REACTING EDITORIAL BOARD   **September, 2016**

MISSION: TO ASSIST GAME DESIGNERS
**   TO MAINTAIN STANDARDS AND QUALITY FOR THE RTTP SERIES**

1. REB BOARD MEMBERS,   2016-2017
          Nick Proctor, Simpson College, Chair
          Pat Coby, Smith College
          John Eby, Loras College
          Paula Lazrus, St. John's University
          Kelly Mc Fall, Newman University
          John Moser, Ashland University
          Bill Offutt, Pace University
          Abigail Perkiss, Kean University
          Mary Jane Treacy, Simmons College, emerita
          Jon Truitt, Central Michigan University

2. NOMENCLATURE

          "Reacting game" -- a traditional Reacting game with 6-8 sessions of
          gameplay.

          "Short game" -- a Reacting game with 2-3 sessions of gameplay (some refer
          to these as "chapter games")

          "Microgame" -- a game with 1 session of gameplay and most of the elements
          of other Reacting games.

3. GAME DESIGN

Reacting games include three elements:
1)   a student game book
2)   an instructor's guide (formerly called an instructor's manual)
3)   role sheets

Reacting games may also include:
1)   hand-outs
2)   Companion volumes

Both the game book and instructor's guide must include standard Reacting
boilerplate describing the pedagogy. These are available for download from the
Reacting website.

Templates for the organization of these components are available for download from the Reacting website.

WW Norton desires gamebooks that are no more than 80,000 words and instructor's guides that are no more than 85,000 words. RTTP boilerplate in the game book and guide counts toward the word limit.

4. CORE TEXTS

If possible, core texts should be included in the gamebook.
- Ideally, games should not include or rely upon published companion texts. If these go out of print, it makes the games unplayable.
- Similarly, core texts should not be accessible solely through internet links.

Core texts may be abridged, but may not be replaced by author's summaries. However, scientific/technical research that is not accessible to the non-specialist may be summarized by the author and included in the Core Texts section.

5. ROLES

- Provisions must be made for the game to be usable by up to 28 players.
- Publishers will not publish more than 30 roles, but additional roles can be placed in the online Game Library
- Authors are encouraged to develop provisions to use their games in courses with 30+ students.
- Roles may be historical figures. These roles must convey an accurate portrayal of their beliefs and actions.
- Roles may be "composites" -- roles based on people and ideas of the period.
-
- Indicate the kind of roles you are using in both the game book and instructor's guide.

6. FROM CONCEPT TO PUBLICATION: FOUR LEVELS
The first page of the game book should clearly state: "RTTP Game in Development."

Level 1: A Clear Concept
Submit your concept to the REB chair. Ordinarily, the chair will then post it on the BLORG (Big List Of Reacting Games). If your concept falls on the margins of RTTP, or if another game on the same topic is already in development, the chair will contact you for additional details.

Level 2: A Game ready for others to use with your guidance

Notify the REB chair that you have written a working draft of a game book, instructor's guide, and role sheets in the 2.0 format. The chair will then move your game to L2 on the BLORG.

- L2 games are <u>not</u> available on the RTTP web site's Game Library, so you will need to find others who will play-test your games.

- Consider submitting a L2 game to the RTTP Game Development Conference (usually held in July) for play-testing and feedback.

- Be prepared to support playtesters when they use the game, and gather written feed-back and endorsements from them.

- Keep track of the instructors and institutions using your game.

Level 3: A Game ready for others to use independently
Submit all elements of your game as well as any endorsements/evaluations that you have collected to the chair of the REB.

- All game elements must be complete and in 2.0 format before they are reviewed.

- The REB may call on experts in the field to review the game for content.

- Your game will be read and evaluated by at least two peer readers from the RTTP community assigned by the REB. They will evaluate the game, including the following criteria:
  (1) are intellectual collisions central to the game?
  (2) is the scholarship sound?
  (3) are the core texts rich?
  (4) do all roles have core texts that will ground their ideas or positions?
  (5) are some roles indeterminate and therefore persuadable?
  (6) are the game mechanics workable?

