

by Maura Smale 2 minutes ago

CUNY Games Conference 2018

A conference of game-based learning in higher education, January 22-23, 2018 at the CUNY Graduate Center/Borough of Manhattan Community College in NYC. <http://cunygames.org>



CUNY Games Network

@CunyGames

We're getting excited for the CUNY Games Conference, hope you are, too! See everyone tomorrow! cunygames.org [#cgc2018](https://twitter.com/cgc2018)



4 MONTHS AGO



CUNY Games Network

@CunyGames

On our way to the CUNY Games Conference! See you soon! [#cgc2018](https://twitter.com/cgc2018)



3 MONTHS AGO



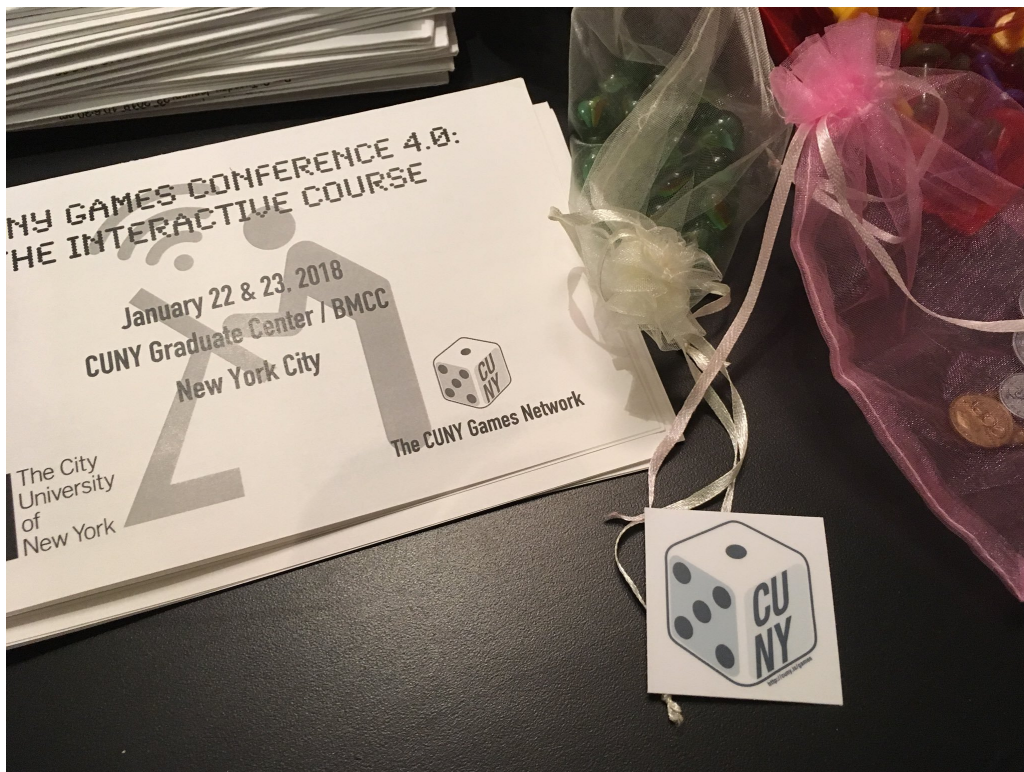
John Theibault

@jtheibault


Today's [#chtfc](https://twitter.com/chtfc): [#cgc2018](https://twitter.com/cgc2018) CUNY Games Conference gamesconf2017.commonsgc.cuny.edu



3 MONTHS AGO



Registration underway! Programs! Goody bags! Stickers! [#cgc2018 pic.twitter.com/leh1U5z4OM](https://twitter.com/leh1U5z4OM)

 CUNY GAMES NETWORK @CUNYGAMES · 3 MONTHS AGO



Katie Kaczmarek Frew

@kkaczmaur

Just picked up a bag of various-sided dice from [#cgc2018](https://twitter.com/cgc2018)—so much more fun than other conference swag!

 3 MONTHS AGO



Sean Smith

@seansmithcsulb

Getting ready to present at the first session [#cgc2018](https://twitter.com/cgc2018) History and Critical Play Panel with [@criticalplayorg](https://twitter.com/criticalplayorg)

 3 MONTHS AGO



Robin Camille Davis
@robincamille

Excited to attend and present at the @CunyGames Conference today! I'm talking about using @twinethreads to make tutorials for the library. The gist: [robincamille.com/2017-10-18-usi...](https://gist.github.com/robincamille/2017-10-18-usi...) #twine



@CunyGames · 3 MONTHS AGO



CUNY Games Network
@CunyGames

Session 1 starting now after a brisk speed networking intro to the day! Check out our schedule: gamesconf2017.commonsgc.cuny.edu/day-1/ #cgc2018



3 MONTHS AGO



Mandë Holford
@scimaven

@lportnoy from @KillerSnails1 discussing how cognitive learning can be built into gaming mechanics @CunyGames 2018 conference #cgc2018 [twitter.com/killersnails1/...](https://twitter.com/killersnails1/)

