

Leveling Up the Classroom: Day One

UNIVERSITY OF KENTUCKY
FEDERAL CREDIT UNION

Esports
LOUNGE

8-9AM *Breakfast, Opening Remarks*

Section One | Games and Culture

9-9:40 **Session 1** [Zoom] Cantug Sahiner,
"Folklore Games and Cultural Awareness"

9:45-10:25 **Session 2** Kara Christiansen, Univ. of Kentucky
"Grand Theft Auto and Racial Realities"

10:25-10:45 *Intermission*

10:45AM-12:15PM **Roundtable One | The Infrastructure of Game Pedagogy**
Speakers Dr. Courtney Rivard, David Hall,
Stephanie Kinzinger, and Doug Stark | UNC-Chapel Hill

12:15-2 *Lunch*

Roundtable Two | Visual Novels, AI, and Classrooms

2-3:30 **Speakers** Loren Smith, Amanda Ellard, Dr. Paul Shovlin | Ohio
University

3:35-4:20 **Commenter** Dr. Edmond Y Chang | Ohio University

4:20-4:45 *Intermission*

Dr. Edmond Y Chang, Ohio University, "Towards a
Games of Color Pedagogy."

4:45-6:30 **Keynote 1:** Dr. Anastasia Salter, Univ. Central Florida, "Regenerating
the Games Classroom."

Leveling Up the Classroom: Day Two

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8:30-9:30AM *Breakfast*

Section Two | Games and Multimodality

9:30-10:10 **Session 6**

[Zoom] Deirdre Flood, LaGuardia Comm. College “A Stance the Player Takes: Using The Gardens Between to Teach Symbolism to First Year College Writing Students”

10:15-10:55 **Session 7**

[Zoom] Anthony Vernon, Oklahoma State Univ.
“Multi-Modal Availability for those with Dis/abilities at Writing Centers”

10:55-11:15 *Intermission*

11:15-
12:45PM

Roundtable Three | Incorporating Video Games into a Core Course

Speakers

Dr. Kathryn Kohls, Jannell McConnell Parsons, Gavin Pulley, Mark Hines, Jaylene Patterson | Univ. of Kentucky

12:45-2:15 *Lunch*

Section Three | Changing the Rules

2:15-2:55 **Session 8**

Michael Merriam, Univ. Central Florida, “Metattendance: Revolutionizing Attendance Policies Through The Use of Asymmetrical Policies and Player Roles in the Digital Classroom”

3-3:40 **Session 9**

Ricky Mouser, Indiana Univ. Bloomington
“Letting Students Write the Rules”

3:40-4 *Intermission*

4-5:30 **Keynote 2:** Scot Osterweil, Learning Games Network, “...”