

by Maura Smale 2 years ago

CUNY Games Festival 3.0

A conference of game-based learning in higher education, January 22, 2016 at the CUNY Graduate Center in NYC. <http://cunygames.org>



gameconfs

@gameconfs

CUNY Games Festival 2016 takes place today in New York. ift.tt/113fc3U #cgf2016



2 YEARS AGO



Lydia Willoughby

@Willoughbrarian

Up and early commuter life on @TrailwaysNY to go to @CunyGames so excited to present #npghosts w @MandyBabirad & @heathershimon #critlib



2 YEARS AGO



CUNY Games Network

@CunyGames

It's finally here! Looking forward to seeing everyone today at the CUNY Games Fest! Use #CGF2016 if you're tweeting!



2 YEARS AGO



CUNY Games Network

@CunyGames

We're excited too! See you soon! #CGF2016 [twitter.com/willoughbraria...](https://twitter.com/willoughbraria)



2 YEARS AGO



Nancy Foasberg

@nfoasberg

Today I'll be tweeting from CUNY Games Fest! Looks like the hashtag is #cgf2016 ?



2 YEARS AGO



Ruperta Lenahan
@LenLenahan

Today I'll be tweeting from CUNY Games Fest! Looks like the hashtag is [#cgf2016](#) ?
goo.gl/i1oceQ [twitter.com/94lovenotehes/...](https://twitter.com/94lovenotehes/)



2 YEARS AGO



Toolwire
@Toolwire

Don't miss Tonya Cherie Hegamin on game-based learning for writing instruction today at CUNY Games Festival [#cgf2016](#) ln.is/commons.gc.cun...



2 YEARS AGO



MIT Education Arcade
@EducationArcade

Judy Perry on her way to [#CGF2016](#) to chat up our recent work with [@globalkids](#) to give kids voice creating location-based [#games](#). [#taleblazer](#)



2 YEARS AGO



Remi Holden
@remiholden

[#ilt5320](#) follow [#cgf2016](#) today as CUNY Games Fest takes place, certain to be interesting convos & resources [#gbl](#) twitter.com/cunygames/stat...



2 YEARS AGO



Outreach@MIT
@OutreachMIT

RT EducationArcade "Judy Perry on her way to [#CGF2016](#) to chat up our recent work with globalkids to give kids voice creating location-based..."



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Ah! Now they're saying it's [#cgf16](#) not [#cgf2016](#), take note




2 YEARS AGO



Christopher Stuart
@ChriStuarTweets

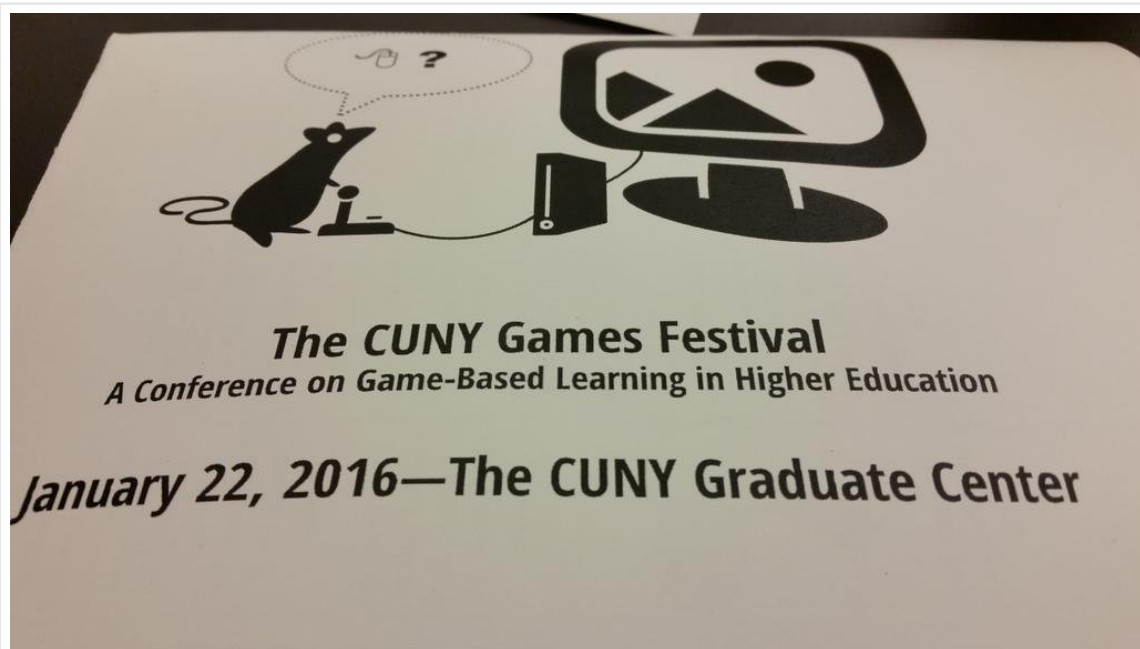
Excited to start [#CGF16](#)

 2 YEARS AGO



Collecting all the swag! [#cgf2016](#) pic.twitter.com/waP1EVPZO7

 DR. MELISSA BARLETT @DOCBARLETT · 2 YEARS AGO



Librarians, be jealous. Unless you are a librarian, then yay! Say hi! [#cgf16](#)
pic.twitter.com/okj2FHa9TF

 LESLIE @ELLEINLIBRARY · 2 YEARS AGO



Trent Hergenrader
@thergenrade

Carlos Hernandez kicking off @CunyGames Game Festival #3 [#cgf16](#)

 2 YEARS AGO



Cards for ice breakers and Rewards right away. [#CGF16](#) pic.twitter.com/VT1GSSOtp7

CHRISTOPHER STUART @CHRISTUARTWEETS · 2 YEARS AGO



Boom, done. [#icebreaker](#) [#cgf16](#) [#allthecards](#) pic.twitter.com/LESkxV8ivh

LESLIE @ELLEINLIBRARY · 2 YEARS AGO



Cyrille Adam
@cyrilleadam

@Kognito is at #cgf2016 to demo our adolescent #SBIRT simulation built with @NORCNews!



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Reverse! It's not #cgf16, it's #cgf2016 . Final answer!!



2 YEARS AGO



Nancy Foasberg
@nfoasberg

First session: Storytelling, game-based learning and the student experience #cgf2016



2 YEARS AGO

Tra

Trade cards with us #cuny #instruction #games #cgf2016 pic.twitter.com/rjMMdSDod7



LIBRARIAN METALLUM @LIBMETAL · 2 YEARS AGO



CUNY Games Network
@CunyGames

We are off and running at the @CunyGames Fest! Session 1 presentations are underway!
#cgf2016



2 YEARS AGO

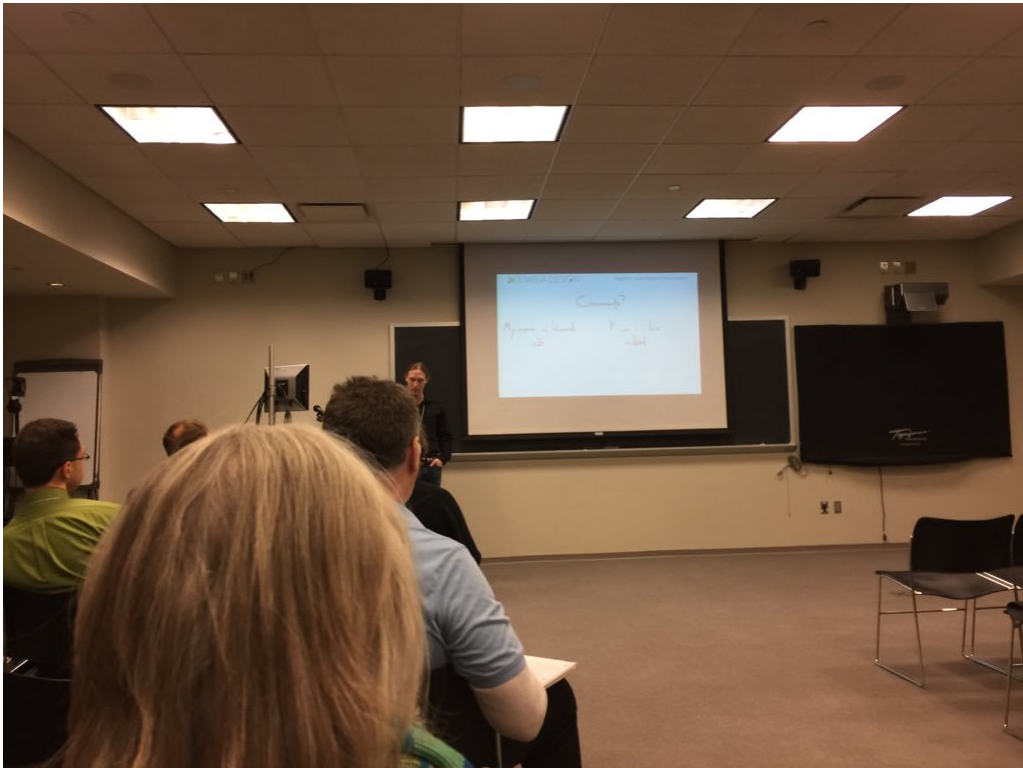


Dr. Melissa Barlett
@DocBarlett

#cgf2016 learning about interactive components in writing and online courses - maybe something I can use for my college success class!