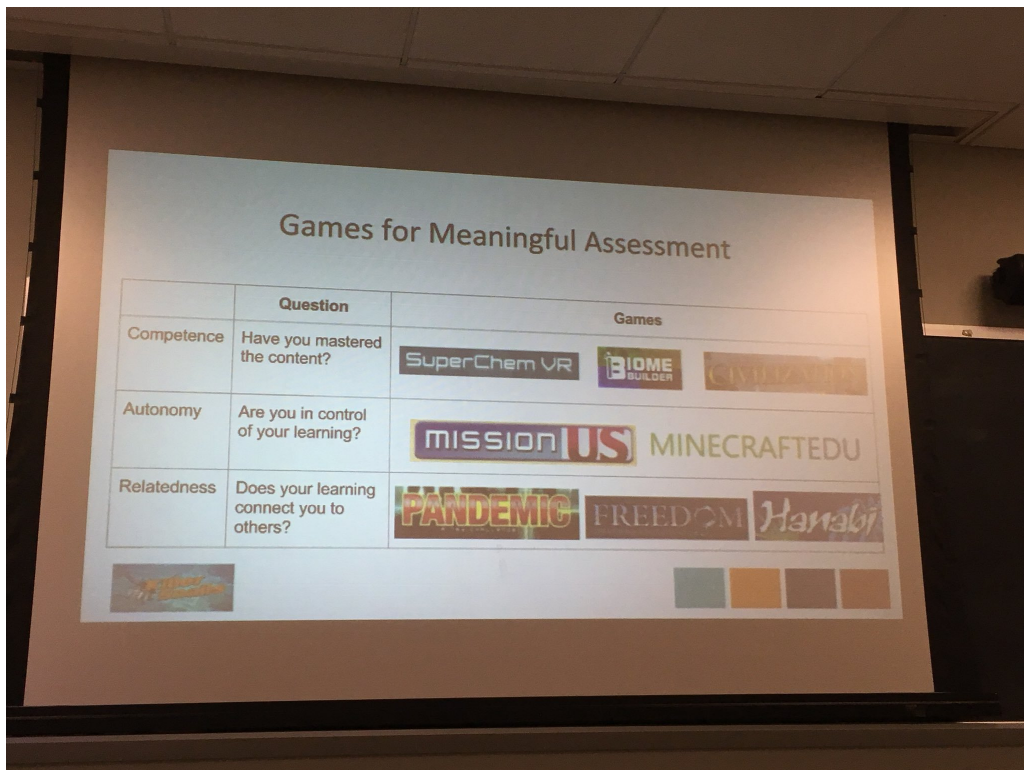


3 MONTHS AGO



Games for meaningful assessment- a few examples from [@lportnoy](#) [@CunyGames](#) [#cgc2018](#)
pic.twitter.com/DcvYTJ9cxB

 KILLER SNAILS [@KILLERSNAILS1](#) · 3 MONTHS AGO



Great examples of games for meaningful assessment [@KillerSnails1](#) [@lportnoy](#) [#cgc2018](#)
pic.twitter.com/v0g5YaEo3J

CUNY GAMES NETWORK [@CUNYGAMES](#) · 3 MONTHS AGO



Robert O. Duncan
[@Robertoduncan](#)

We're off and running at the CUNY Games Conference! [#CGC2018](#) twitter.com/CunyGames/stat...

3 MONTHS AGO



Krista Harper
[@KristaMHarper](#)

Arriving at CUNY Games 4.0 & greeted with tabletop game swag—excited about today's panels!
[#cgc2018](#) twitter.com/kkaczmaur/stat...

3 MONTHS AGO



Krista Harper
@KristaMHarper

I'm enjoying the Critical Play with History panel—some inspiring profs here at [#cgc2018](#)
[twitter.com/CunyGames/stat...](https://twitter.com/CunyGames/status/978444444444444444)

3 MONTHS AGO



Krista Harper
@KristaMHarper

Just learned about a new FG group called “Games in College Classrooms”—& joined! [#cgc2018](#)

3 MONTHS AGO



Adam Spryszynski
@adamspr11

Love the goodie bags. Excited for my first conference at CUNY. [#cgc2018](#)

3 MONTHS AGO



Using simulations in health sciences to build soft skills [#cgc2018](#) [@CunyGames](#) w [@KillerSnails1](#)
pic.twitter.com/NOqSr401Xo

DR. LINDSAY PORTNOY @LPORTNOY · 3 MONTHS AGO



What happened to John Doe? [#gamifiedlearning](#) [#LIUBrooklyn](#) Instructional Designer Scott Henkle presents a game for interdisciplinary health profession education. [#cgc2018](#)
pic.twitter.com/P1xt8RJQAv

CAROL @CAROL_WRITENOW · 3 MONTHS AGO



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 @CunyGames

Thanks so much to everyone tweeting! [#cgc2018](#)

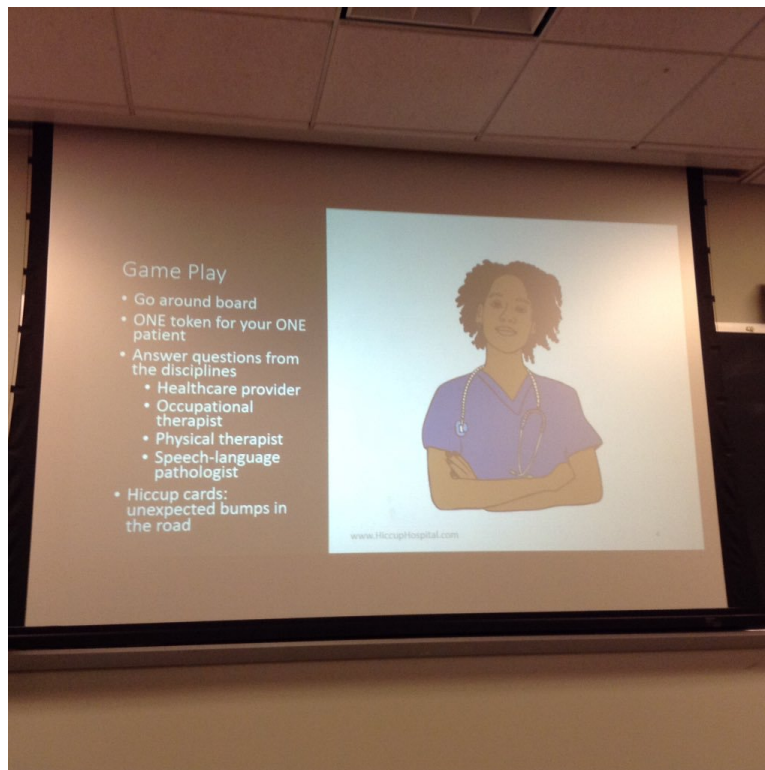
3 MONTHS AGO




Krista Harper
 @KristaMHarper

Educational alternative reality games (ARGs!) with [@kkaczmaur](#). “Good game running is like good pedagogy” in that you create a narrative with gaps for students to fill as they learn 🌟🎯
[#cgc2018](#)

3 MONTHS AGO



Learning about how to get your patient out of Hiccup Hospital. [#cgc2018](#)
pic.twitter.com/B6VmEpZeYo

 CUNY GAMES NETWORK @CUNYGAMES · 3 MONTHS AGO



Krista Harper
@KristaMHarper

Coming up in session 2 of [#cgc2018](#) —our panel on games, culture & power
twitter.com/anthrocards/st...

 3 MONTHS AGO



Robin Camille Davis
@robincamille

[#cgc2018](#) Alec McClure mentions this bot as a useful/hilarious brainstorming aid
twitter.com/yournextgame/s...

