersion Games Transform College* (2014). He is also a founder of the Reacting to the Past pedagogy and author of several of the early Reacting games.



Here he argues that while “high-impact practices” have had a positive impact on learning outcomes and retention, college teachers and administrators must do far more to ensure that students embrace the life of the mind. Educational gaming, he contends, has the power to jolt students from their accustomed passivity and draw them into the intellectual wonderland that attracted most educators to careers in higher education in the first place.

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Concurrent Sessions

At the 2019 Winter Conference, RTTP is offering four different "tracks" of concurrent sessions. These include:

- **RTTP 101:** Intended for newcomers to Reacting, these sessions, moderated by RC Board Members, will give you guidance on basic gamemastering skills and provide insight into RTTP from the student perspective.
- **Gaming in Education:** Keynoter David Simkins will be offering a variety of different games and approaches to using them in your classroom.
- **Advanced Reacting:** RC Board Chair Tony Crider will lead a working group on issues of inclusion and accessibility in the RTTP context. For experienced Reactors only.
- **OER Game Development:** Nick Proctor, chair of the Consortium's Editorial Board and author of several RTTP games, will lead a series of workshops on creating game narratives and designing game mechanisms, as well as a session during which participants will move their game concepts closer to working prototypes. This track begins with a two-hour session on Thursday, January 17, from 6-8pm, and continues through the conference. This track is available for a \$50 surcharge, and must be signed up for in advance of the conference.

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