2 YEARS AGO



"Some systems are useless. There's no point in teaching how to write without consonants!"

[#cgf2016](#) pic.twitter.com/scveK9tNf4

 CARLOS HERNANDEZ @WRITETEACHPLAY · 2 YEARS AGO



Andie Silva

@andiesilva

Learning from [@ColmenaDesign](#) about game design for non-designers [#CGF2016](#)

 2 YEARS AGO



Dr. Melissa Barlett


@DocBarlett

[#cgf2016](#) English students not there because they love writing, but because they have to - yup, same problem in science!

 2 YEARS AGO



Scott Silsbe talking geopolitical simulations that govt officials used post-WWII to optimize policy.
[#cgf2016](#) pic.twitter.com/UK2Gf0hxj5

 TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#cgf2016](#) "why do we beat the fun out of education as we grow up and get older" - you know, I've been wondering that as well!

 2 YEARS AGO



Andie Silva
@andiesilva

.@ColmenaDesign explains the trading card mechanic to get students engaged in practical exercises like sentence structure [#CGF2016](#)

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Katherine Nelson sending us to Kahoot.it [#cgf2016](#)



2 YEARS AGO



Maura Smale
@mauraweb

At the CUNY Games Festival today, mostly tweeting from [@CunyGames](#) -- follow [#CGF2016](#) for games in higher education conference goodness!



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Seems like Kahoot is mainly just a souped-up quiz software with a leaderboard [#cgf2016](#)



2 YEARS AGO



Trent Hergenrader
@thergenrade

Game-based learning in higher education tweets at hashtag [#cgf2016](#) CUNY Game Festival. I'm talking Buffalo asylum project narrative at 3:00.



2 YEARS AGO

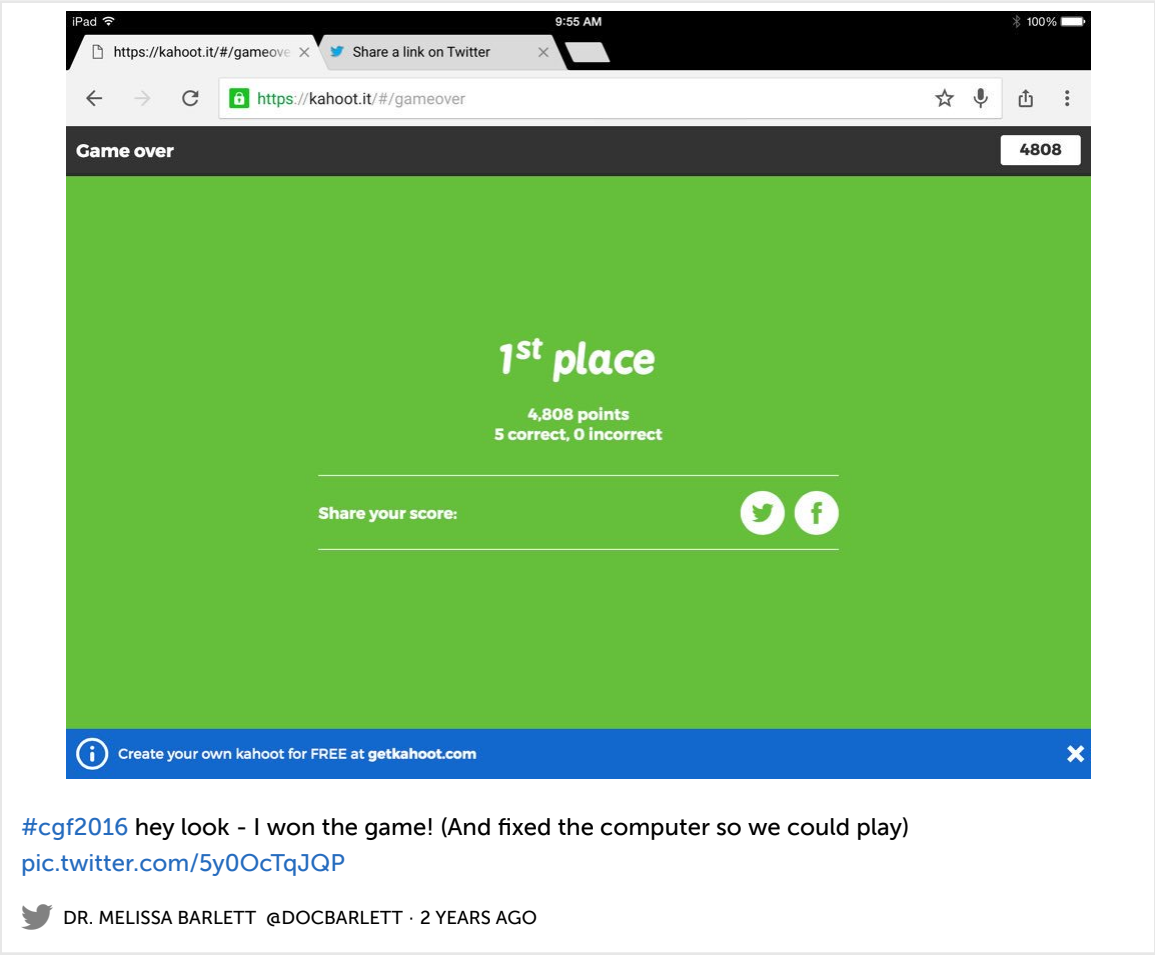


Christopher Stuart
@ChriStuarTweets


Create a trivia game where everyone logs on with tech. [#kahoot](#) [#CGF16](#)