 3 MONTHS AGO



Killer Snails
@KillerSnails1

Learning from @DrShariEllen about #HiccupHospital @CunyGames which looks fun, team building and great ice breaker! #cgc2018

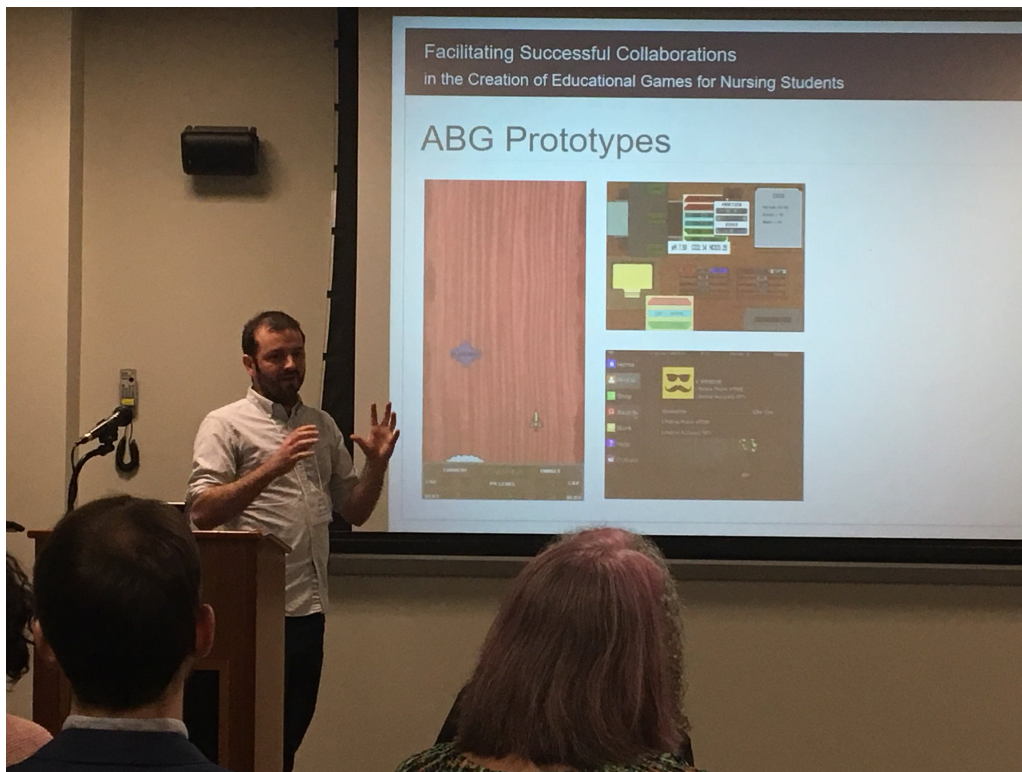
3 MONTHS AGO



Krista Harper
@KristaMHarper

Just learned about The Tessera ARG at #cgc2018 & now I wanna play! districtdispatch.org/2017/03/the-te...

3 MONTHS AGO



Sharing the process of prototyping games for learning by @playfulsystems at @CunyGames #cgc2018 pic.twitter.com/E0nHF6nVku

DR. LINDSAY PORTNOY @LPORTNOY · 3 MONTHS AGO

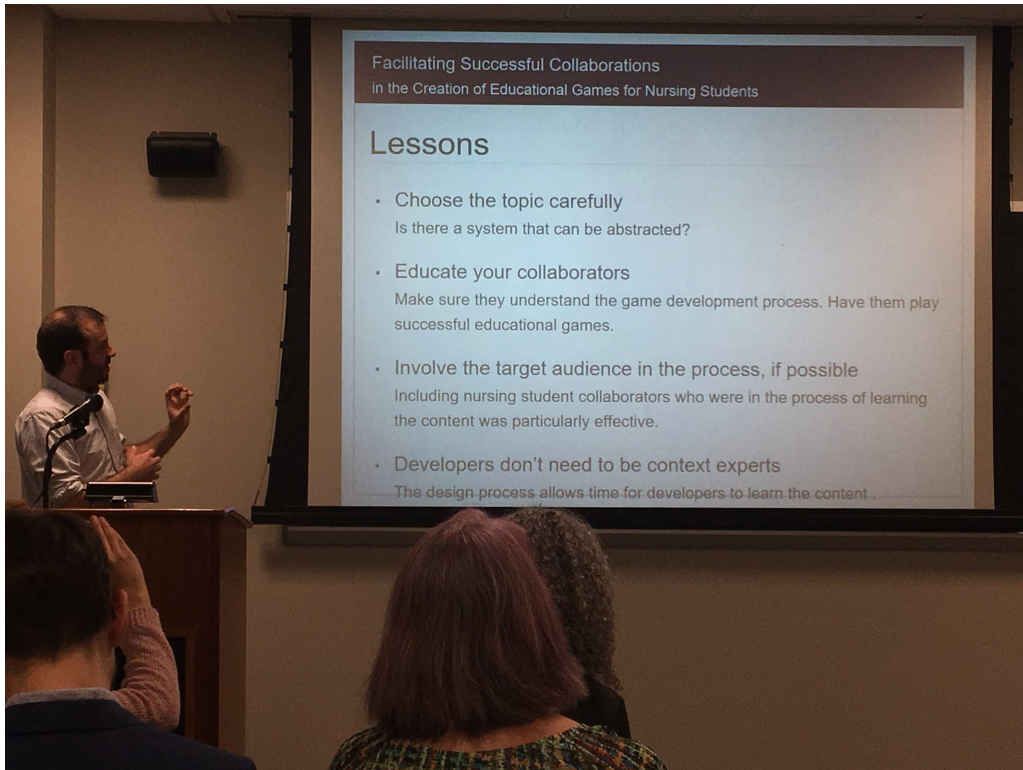


John Carter McKnight
@john_carter

Katie Frew's talk on ARGs just made the whole trip to NYC worthwhile [#SimGlobal](#) [#cgc2018](#)



