



The Manitoba Games Research & Pedagogy Consortium is proud to present

The Manitoba Games Research & Pedagogy Conference

Friday, Nov 27, Saturday, Nov 28, and Sunday, Nov 29
University of Winnipeg

Call for Abstracts

This conference is calling for abstract submissions from all academics, faculty, staff, students, educators, artists, game developers, industry professionals, community researchers, and members of the public interested in the study of games—including digital and analog games—for research and education.

The conference welcomes submissions from topics such as but not limited to:

- Games and Ethics of AI
- Game Design Approaches and Techniques
- Using Games in the Classroom
- Games and History
- Archiving Games, Archiving Play
- Games as Participatory Culture and Spectatorship
- Interactive Media Design, Art and Play
- Digital vs Analog Games
- Applied Games
- Procedural Rhetoric
- Emergent Narrative
- Gamification
- Augmented Reality (AR)/Virtual Reality (VR)/Mixed Reality

Interested presenters should submit their full name, institution (if applicable), brief bio (50 words), presentation title, and 100-300 word abstract, via email to Dr. Ryan Clement (University of Winnipeg Department of Rhetoric, Writing, and Communications) at ry.clement@uwinnipeg.ca. The top student submissions will receive a monetary award. **Deadline: Midnight, September 30.** This conference is in conjunction with the HYPER technology and arts conference, Nov 26, 9-5 pm, Studio Lab XR.



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