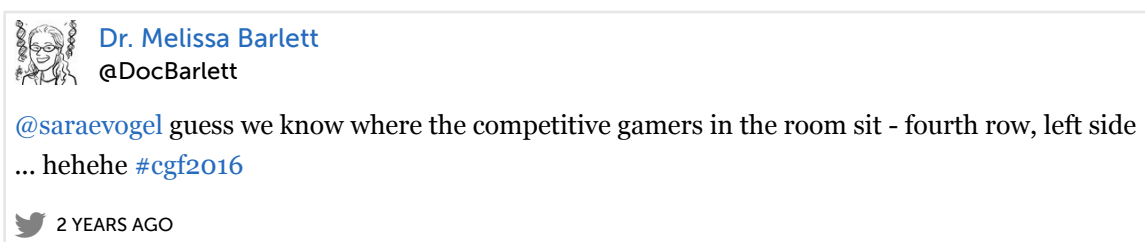
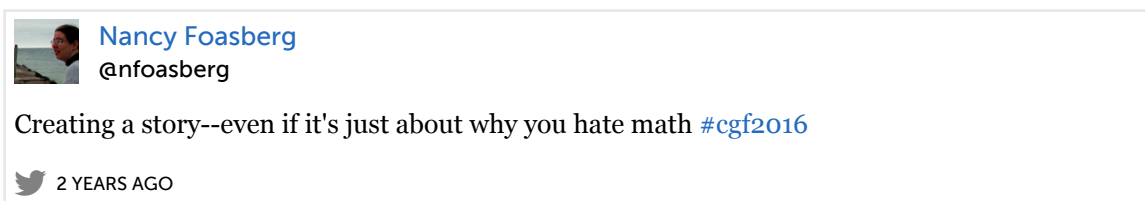
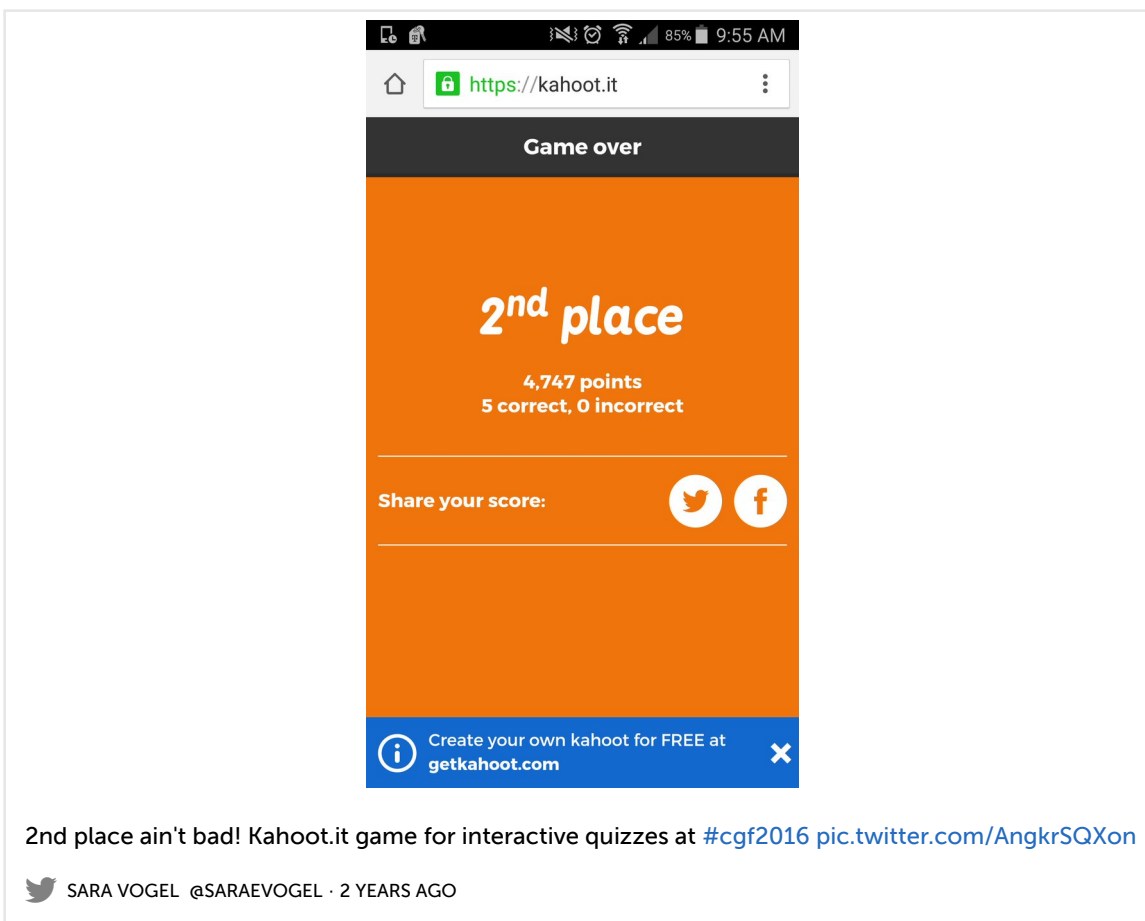


2 YEARS AGO



#cgf2016 hey look - I won the game! (And fixed the computer so we could play)
pic.twitter.com/5y0OcTqJQP

 DR. MELISSA BARLETT @DOCBARLETT · 2 YEARS AGO





Dr. Melissa Barlett
@DocBarlett

#cgf2016 my presenter has created a whole storyline akin to fallout for her English class. I need a storyline -related to my final boss?



2 YEARS AGO



Leslie
@elleinlibrary

Cooperative games introduce the "potent challenge of unpredictability." #cgf16



2 YEARS AGO

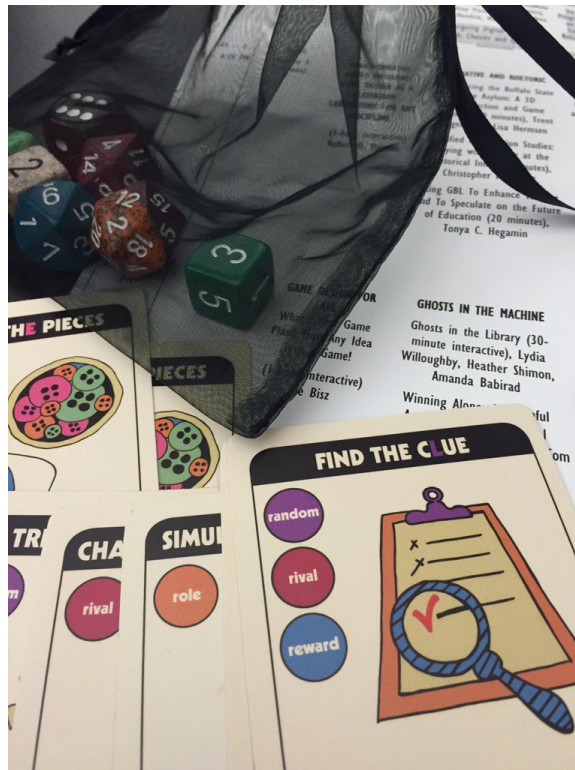


Sara Vogel
@saraevogel

Can't wait to present at #cgf2016 with Judy about work @globalkids and #taleblazer twitter.com/EducationArcad...



2 YEARS AGO



Yes, hello from the other side. Ghosts will be haunting room c202 at 4:30 and ya'll should too!

[#cgf2016](#) pic.twitter.com/QddxPJiVzL

MANDY BABIRAD @MANDYBABIRAD · 2 YEARS AGO



Dr. Melissa Barlett

@DocBarlett

[#cgf2016](#) perfect arts and science combination - have graphic design students design the rpg world for my science class! [@AMiller1228](#)

2 YEARS AGO



Nancy Foasberg

@nfoasberg

More options than just writing a static paper--would like to hear more about this [#cgf2016](#)

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 they use an online ARG, that's another thing I've been thinking about trying to find a way to put together! Cool.



2 YEARS AGO



Nancy Foasberg
@nfoasberg

David Seelow on an upper level humanities course as an alternate reality game #cgf2016



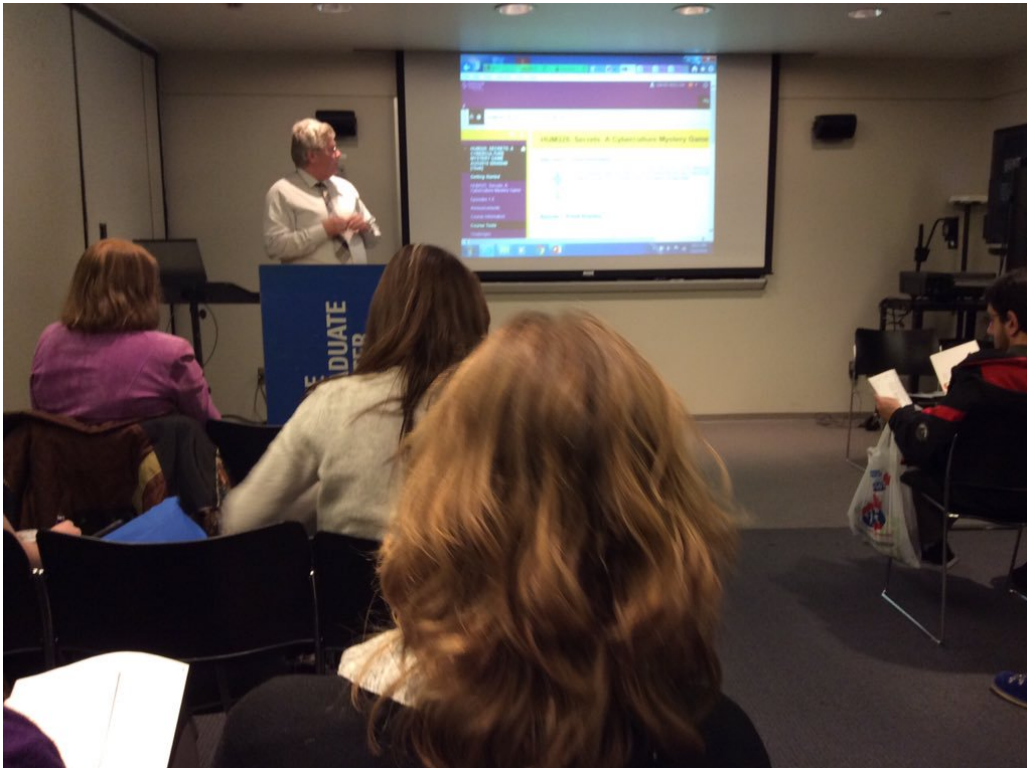
2 YEARS AGO




Teacher as #game master #cuny #instruction #highered #cgf2016 @CunyGames
pic.twitter.com/uXLxRuUAcm