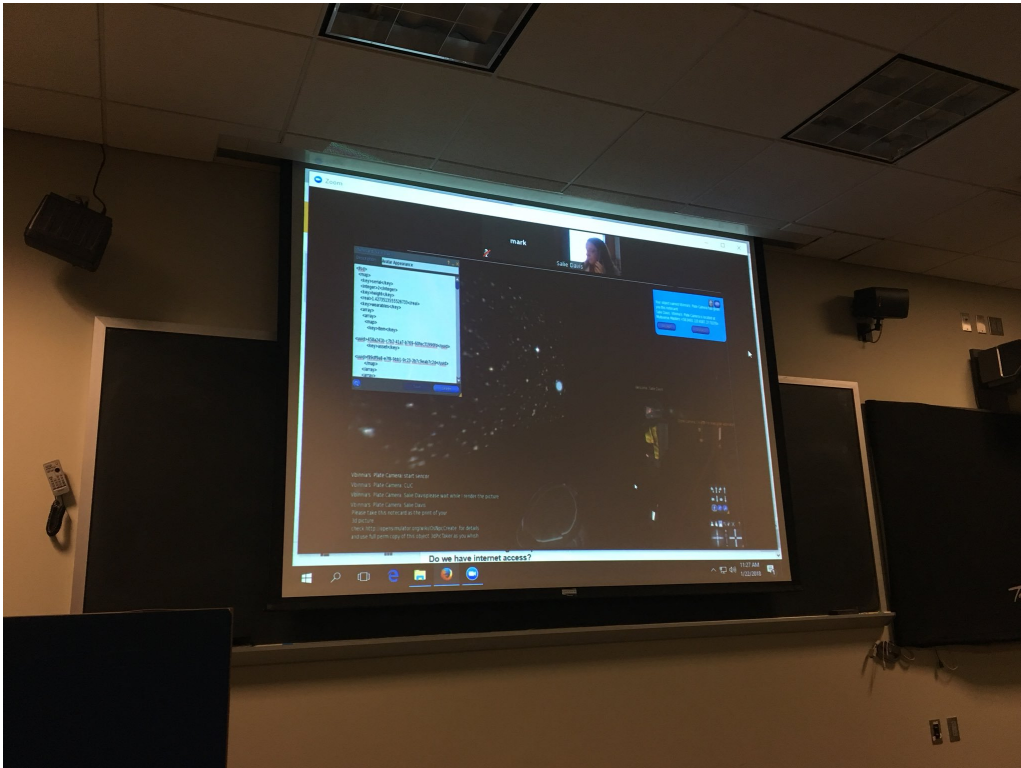
3 MONTHS AGO




Amazing lessons learned about game design by [@playfulsystems](#) at [@CunyGames](#) [#cgc2018](#)
pic.twitter.com/xftLN7u66Y



DR. LINDSAY PORTNOY @LPORTNOY · 3 MONTHS AGO



Learning about Game Based Learning in the Virtual World by Salie Davis from [#EmpireStateCollege](#) at [@CunyGames](#) [#cgc2018](#) pic.twitter.com/ES6FG8oz9k

 DR. LINDSAY PORTNOY [@LPORTNOY](#) · 3 MONTHS AGO



Katie Kaczmarek Frew
[@kkaczmaur](#)

[#cgc2018](#) [@robincamille](#) wanted to use Twine (twinery.org) to create nonlinear interactive library tutorials. See hers here: lib.jjay.cc/twine/ebooks.h...

 3 MONTHS AGO



Katie Kaczmarek Frew
[@kkaczmaur](#)

[#cgc2018](#) [@robincamille](#) Breaking down a task into granular steps was important to limit the amount of info on one screen, speed up process.

 3 MONTHS AGO



Krista Harper
@KristaMHarper

Hearing about [@anthrocards](#) with [@mdurington](#) [#AnthropologyCon](#) [#cgc2018](#)



3 MONTHS AGO




[.@mdurington](#) presents [@anthrocards](#) at [#cgc2018](#) [#AnthropologyCon](#) pic.twitter.com/PuOixWtQbt

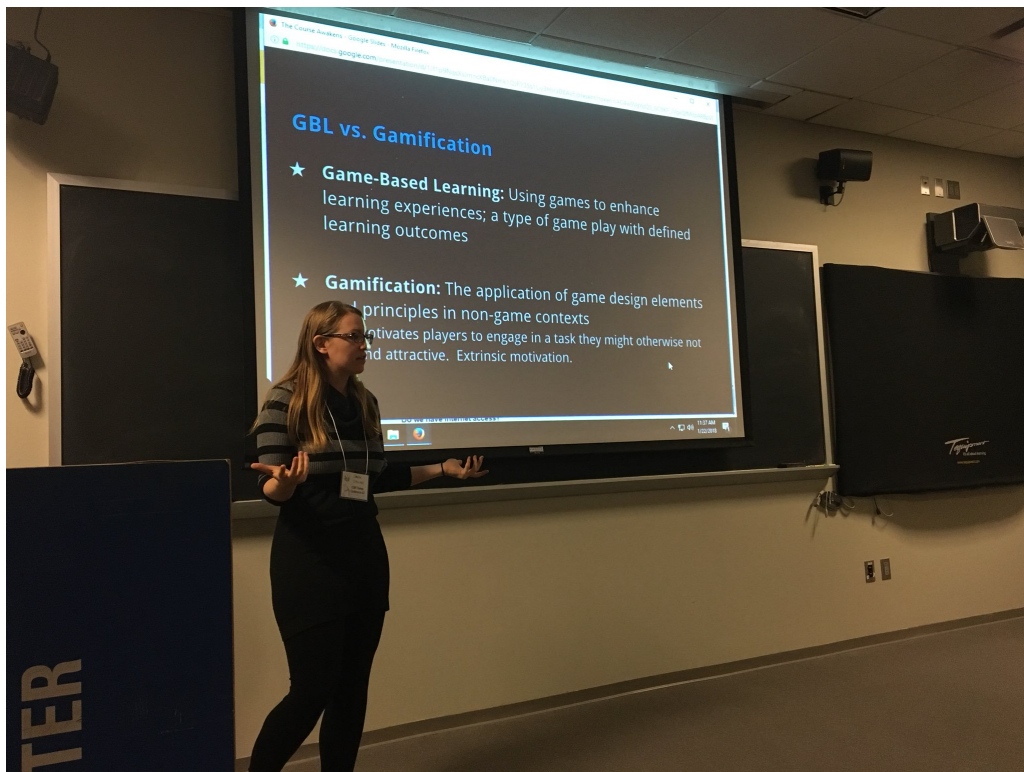


KRISTA HARPER @KRISTAMHARPER · 3 MONTHS AGO



Outcomes for [@anthrocards](#) ! [#cgc2018](#) pic.twitter.com/lakvnZK194

 CUNY GAMES NETWORK [@CUNYGAMES](#) · 3 MONTHS AGO



GBL v Gamification by Carolyn Stallard [@CUNYGradCenter](#) CUNY Graduate Center [@CunyGames](#) [#cgc2018](#) pic.twitter.com/hv6zqKKt3r

