



Games and Interactive Media

A cross-disciplinary seminar series for students, staff, and faculty from all schools.

Tuesdays at noon: Sept 27th to Dec 6th 2016

Location: Shriram Ctr BioChemE 104

Also listed as one-unit course BIOE196

Interactive media and games increasingly pervade and shape our society. In addition to their dominant roles in entertainment, videogames play growing roles in education, arts, science and health. This seminar series brings together a diverse set of experts to provide interdisciplinary perspectives on these media regarding their history, technologies, scholarly research, industry, artistic value, and potential future. As the speakers and titles suggest: Games and Interactive Media also provide a topical lens for the diverse aspects of our live.

Digital Seriality: Code & Community in the Super Mario Modding Scene 9/27/2016
Shane Denson, PhD, Assist. Prof. Film and Media Studies, Stanford

Digital Spirits in the Material World: Dynamic Physical Media for Interaction and Display 10/4/2016
Sean Follmer, PhD, Assist. Prof. Mechanical Engineering, Stanford

A Tale of Two Jousts: Multimedia, Game Feel, and Imagination 10/11/2016
Douglas Wilson, PhD, Assist. Prof. Game Design, RMIT University, Co-Owner Die Gute Fabrik

Virtual Espionage: GCHQ and NSA take on MMOs 10/18/2016
Peter Krapp, PhD, Prof. Film & Media, UCI

NO SEMINAR on 10/25 – instead you are encouraged to attend the MediaX mini-conference *Sensing and Tracking for 3-D Environments* on 10/24/2016 (1- 5pm; location TBA)

Collective Work and Play in Ant Colonies 11/1/2016
Deborah Gordan, PhD, Prof. Biology, Stanford

Come Out & Play Festival SF: Creating Human Connection Through Play 11/8/2016
Catherine Herdlick, MFA, Creative Producer & Entrepreneur, California College of Arts

Slow Play: Playing Deliberately in Walden and The Night Journey 11/15/2016
Tracy Fullerton, MA, Prof. & Chair Interactive Media & Games, School of Cinematic Arts, USC

Humor and Comedy in Video Games 11/29/2016
Ashly and Anthony Burch, Siblings, Players, Writers, Actors, Producers

No Generation 12/6/2016
Nathan Altice, PhD, Teaching Prof. Computational Media, UCSC

All talks subject to change

Organized by the GAIMS (Games and Interactive Media @ Stanford)
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