LIBRARIAN METALLUM @LIBMETAL · 2 YEARS AGO




#cgf2016 I love the color scheme on this blackboard ARG class! pic.twitter.com/S152RW43y1

 DR. MELISSA BARLETT @DOCBARLETT · 2 YEARS AGO



Trent Hergenrader
@thergenrade

Michael Barnhardt enrolls 35 students for 35 historical characters in a semester-long WWII simulation at Stonybrook. #cgf2016

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

He hired a game designer to make this into a game #cgf2016

 2 YEARS AGO



Christopher Stuart
@ChriStuarTweets

Profs hired it, game designers, and paid for graphics in the gb class. If I had a budget, I can only imagine e what I could do #cgf2016

 2 YEARS AGO



Trent Hergenrader
@thergenrade

Barnhardt has prereq of his WWII history class before students can take WWII RPG senior seminar. Need to know hist characters. [#cgf2016](#)



2 YEARS AGO



Carlos Hernandez
@WriteTeachPlay

Remember: not [#cgf16](#), but [#cgf2016](#)!



2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[@nfoasberg](#) is game designer the new instructional designer?



2 YEARS AGO



Christopher Stuart
@ChriStuarTweets

Created emails for npc so students could communicate with character. Also volunteers played in to moderate [#cgf2016](#)



2 YEARS AGO



Sara Vogel
@saraevogel

Enrolling fictional characters into online class to move a game story along. kind of like fake audience members at dinner theater [#cgf2016](#)



2 YEARS AGO



Namy
@Namhaid

Just wrapped up a presentation at CUNY GamesFest on my educational PlugNPlay game system! Now to present Einstein & The Honeybee! [#cgf16](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Students really invested emotionally in interacting with fictional characters [#cgf2016](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

He used the game to create an environment of suspicion, related to source's skepticism of internet [#cgf2016](#)



2 YEARS AGO



Sara Vogel
@saraevogel

Great connections to cyberculture course themes but are there any ethical concerns with planting fake students in an online class? [#cgf2016](#)



2 YEARS AGO



Andie Silva
@andiesilva

Second interactive workshop: learning about simulations. Our practice: how do we plan to capitalize on what we'll learn all day at [#cgf2016](#)



2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#CGF2016](#) students always prefer experience points to grades.



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Seems like he had a TON of support for this class--from IT, professional game designer [#cgf2016](#)



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 switching it up to hear about Fallout and education - as if watching my husband play Fallout for a month wasn't enough!



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Next up: Beatriz Albuquerque on Super Mario World #cgf2016



2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#CGF2016 game-based learning = education + literacies + critical thinking



2 YEARS AGO



Educators at #cgf2016 can get free copies of Contraption Maker: contraptionmaker.com/education
[@CunyGames](https://twitter.com/CunyGames) [pic.twitter.com/5s31CEd5Vd](https://twitter.com/5s31CEd5Vd)



SPOTKIN EDUCATION @SPOTKINEDU · 2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#cgf2016 another teacher-turned game-designer with a background in performance art!



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 use games to create a context that the students can understand - especially to show importance of scientists



2 YEARS AGO



Christopher Stuart
@ChriStuarTweets

Albuquerque used Super Mario to improve critical thinking and lesson planning in large group class in Portugal #cgf2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 I wonder if there could be a way to use Grow to discuss concepts such as evolution



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Students initially skeptical of using a game in class, but found themselves happily engaged in lots of multimedia creativity #CGF2016



2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#cgf2016 Albuquerque: when you bring gaming to class, students' body movements become a community & ppl move from far to near each other.



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Next, writing game rules as a communication exercise! #CGF2016

2 YEARS AGO



#cgf2016 woot! Full set! pic.twitter.com/7mO5mdS2yR

DR. MELISSA BARLETT @DOCBARLETT · 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Asks students to design a game that can be learned from rules & components alone #CGF2016

2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#cgf2016 game design in @jafish instruction writing class exposes tension between reader & writer.

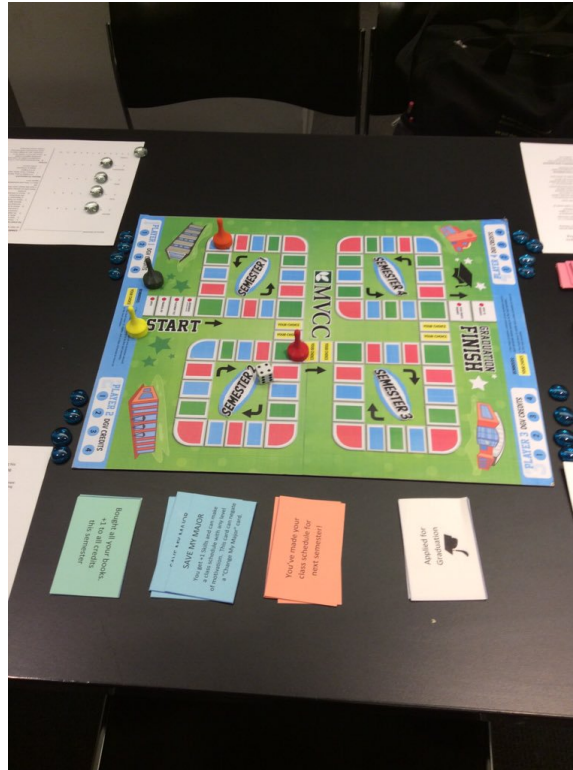
2 YEARS AGO



Nancy Foasberg
@nfoasberg

Designer must silently take notes on how players interpret the rules. Players can't ask for help. Students get frustrated! #CGF2016

2 YEARS AGO



#cgf2016 come see the new and improved Game of College after the plenary!
pic.twitter.com/TPXiQ3SSCM

DR. MELISSA BARLETT @DOCBARLETT · 2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#cgf2016 @jafish when game designer = teacher, & students need clarification, learning happens not by explanation, but revisiting rules

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Students write responses: difficulty of writing & presenting instructions and anticipating audience [#CGF2016](#)



2 YEARS AGO



Christopher Stuart
@ChriStuarTweets

"I learned never to trust that people will figure it out" on play testing and game design [#cgf2016](#)



2 YEARS AGO



CUNY Games Network
@CunyGames

Hope everyone had a great Session 1! We're gearing up for the Plenary Panel at 11am in the auditorium. [#CGF2016](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

This isn't presented as a writing assignment--students respond better [#CGF2016](#)