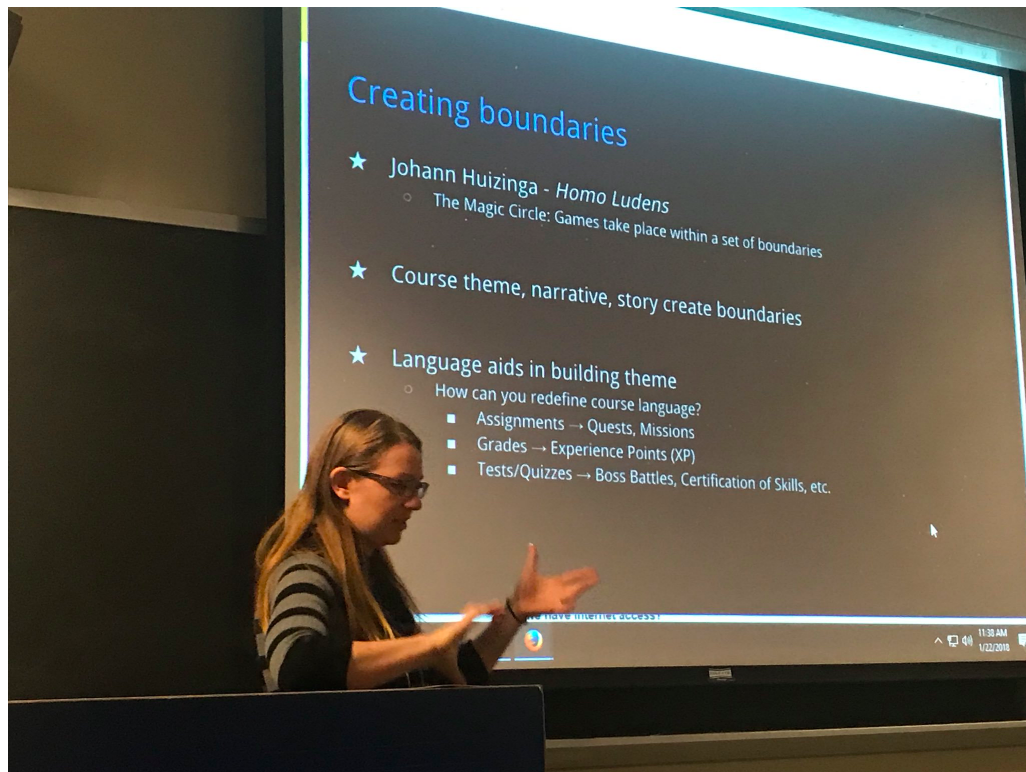
DR. LINDSAY PORTNOY [@LPORTNOY](#) · 3 MONTHS AGO



Katie Kaczmarek Frew
[@kkaczmaur](#)

[#cgc2018](#) [@robincamille](#) Advantage of using Twine for tutorials: -familiarizes tutorial creator w/ different scenarios -user only sees what's relevant to them -user is active agent inside tutorial -visual interface that generates web page -easy onboarding for staff training

3 MONTHS AGO



Carolyn Stallard giving great advice on creating boundaries "the magic circle" in her course
[@CunyGames](#) [#cg2018](#) pic.twitter.com/qvDv8S1WHS

KILLER SNAILS [@KILLERSNAILS1](#) · 3 MONTHS AGO



Katie Kaczmarek Frew
[@kkaczmaur](#)

[#cg2018](#) [@robincamille](#) Disadvantages of using Twine for tutorials: -may have to revisit to maintain -can be time-consuming -learning curve, esp. markup style -needs hosting for html file -need to use CSS to customize appearance

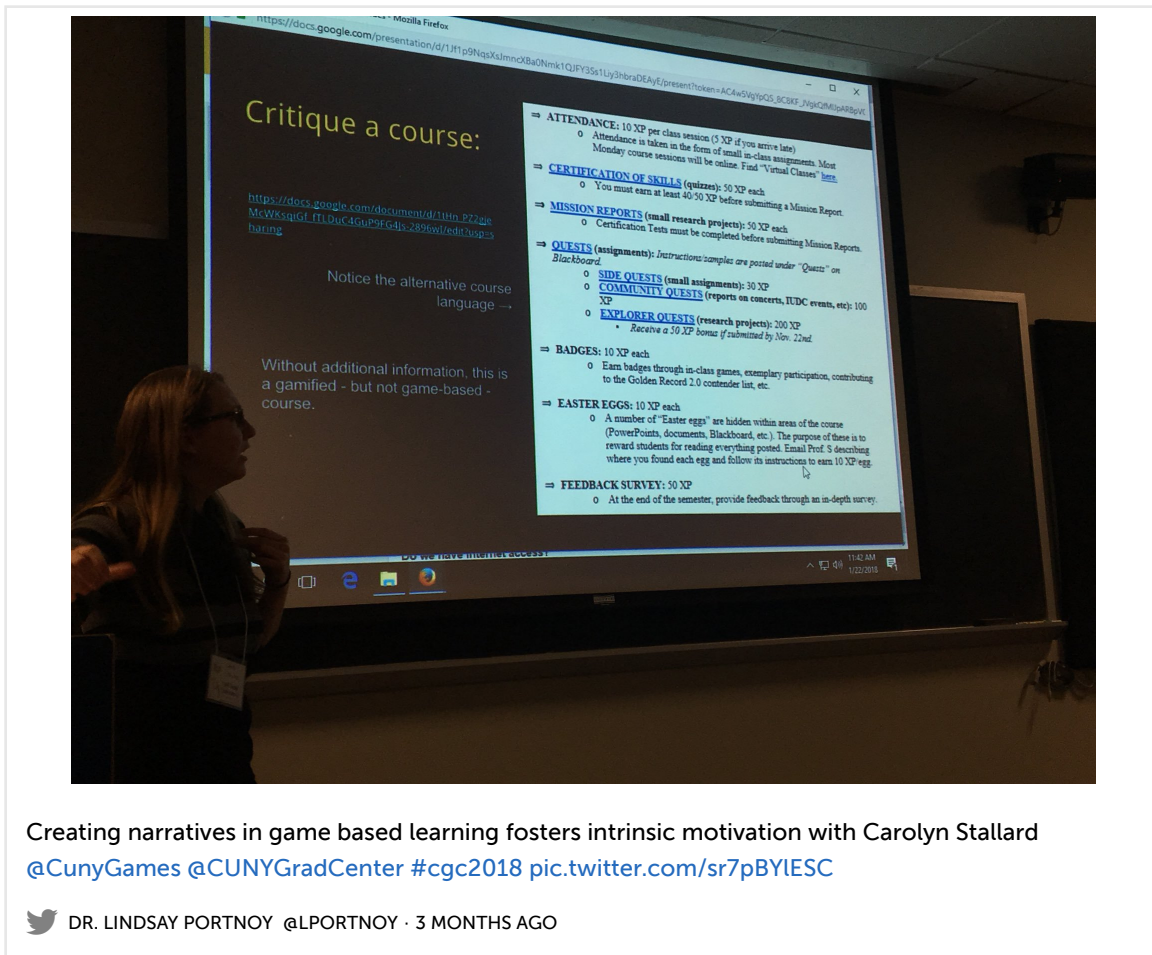
3 MONTHS AGO



Killer Snails
[@KillerSnails1](#)

The Course Awakens! Challenge- curiosity-control-fantasy vs tests-grades-and-exams. How gaming language helps students engage in the classroom. From Carolyn Stallard [@CunyGames](#) [#cg2018](#)