- Your game may be returned with suggestions for improvements or may be moved to the Game Library on the RTTP web site. If the REB returns the game, it will include specific requirements for advancement rather than a vague "revise and resubmit" statement.

Once in the Game Library, your game can be downloaded by registered faculty for classroom use as well as for RTTP conferences and workshops.

-

- By agreeing to have your game placed in the Game Library, you give permission to RTTP to use L3 and L4 games at their national and regional conferences as well as contracted college workshops. You may or may not be asked to serve as game master at these events. RTTP will inform you when your game is presented at RTTP events.

- RTTP may not use your L3 or L4 game outside of RTTP events without your permission.

Level 4   A Game ready for publication
Submit a polished RTTP game with endorsements to the REB chair.

- Level 3 designation does not guarantee movement to Level 4.
- Level 4 designation does not guarantee publication.

-

REB reviews the game one more time and makes sure that you have addressed any concerns raised by the most recent peer reviews.

If the REB gives the game a Level 4 designation, it passes it to the PUBLICATIONS COMMITTEE of the Reacting Consortium Board. If the REB returns the game, it will include specific requirements for advancement rather than a vague "revise and resubmit" statement.

7. FORMAL APPLICATION FOR PUBLICATION

The formal application for publication includes three elements:

1) Provide an abstract of about 400 words describing the game, major ideas, texts, roles.
2) Include the historical content essay from the game book as a writing sample.
3) Write short paragraphs that address the following:
    - A summary of the take-away points: factions, main roles, core readings.
    - What courses might the game fit into?
    - How many sessions are needed? How many weeks of class time would this be?
    - Do you have a working manuscript or clear idea for a shorter game that might accompany the full-length game?
    - What is the play-testing history of the game? Include the number of permissions requests (RTTP Central can supply this) and names of schools where the game has been play-tested.
    - Conference play-test history.

8. PUBLICATION DECISIONS: W.W.NORTON

The RCB makes the final decision to submit a game to WW Norton for publication.

Norton has 60 days to decide if it wants to add the game to its list of publications.

If Norton accepts the game, the author(s) shall work with a Norton editor to get the game to publication.

9. PUBLICATION DECISIONS: REACTING CONSORTIUM PRESS (RCP)

If WW Norton does <u>not</u> take a L4 game, the RCB reviews it for publication by the Reacting Consortium Press (RCP), housed at the University of North Carolina Press.

The Reacting Consortium Board makes this decision with recommendations from the Publications Committee, which currently consists of:
1) Jace Weaver, chair
2) Nick Proctor, REB chair
3) Pat Coby

Authors of games to be published by the RCP work directly with editors at UNC Press.

10. REACTING GAME LIBRARY

The central mission of the Reacting Consortium is to develop and promote Reacting to the Past games, but it also seeks to promote innovation in higher education pedagogy in general. Thus the Game Library facilitates play-testing of games for two purposes:

1) Peer review to advance games toward publication through our affiliated outlets
2) Making a wide variety of games available for classroom use

Some excellent L4 games may not suit the goals of either publisher. These games will remain in the Game Library for instructors to download and use for classroom purposes.

Instructors may write additional roles and/or materials for your game. These can be added to the Game Library if they have your formal approval and are in the 2.0 format. Authorship of the ancillary material will be noted.

11. REMOVING A GAME FROM THE L3 AND L4 LEVELS

Authors may remove a game at any time by notifying the REB chair.

In order not to inconvenience instructors who may be using the game in a course, the game will remain in the Game Library for four months after the initial request for removal.

12. AT PUBLICATION AND THEREAFTER

A L4 game will remain in the Game Library until game books are printed and ready for distribution to bookstores. At this time, game books will be removed from the Game Library.

Instructor's Guides for games published by WW Norton will be available for download from the Norton website. Ancillary materials for these games will continue to be available from the RTTP Game Library.

Instructor's Guides and ancillary materials for RC Press games will continue to be available from the RTTP Game Library.