2 YEARS AGO

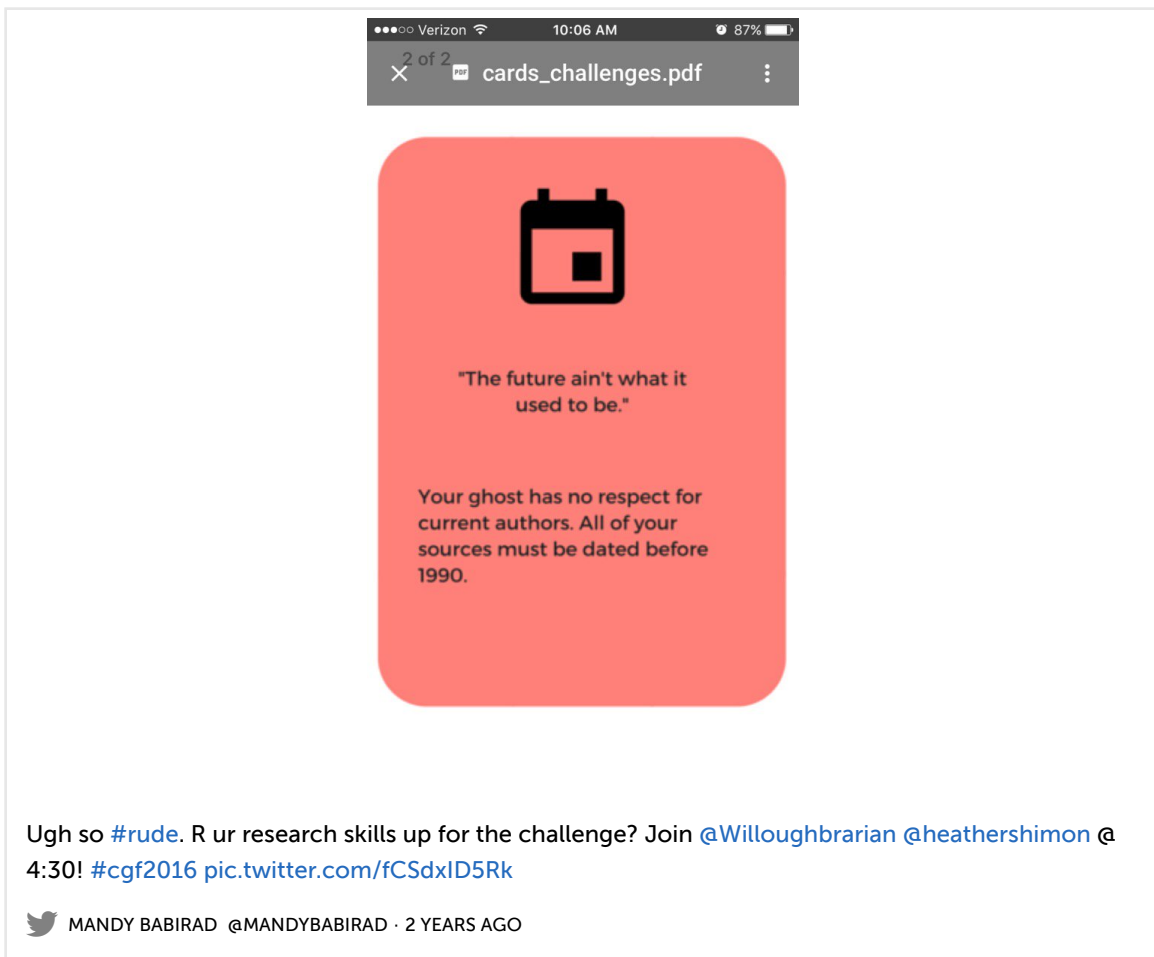


Killer Snails
@KillerSnails1

On writing good rules, "I learned never to trust that people will figure it out." [@jafish](#)
[@CunyGames](#) [#cgf2016](#)



2 YEARS AGO





It might be a small thing, but CUNY Games Festival has the best bathroom signage. [#cgf2016](#)
pic.twitter.com/SjHAJbYW9l

 LESLIE @ELLEINLIBRARY · 2 YEARS AGO



GBL has functioned primarily as k12, but movement to higher ed is important [#cgf2016](#)
pic.twitter.com/b9UreCAI22

 CHRISTOPHER STUART @CHRISTUARTWEETS · 2 YEARS AGO




Plenary panel on the state of game-based learning in higher ed, talking different GBL philosophies
[#cgf2016 pic.twitter.com/gBqOmYLSj1](https://pic.twitter.com/gBqOmYLSj1)

 TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO




Christopher Stuart
@ChriStuarTweets

Trying to work with games as textbook and design based collaborations in classes [#cgf2016](https://twitter.com/cgf2016)

 2 YEARS AGO



Kicking off our plenary panel with [@WriteTeachPlay](#) [@leahyale](#) [@joshdebonis](#) & Jennifer Mangels, mod by Frank Crocco. pic.twitter.com/kiflK8mYrs

 CUNY GAMES NETWORK [@CUNYGAMES](#) · 2 YEARS AGO



CUNY Games Network
[@CunyGames](#)

Forgot the hashtag (erp) [#CGF2016](#)

 2 YEARS AGO



Nancy Foasberg
[@nfoasberg](#)

Hernandez: games uniquely poised to make interdisciplinarity possible [#CGF2016](#)

 2 YEARS AGO



Trent Hergenrader
[@thergenrade](#)

Plenary panel is: Carlos Hernandez, josh DeBonis, Jennifer Mangels, & Leah Potter. [#CGF2016](#)

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 @WriteTeachPlay says that games are they perfect way to do interdisciplinary learning



2 YEARS AGO



Andie Silva
@andiesilva

Problems/obstacles about GBL: for better or worse, games are multidisciplinary; require lots of research + knowledge #cgf2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Potter: what systems problems can games solve? Retention, relevance #CGF2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 games are important for helping with big problems like retention, adult learners, and remediation - college-wide concerns



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q: What problems can GBL solve in higher ed? Hernandez: games inherently interdisciplinary; Potter: teach active problem solving #CGF2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Combating presentism with immersive history games #CGF2016



2 YEARS AGO



P.Stadler-LaGuardiaC
@psctl

Games make interdisciplinarity possible (inevitable) @WriteTeachPlay #cgf2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Debonis: we jump too readily at games, think they can do anything. #CGF2016



2 YEARS AGO



Andie Silva
@andiesilva

Potter: games help fight presentism is history learning; showing the past as a foreign country, potential journey + discovery #cfg2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 learning is fundamentally about engagement - and that is really where games can work



2 YEARS AGO



Andie Silva
@andiesilva

With the right hashtag this time #cgf2016 [twitter.com/andiesilva/sta...](https://twitter.com/andiesilva/status/728111111111111111)



2 YEARS AGO



Leslie
@elleinlibrary

"Learning is fundamentally about engagement." #cgf2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Mangels: games let you find & scaffold link to something students care about. Getting around awkwardness. [#CGF2016](#)



2 YEARS AGO



Killer Snails
@KillerSnails1

"Games are uniquely poised to help make interdisciplinary education possible" [@CunyGames](#) [#cgf2016](#) [@WriteTeachPlay](#)



2 YEARS AGO



Claibourne
@Claibourne

[#cgf16](#) learning is fundamentally about engagement and games are the ticket



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q1: DeBonis, a game designer, says caution, games can't solve everything. Mangels: engagement & adoptive learning thru games [#cgf2016](#)



2 YEARS AGO



Claibourne
@Claibourne

[#cgf2016](#) when should games be used?



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q2: When should games be used in ed & when not? Mangels: (neuroscientist) challenge is tracking long-term results/change of GBL [#cgf2016](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Mangels: you can train yourself to be better at things with games, but in what cases can you generalize it? How permanent? [#cgf2016](#)

 2 YEARS AGO



Andie Silva
@andiesilva

Mangels: from neurological perspective, big question is if games can train ppl in skills better than other approaches [#cgf2016](#)

 2 YEARS AGO



AllisuneLearns
@allisunelearns

How can games activate emotions to improve learning? [#cgf2016](#)

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

DeBonis: history game focuses on systemic, what did it feel like? [#cgf2016](#)

 2 YEARS AGO



Claibourne
@Claibourne

[#cgf2016](#) rules of evidence can be taught with a game

 2 YEARS AGO



Trent Hergenrader
@thergenrade

Q3: do games work better with certain subjects? Potter: you need to figure out right game mechanic for learning objective. [#cgf2016](#) (yes!)