3 MONTHS AGO



Creating narratives in game based learning fosters intrinsic motivation with Carolyn Stallard
[@CunyGames](#) [@CUNYGradCenter](#) [#cgc2018](#) [pic.twitter.com/sr7pBYIESC](#)

DR. LINDSAY PORTNOY [@LPORTNOY](#) · 3 MONTHS AGO



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[@CunyGames](#)

In [@KristaMHarper](#)'s class students design games about anthropology, studies indigenous & postcolonial designers, match research to format & mechanics. [#cgc2018](#)

3 MONTHS AGO



CUNY Games Network
[@CunyGames](#)

h/t [@Willoughbrarian](#), [@KristaMHarper](#) recommends [@IPinCHSFU](#) [sfu.ca/ipinch/resourc...](#)
[#cgc2018](#) use, cite indigenous knowledge in game systems

3 MONTHS AGO



Katie Kaczmarek Frew
@kkaczmawr

#cgc2018 Karin Lundberg & Kate Lyons used Twine to create an interactive grammar assignment to help differentiate student practice needs: commons.hostos.cuny.edu/esl/



3 MONTHS AGO



Subversive games with @SamuelCollins43 #BreakingToys #DownWithFun #SituationistPedagogy
#cgc2018 pic.twitter.com/MhYlxOFaGh



KRISTA HARPER @KRISTAMHARPER · 3 MONTHS AGO



Katie Kaczmarek Frew
@kkaczmawr

#cgc2018 The mistakes in the grammar adventure story are all based on observation and research of common mistakes for ESL learners. Final exercise is to finish the narrative, which changes depending on how many mistakes you made.



3 MONTHS AGO



Katie Kaczmarek Frew
@kkaczmaur

#cgc2018 Choice of a narrative writing prompt was to help ESL students develop authenticity and find authorial voice; combat the stress, tedium, and performance anxiety of learning grammar; and avoid the risk aversion of formal writing. Narrative also connects to course content.

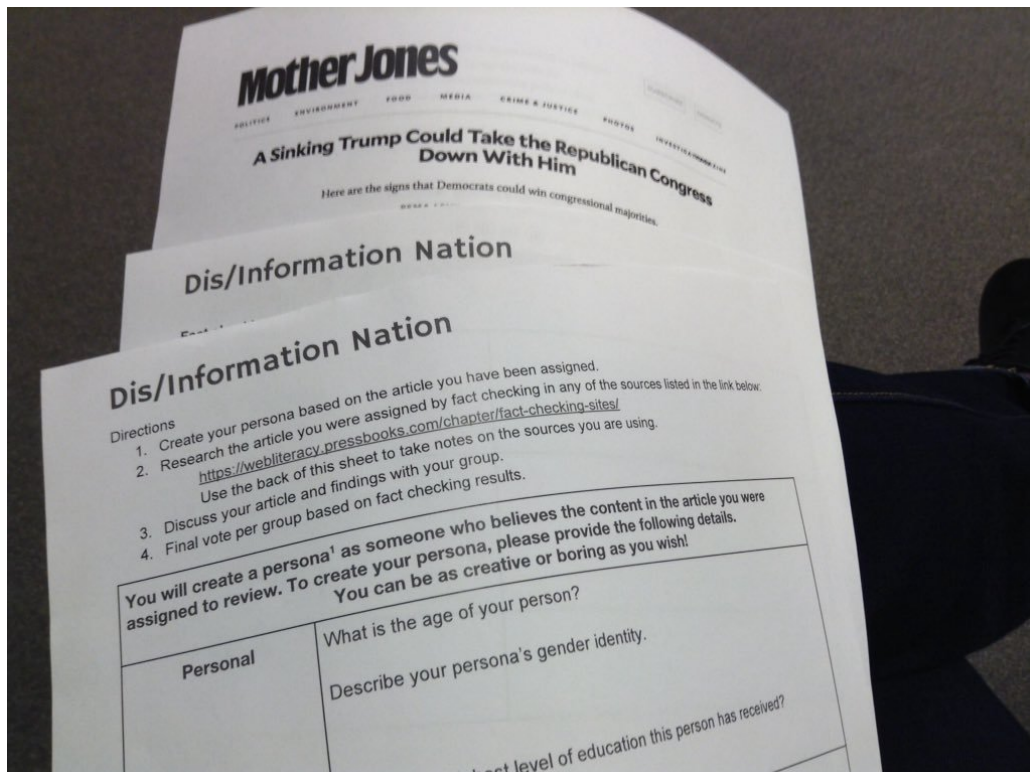
3 MONTHS AGO



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Hey there #cgc2018 folx, Session 3 starts at 1:45! Cmon back to the GC if yr still at lunch!

3 MONTHS AGO



Playing the dis/information nation game! @Willoughbrarian @infoflux #cgc2018
pic.twitter.com/5oYTVCl6YF

