Reacting 2.0
Game Development Process

Nicolas Proctor, Editorial Board Chair
Tony Crider, Outreach Committee Chair
Submit a *Game Development Abstract* to the Editorial Board for review.

The decision is based on:

- ✓ *Does it meet the RTTP criteria?*
- ✓ *Does it fill a gap in the series?*

To move to the next stage, **write and playtest your game!**
1. Real historical setting
2. Rich texts
3. Multiple meetings
4. Roles
5. Victory objectives
6. Intellectual collisions
7. Indeterminacy
8. Reading, writing and speaking
9. Narrative structure with drama
10. Possibilities for alternate historical outcomes
11. Accessibility to non-specialists

Is it RTTP?
Reacting to the Past Games, Prototypes, and Concepts

This site allows you to share your idea for a new Reacting to the Past game with others in the community. This allows you to seek out others that might want to co-author or playtest your game. A list of games and game concepts submitted with this form may be viewed here: http://bit.ly/nJSKXy

* Required

I. BASIC INFORMATION

Title *

e.g. Napoleon at Waterloo

Game Author(s) *

e.g. Ted Logan and Bill S. Preston

Author Email *

e.g. wyldstallyns@aol.com

Game Location *

e.g. San Dimas, CA
Templates

Gamebook, role sheet, and IM templates:

http://reacting.barnard.edu/curriculum/games-in-development
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The game is available from author.

To advance, the author submits a prototype to the Editorial Board.

*If advanced*, the EB assigns a Development Editor to gather feedback and offer advice.

Interested in being a DE?  
[nick.proctor@simpson.edu](mailto:nick.proctor@simpson.edu).
This might be helpful

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Game Designer’s Conference

Central Michigan University

July 18, 2012
Pre-Conference Game: Greenwich Village, 1913

July 19-21, 2012

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- The game is posted to Forum.
- Eligible for conference play (other than GDC).
- The author and DE collect feedback and improve the game.
- To advance, submit to EB for final review.
• The RCB reviews submissions annually.
• *Ideally*, these games are played at the Annual Summer Institute.
• What happens at the next stage depends on the game marketability.
Editorial Board Members

- Nicolas Proctor (RCB), Chair
- John Eby (RCB)
- Patrick Coby (RCB)
- Jace Weaver
- John Moser
- Bill Offutt
- Mary Jane Treacy
- Ian McNeely
NORTON OPTION

- The game is available in published form.
- The gamebook is removed from the Forum.
- The author continues to support the game.
OTHER PEER REVIEWED OPTIONS

- Published in *Journal of Reacting Games*?
- Published by another publisher?
- Published by author?
- Moved to new area of the Forum?
Encountering the BLORG

“Look at the size of that ship list!”

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