 2 YEARS AGO



At CUNY Games Festival plenary session. Feeling right at home around folks who know the value of GBL [#cgf2016 pic.twitter.com/PcaEekJd3V](https://twitter.com/PcaEekJd3V)

 NANCY YANG @NANCEEEYANG · 2 YEARS AGO



Librarian Metallum
@LibMetal

Gaming w non-traditional students sans computer experience or access? Huge digital learning curves [#cgf2016](https://twitter.com/cgf2016)

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Hernandez: purpose of using a game is to inspire a sense of play [#cgf2016](https://twitter.com/cgf2016)

 2 YEARS AGO



CUNY Games Network
@CunyGames

Hey CUNY Games Fest folks: if you've got questions for our plenary panelists, tweet them to us using [#CGF2016](#) and we'll ask during the Q&A!

2 YEARS AGO



Trent Hergenrader
@thergenrade

Q3: Hernandez: games can inspire an attitude of play, an overall goal for ALL learning--the play is the thing. [#cgf2016](#) (also yes!)

2 YEARS AGO



Claibourne
@Claibourne

[#cgf2016](#) what do you want the student to come away with?

2 YEARS AGO



Killer Snails
@KillerSnails1

"Purpose of a game is to instill an attitude of play." [@WriteTeachPlay](#) [@CunyGames](#) [#cgf2016](#)

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Mangels: match the gameplay to the goal [#cgf2016](#)

2 YEARS AGO



Leslie
@elleinlibrary

"Consider your goals in design" is definitely a running theme in games and learning...[#cgf2016](#)

2 YEARS AGO



Andie Silva
@andiesilva

Mangels: Important to match the nature of the game play with the goals of the class [#cgf2016](#)



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q3: Mangels: sometimes you want nature of gameplay to match goals, could be problem solving or info retention. [#cgf2016](#)



2 YEARS AGO



Claibourne
@Claibourne

[#cgf2016](#) designing games start with constraints



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q4: what are steps in game design? DeBonis: set specific constraints first, then start iterating on different approaches. [#cgf2016](#)



2 YEARS AGO

okay, people who are at #cgf2016 -- WHAT IS A MANGEL!?! is it Man-Angel? because that is how i parse it pic.twitter.com/Vb7LMsXODo



NETANEL GANIN @OPONIONS · 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Mangels: students need to be part of the design process [#cgf2016](#)



2 YEARS AGO



CUNY Games Network
@CunyGames

[@nfoasberg](#) [@electricarchaeo](#) No livestream this year but we'll post presenter slides & storify on cunygames.org soon. [#CGF2016](#)



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q5: how can GBL be both student-centered and designed around learning objectives? Mangels: need to attend to both throughout design [#cgf2016](#)



2 YEARS AGO



CUNY Games Network
@CunyGames

@nfoasberg @electricarchaeo Also that specific comment was made by @leahyale of @e_funstuff & formerly ashpcuny.edu #CGF2016



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q5: students learn a lot about a subject through game design, play testing, observing play, thinking critically abt what's working #cgf2016



2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

@CunyGames #cgf2016 what's the biggest surprise you've found from using game design? Was something useful/relevant that you didn't expect?



2 YEARS AGO



Nancy Yang
@NanceeeYang

Q: Out of the games you've designed, which is your favorite and why? What learning outcomes did it address? #cgf2016



2 YEARS AGO



Leslie
@elleinlibrary

Students can be involved in game development by testing. #cgf2016



2 YEARS AGO



Claibourne
@Claibourne

#cgf2016 are textbook co's only selling games with a textbook?



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Potter: Language labs terrifying & pointless; games can work better, but can't scale if given away for free [#CGF2016](#)



2 YEARS AGO



Sara Vogel
@saraevogel

[#cgf2016](#) How to make sure adaptive game-based approaches to instructional design don't track and slot students?



2 YEARS AGO



Iris Finkel
@infoflux

Great discussion at plenary - CUNY Games Festival. Follow [#cgf2016](#)



2 YEARS AGO



Andie Silva
@andiesilva

Potter: figuring out appropriate game mechanics is a crucial first step to making a game that is appropriate for lesson and goals [#cgf2016](#)



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#cgf2016](#) Q for panel: what's your elevator speech for people who don't think that games can really help our college students?



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Potter: needed to design a game in which you would fail (escaping from slavery; students need to understand this is hard) [#CGF2016](#)



2 YEARS AGO



Leslie
@elleinlibrary

Grammar battleship is an amazing idea!!! [#cgf2016](#)



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q5. Hernandez: constructivist teachers often come to games pretty easily, or already doing it already. Ask students to design game [#cgf2016](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Hernandez: you don't need to make a good game to make a good learning experience [#CGF2016](#)



2 YEARS AGO



Leslie
@elleinlibrary

"Output could be flawed, but learning can be spectacular." [#cgf2016](#)



2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#cgf2016](#) [@CunyGames](#) [@WriteTeachPlay](#) you don't need to create a good game to create a fantastic learning experience.



2 YEARS AGO



P. Stadler-LaGuardia
@psctl

Hernandez: You don't need to make a good game to make good learning experience [#cgf2016](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Hernandez: can't get credit from P&B for game design--but if you get a grant or integrate into pedagogy, you can [#CGF2016](#)



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q6: How do you find time to do game design AND be a prof? Hernandez: make it count multiple ways, pubs, grants; & collaborate [#cgf2016](#)



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Hernandez: Apples to Apples is good for group discussions [#CGF2016](#)



2 YEARS AGO



Trent Hergenrader
@thergenrade

Q7: What particular games are effective teaching tools? Hernandez: Apples to Apples mechanic is fantastic; grammar Battleship [#cgf2016](#)



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#cgf2016](#) bonus to being teaching focused - I use game design and gamification as PD and teaching goals and they help me toward tenure!



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#cgf2016](#) secondary bonus, I have awesome administrators who love my creativity and can see the engagement results!



2 YEARS AGO



Andie Silva
@andiesilva


Best games for teaching: @WriteTeachPlay finds Apples to Apples to have flexible mechanics; encourages discussion and sharing ideas #cgf2016

 2 YEARS AGO



Matt Lewis
@mattlewishes

#CGF2016 q for panel: I'm wondering where Open Ed resources and GBL crossover? Are high quality free games possible?

 2 YEARS AGO



John Theibault
@jtheibault

Today's #chtf: #cgf2016 CUNY Games Festival gamesfest2016.commonsgc.cuny.edu/files/2015/07/...

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Potter: games as historical texts! Used Meiers Pirates! game, but hard to teach that as shared text. #CGF2016

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

DeBonis: start with simple but broken game to teach about game design #CGF2016

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 if you need a broken game to discuss - might I suggest "chutes and ladders" - it's practically not even a game.

 2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#cgf2016 making a meaningful choice is the center of games.



2 YEARS AGO



Andie Silva
@andiesilva

.@joshdebonis: games need to challenge players to make meaningful choices and learn something from those choices. #cgf2016



2 YEARS AGO



Killer Snails
@KillerSnails1

Making a meaningful choice is at the core of great games. @joshdebonis @CunyGames #CGF2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 note to self - create a game about neuron function and communication.



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 who's hungry? I started traveling at 4am and I am ready for some lunch!



2 YEARS AGO

#cgf2016 anyone at @CunyGames have a kid (or friend's kid) who's into the cruel game, Pie Face?
m.youtube.com/watch?v=1XwDsm...



LYDIA WILLOUGHBY @WILLOUGHBRARIAN · 2 YEARS AGO



Trent Hergenrader
@thergenrade

Q7: Mangels: Monster Physics, Minecraft, her 7-yr-old tells her amazing things about animal husbandry, mineralogy #cgf2016



2 YEARS AGO



Alex in Brooklyn
@rev_avocado

@CunyGames How can we as designers deal with the moral implications of games? #CGF2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Hernandez: scoring in a game needs to reflect values of play (decide what should MEANINGFULLY be measured) #CGF2016



2 YEARS AGO



heather shimon
@heathershimon

How do you define what a game is? What makes the experience a game? #CGF2016

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Potter: games should allow choice and control, not be about measurement #CGF2016

2 YEARS AGO



Nancy Foasberg
@nfoasberg

DeBonis: definition of a game will change depending on your purpose #CGF2016

2 YEARS AGO



P. Stadler-LaGuardia
@psctl

Mangels: how to help stdnts set & achieve their own goals? #cgf2016

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 it should be win or *end* conditions, Tetris has no win condition, but it does have an end condition!