3 MONTHS AGO

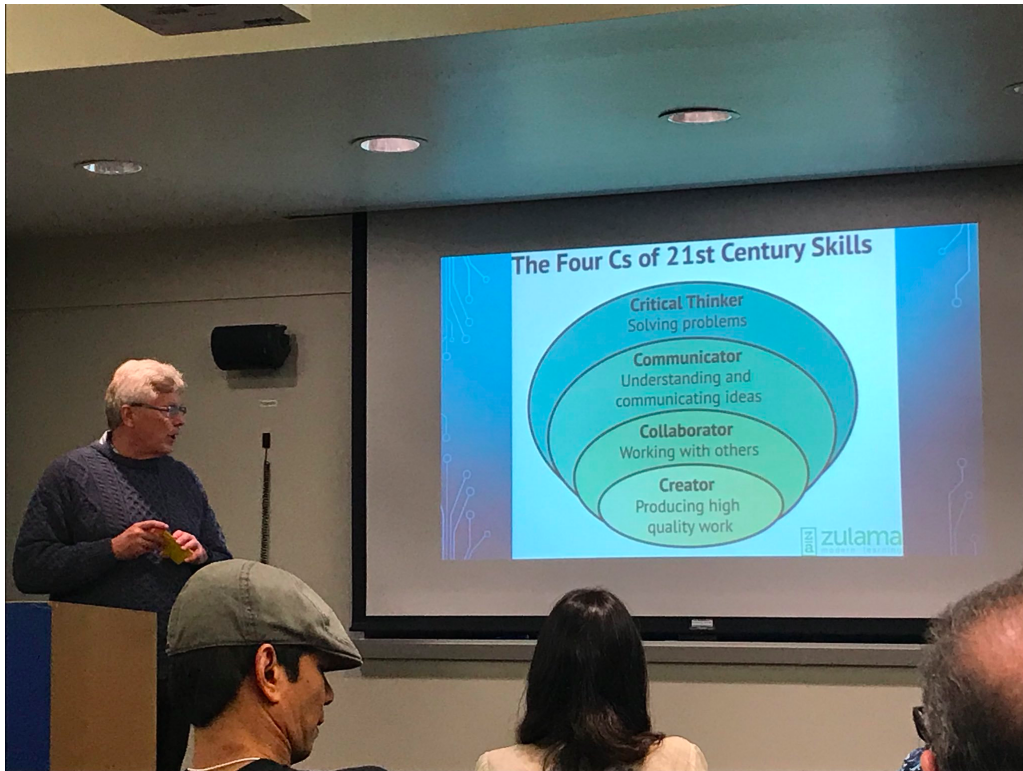


Katie Kaczmarek Frew
@kkaczmaur

#cgc2018 Seelow: 4 keys to transmedia learning: -encourage students to produce (design, write, film, draw) -require reflection -use 4 C's of NEA's 21st century skills: critical thinking, communicating, collaborating, creating -use wide range of media in classroom



3 MONTHS AGO



Learning from @davidfreeplay @CunyGames #cgc2018 pic.twitter.com/JZILmF70Rf



KILLER SNAILS @KILLERSNAILS1 · 3 MONTHS AGO



Krista Harper
@KristaMHarper

Shoutouts to the game peeps who inspire us everyday: @AnaSalter @betterthemask @JacobMayiani @odaminowin @INeedDivGms #INeedDiverseGames #AnthropologyCon #cgc2018



3 MONTHS AGO



Krista Harper
@KristaMHarper

Seeing what middle and high schoolers are doing in game design with [@globalkids](#) — youth making activist digital Scratch [#G4C](#) [#Games4Change](#) [#cgc2018](#) [twitter.com/DrBishopDigita...](#)

 3 MONTHS AGO



CUNY Games Network's conference is the place to see the future of game driven education. Great group of researchers, developers and practitioner [#cgc2018](#) [pic.twitter.com/uEWxlm4eWF](#)

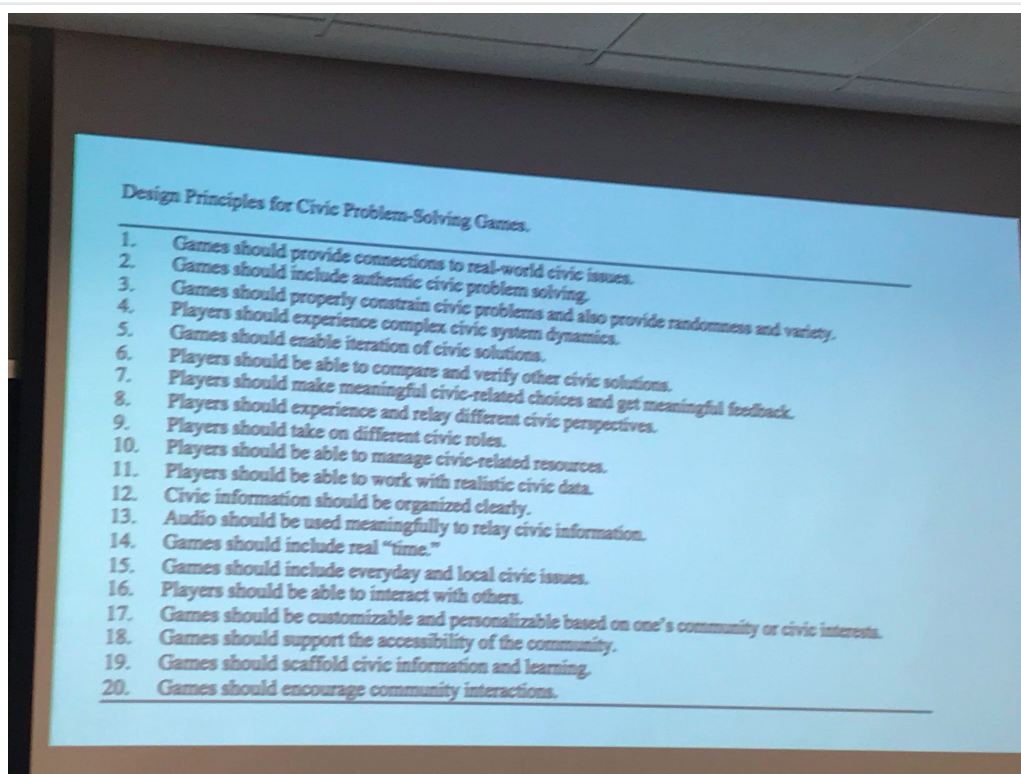
 LEVEL UP EDUCATION @LEVELUPK12 · 3 MONTHS AGO



Krista Harper
@KristaMHarper

Youth-designed geo-based augmented reality game NYC Haunts shows invisible history of neighborhoods by [@globalkids](#) [olpglobalkids.org/gaming/nyc-hau...](#) [#cgc2018](#)

 3 MONTHS AGO



Loving this design principal list for civic problem-solving games from [@drgamermom](#) [@CunyGames](#) [#cgc2018](#) [pic.twitter.com/BpRUQIUqUg](#)

KILLER SNAILS [@KILLERSNAILS1](#) · 3 MONTHS AGO



CUNY Games Network
[@CunyGames](#)

Second mention today of [thoughtsandprayersthegame.com](#) her at [#cgc2018](#)

3 MONTHS AGO



Katie Kaczmarek Frew
[@kkaczmaur](#)

[#cgc2018](#) [@AJLucchesi](#) presenting on sharing comic book knowledge through playable syllabi. Used in a class teaching rhetorical analysis through comic books. Made it more student-centered; they choose content, enables accessibility.

3 MONTHS AGO



Katie Kaczmarek Frew
@kkaczmaur

#cgc2018 @AJLucchesi Fantastic use of assignment menu, self-paced learning, peer evaluation. Students described Score Card as a map or a calendar, linking to space/time dimensions of comics.