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Hernandez: games create a sphere of delimited choices; choices move toward or away from win condition #CGF2016

2 YEARS AGO



Andie Silva
@andiesilva

What defines a game? @joshdebonis says "play" is important element. @WriteTeachPlay: win condition should be carefully considered. #cgf2016

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Potter: games different from other instructional tools because they must be very different from class to class #CGF2016

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#cgf2016 Come hear about how I play games that I created with my biology students in class at 1:30 in C202!

 2 YEARS AGO



Leslie
@elleinlibrary

Textbook is to game as wheelbarrow is to race car. Function and role need to be taken into account. #cgf2016

 2 YEARS AGO



Killer Snails
@KillerSnails1

"Games to textbooks is like race cars to wheelbarrows" @CunyGames #CGF2016

 2 YEARS AGO



Andie Silva
@andiesilva

FYI, #cgf2016, if you need a Classify the Pieces card, I'll trade you one for Trivia Questions or Meaning + Play!

 2 YEARS AGO



CUNY Games Network
@CunyGames

Thanks for all of your questions for our panelists! Time for lunch, plus posters, and our game demos in C204-205! #CGF2016

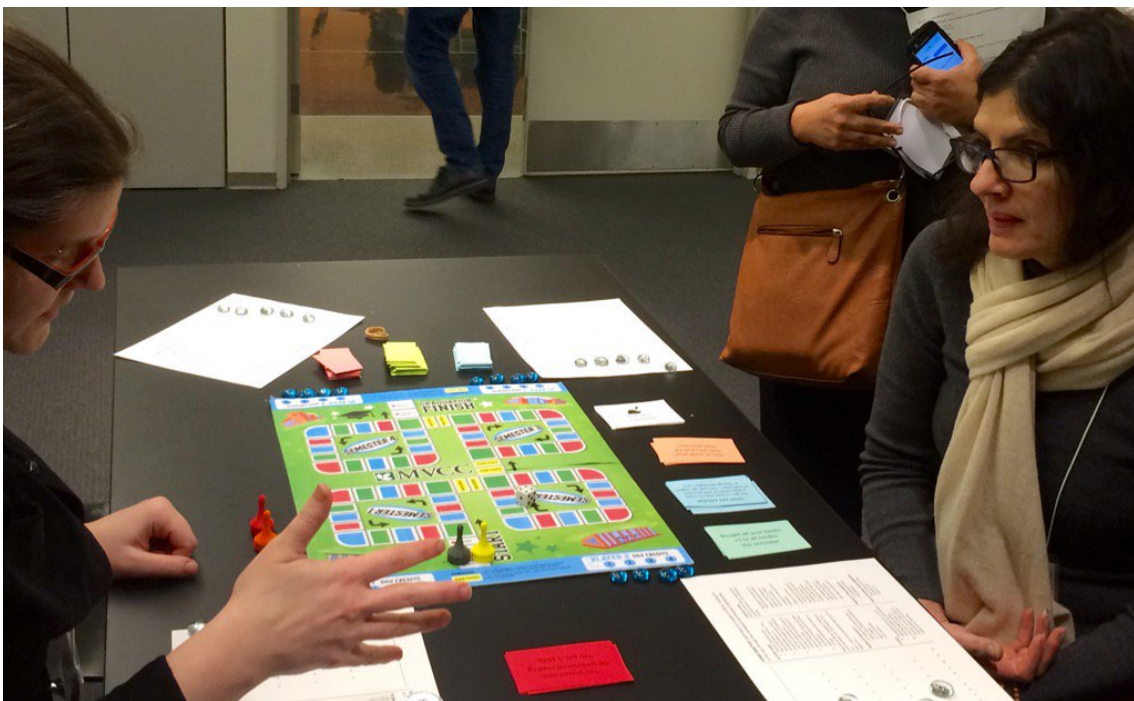
2 YEARS AGO



Carlos Hernandez
@WriteTeachPlay

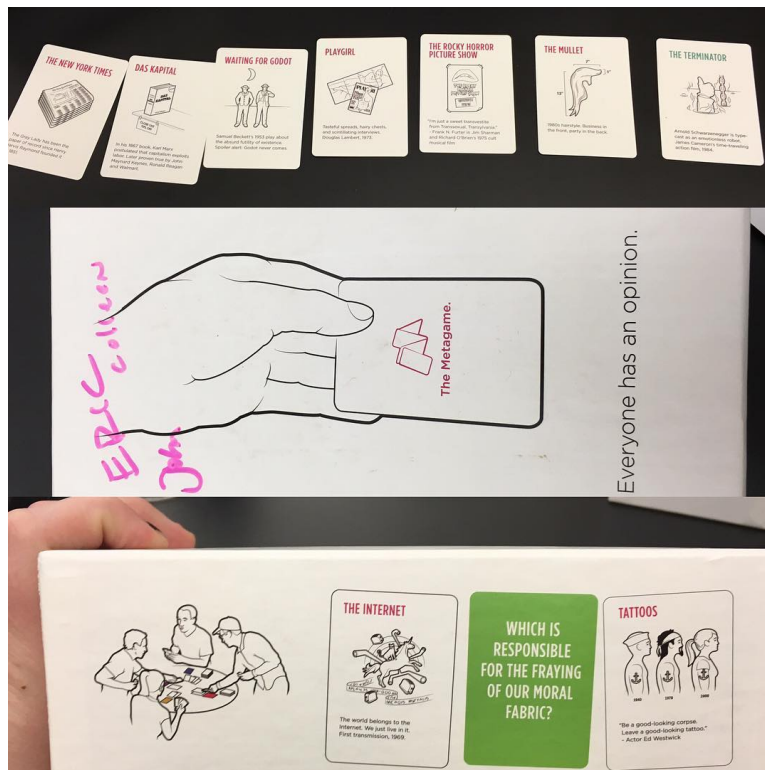
Remember to take pics, #cgf2016 folks! I am looking for the pic that gets the most likes!

2 YEARS AGO



The Game of College used in College Success courses @MohawkCollege #cgf2016 #gaming
#instruction @CNRGillLibrary [pic.twitter.com/jOXk7AdDg7](https://twitter.com/jOXk7AdDg7)

LIBRARIAN METALLUM @LIBMETAL · 2 YEARS AGO



METAGAME !!!! timeline edition! @CunyGames #cgf2016 @ Graduate... [instagram.com/p/BA2cxe5zSJlz...](https://www.instagram.com/p/BA2cxe5zSJlz...)