3 MONTHS AGO

Design Principles	Game Example(s)
Connection to real-world issues	Thoughts and Prayers, Hush
Enable Problem Solving	Factitious
Constrains Problems	Moral Machine
Enables Complex Dynamics	Fake it To Make it
Enables Iteration of Solutions	EteRNA
Compare and Verify Solutions	Quandary
Make Meaningful Choices	Papers, Please
Relay Different Perspectives	Revolution 1979
Take on Different Roles	Migrant Trail
Manage Resources	iCivics/Win the White House
Use Realistic Data	Foldit
Use Relatable Issues	Vote Suppression Trail
Enable Dialogue and Discourse	Mission US

Fantastic examples of games exemplifying design principals- thank you @drgamermom @CunyGames #cgc2018 pic.twitter.com/rMZ6Zveuz3



KILLER SNAILS @KILLERSNAILS1 · 3 MONTHS AGO



Katie Kaczmarek Frew
@kkaczmaur

#cgc2018 @AJLucchesi shares materials at wp.wvu.edu/ComposingComics



3 MONTHS AGO



Karen Schrier
@drgamermom

Hey @CunyGames — Want to learn more about empathy and digital games, civic engagement and ethics? Check out this UNESCO MGIEP white paper that I wrote with @MatthewFarber: mgiep.unesco.org/the-limits-and... #cgc2018

3 MONTHS AGO



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@CunyGames

Hearing about @jballred using ivanhoe.scholarslab.org to role play & research with his class reading Billy Budd. #cgc2018

3 MONTHS AGO



Food for thought: when designing a game for learning, should we focus on user efficiency or user experience? #cgc2018 "Engagement and Immersion: Unique Challenges for User Experience in Games" with Ulysee S. Thompson. #NJIT pic.twitter.com/gcJa0uJKSR

CAROL @CAROL_WRITENOW · 3 MONTHS AGO



Krista Harper
@KristaMHarper

Wanna learn more about my #Anthro of/thru Games course at @SBS_UMass? Check it out here: umass.edu/sbs/news/stude... @anthrocards @mdurington @SamuelCollins43 #cgc2018

3 MONTHS AGO



Krista Harper
@KristaMHarper

About to dive into a political RPG at [#cgc2018](#)



3 MONTHS AGO



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@CunyGames

Session 4 is starting now! Also coffee & cookies available in the lobby until 4:30! [#cgc2018](#)



3 MONTHS AGO



AnthroCards
@anthrocards

If anyone [@CunyGames](#) would like to download the game Cards Against Anthropology it is available as a free pdf at anthropologygames.com



@CunyGames · 3 MONTHS AGO



Krista Harper
@KristaMHarper

[#cgc2018](#) [twitter.com/anthrocards/st...](https://twitter.com/anthrocards/status/978444444444444444)



3 MONTHS AGO



Krista Harper
@KristaMHarper


[#cgc2018](#) [twitter.com/mdurington/sta...](https://twitter.com/mdurington/status/978444444444444444)



3 MONTHS AGO



Game demos and posters in C203-205 now! [#cgc2018](#) pic.twitter.com/k8Z07IPsTI

 CUNY GAMES NETWORK @CUNYGAMES · 3 MONTHS AGO



CUNY Games Network

@CunyGames

Thanks everyone for a terrific Day 1! Looking forward to Day 2 tomorrow at BMCC!

cunygames.org [#cgc2018](#)

 3 MONTHS AGO



Post games conference gaming with [@criticalplayorg](#) [#cgc2018](#) pic.twitter.com/24mMkY2B2i

 SEAN SMITH [@SEANSMITHCSULB](#) · 3 MONTHS AGO

Congrats to [@ArtiiGames](#) and [@Xolvier](#) for presenting their game LigandQuest [@CunyGames](#) [#cgc2018](#)! Download and play here: artii.itch.io/ligandquest pic.twitter.com/Dh2JGfhlue<https://t.co/Dh2JGfhlue>pic.twitter.com/Dh2JGfhlue



GDD @QUGDD · 3 MONTHS AGO



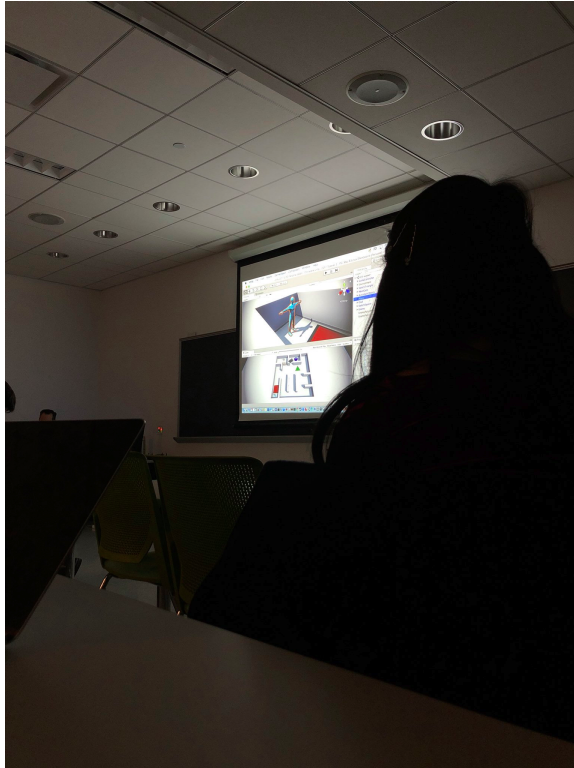
Krista Harper

@KristaMHarper

Great piece on the way to day 2 of [#cgc2018](#) [twitter.com/bonni208/statu...](https://twitter.com/bonni208/status/978888888888888888)



3 MONTHS AGO



Getting in over our heads... [@unity3d](#) [#cgc2018](#) pic.twitter.com/yKCUNzi7Jh

 SEAN SMITH [@SEANSMITHCSULB](#) · 3 MONTHS AGO

I made stuff move in 3D [#cgc2018](#) pic.twitter.com/Ml7qMdKxeh

 SEAN SMITH [@SEANSMITHCSULB](#) · 3 MONTHS AGO

And now I can control a ball! #cgc2018 pic.twitter.com/ewUWeOgNRh

 SEAN SMITH @SEANSMITHCSULB · 3 MONTHS AGO



Almost there! Halfway through the Unity bootcamp at #cgc2018 pic.twitter.com/Wpe1lWNARF

 ROBERT O. DUNCAN @ROBERTODUNCAN · 3 MONTHS AGO



Play testing "April 14 1864" with [@criticalplayorg](#) [#cgc2018](#) pic.twitter.com/RYIWIL0JBF

SEAN SMITH [@SEANSMITHCSULB](#) · 3 MONTHS AGO



Alec McClure
[@SubjectiveDeal](#)

[#CGC2018](#)

3 MONTHS AGO



CUNY Games Network
[@CunyGames](#)

Thanks so much to all of the presenters & attendees for a successful CUNY Games Conference!
We learned a lot and had a great time! [#cgc2018](#)

3 MONTHS AGO



CUNY Games Network
[@CunyGames](#)

Presenters, send us yr links/presentations if you'd like us to share them on the conference website! cunygames.org [#cgc2018](#)

3 MONTHS AGO



CUNY Games Network
@CunyGames

And watch your email for a feedback survey coming soon! [#cgc2018](#)



3 MONTHS AGO