LYDIA WILLOUGHBY @WILLOUGHBRARIAN · 2 YEARS AGO

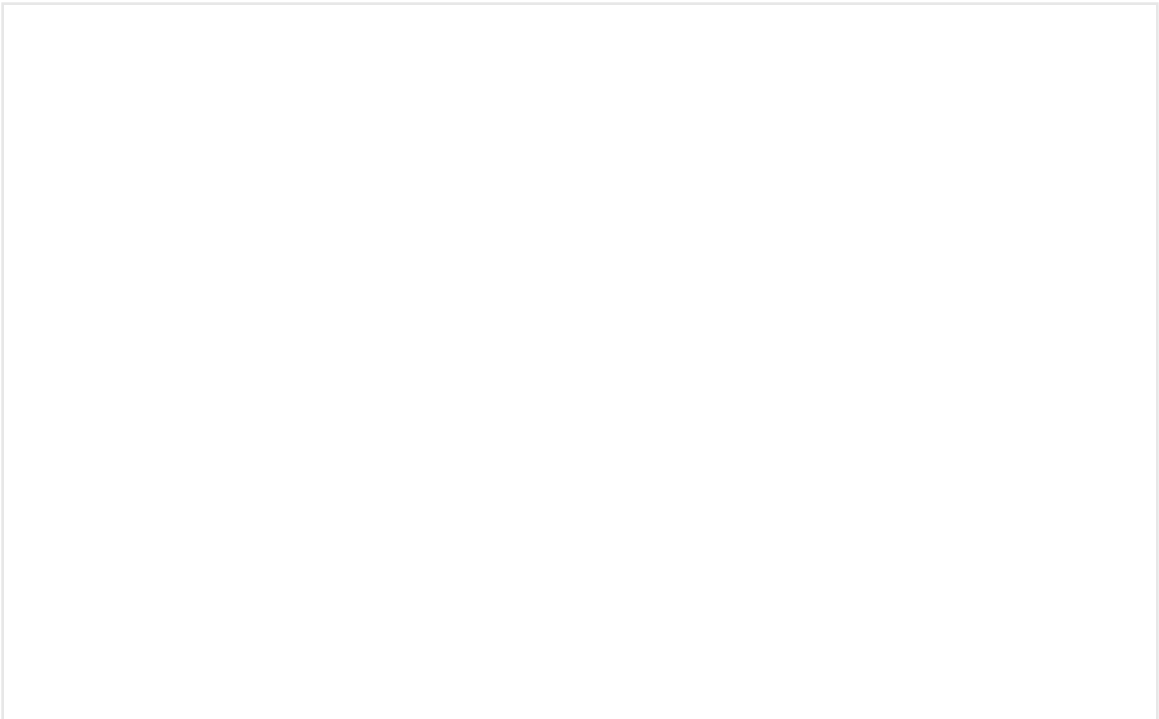


Carlos Hernandez
@WriteTeachPlay


@WriteTeachPlay #cgf2016



2 YEARS AGO




Good times w/posters and game demos in 204-205! [#cgf2016](#) pic.twitter.com/PHIC3KHvA0

 CUNY GAMES NETWORK @CUNYGAMES · 2 YEARS AGO



The lovely [#colonycollapse](#) game [@CunyGames](#) [#cgf2016](#) [#bees](#) pic.twitter.com/tmiJcY88v9

 LIBRARIAN METALLUM [@LIBMETAL](#) · 2 YEARS AGO





CUNY Games Network
@CunyGames

Session 2 is starting now! And don't worry, we'll have coffee refills coming at 2:30pm between Sessions 2 and 3! [#CGF2016](#)

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Students involved in creating scenarios based on books, primary documents [#CGF2016](#)

2 YEARS AGO



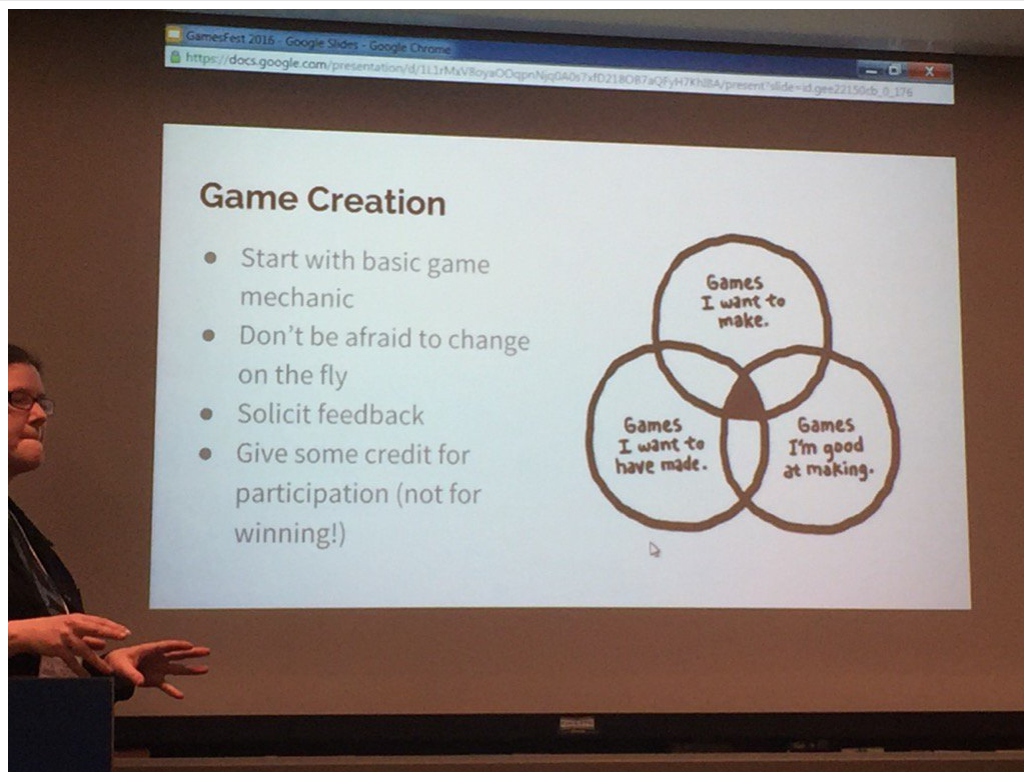
Role-playing refugee & immigrant experiences w/examples drawn from personal narratives from Burma & Rwanda. [#cgf2016](#) pic.twitter.com/hStvtfwNmo

TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO



Gaming Syria at CUNY GamesFest [#CGF2016 instagram.com/p/BA2gzbEMFYp/](https://www.instagram.com/p/BA2gzbEMFYp/)

 SCOTT @SCOTTSSILSBE · 2 YEARS AGO



Great talk on making and using games in the classroom by [@DocBarlett](#) [@CunyGames](#) [#cgf2016](#)
pic.twitter.com/eq6GgSanFa

KILLER SNAILS [@KILLERSNAILS1](#) · 2 YEARS AGO



Nancy Foasberg
[@nfoasberg](#)

It's a very museum-like experience; Stallard compared it to the Tunnel of Oppression [#CGF2016](#)

2 YEARS AGO



Killer Snails
[@KillerSnails1](#)

Games level the playing field, engage students, and aid in teaching both class material and general skills. [@DocBarlett](#) [@CunyGames](#) [#CGF2016](#)

2 YEARS AGO



Dr. Melissa Barlett
[@DocBarlett](#)

[#CGF2016](#) excited to learn about using board games to learn science by [@KillerSnails1](#)

2 YEARS AGO



Carlos Hernandez
@WriteTeachPlay

A picture of the bathroom is winning the #cgf2016 TweetPic contest so far. Lol. :)

2 YEARS AGO



#CGF2016 those are some crazy @KillerSnails1 you all have there! pic.twitter.com/0hIZHOpCKt

DR. MELISSA BARLETT @DOCBARLETT · 2 YEARS AGO



CUNY Games Network
@CunyGames

"Science is fun already, we don't have to force feed it to students." Great stuff from @KillerSnails1 on games about biodiversity. #CGF2016

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 @KillerSnails1 asks how do we cultivate science change makers - how do we engage kids in science (hint: games!)

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 in the @KillerSnails1 game, they learn about the venom from snails and how to extract and learn about it



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 these cards engage the students in the scientific method while learning about @KillerSnails1 - biology and the process of biology



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 dude, a biology version of Ascension? Take my money! @KillerSnails1



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Colette Daiute & Jessica Murray on Narrating America #CGF2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Goal: collecting student narratives to fund the meaning of the community college. What action might they take? #CGF2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg


Used student narratives as basis for game template scenarios #CGF2016



2 YEARS AGO



Collecting narrative responses from students/faculty on their community college experience, analyzed plots [#cgf2016 pic.twitter.com/GMcQtd8j9U](https://twitter.com/GMcQtd8j9U)

 TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO



Trent Hergenrader
@thergenrade

Community college narratives were then turned into Interactive Fiction to help players understand role/challenges of com col today [#cgf2016](https://twitter.com/cgf2016)

 2 YEARS AGO



Trent Hergenrader
@thergenrade

Community college IF asks you to assume role of student, prof, administrator and attempt to solve connected problems for each. [#cgf2016](https://twitter.com/cgf2016)

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

This is game is kind of interesting & meta; students asked to think about common situations from multiple points of view [#CGF2016](#)

 2 YEARS AGO



Leslie
@elleinlibrary

Game on narrating at community colleges can have long term impact on understanding perspective. [#cgf2016](#)

 2 YEARS AGO



Nancy Foasberg
@nfoasberg

Next: Andie Silva on literature in an early modern card game [#CGF2016](#)

 2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#cgf2016](#) Narrating America game on community college has strong reverb for me in UX design idea of creating personas to sell/empathize

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#CGF2016](#) big takeaway from STEM session - start with the material and the learning objectives and take it from there!

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#CGF2016](#) these folks turned a summer bridge program for GIS/math into a great big digital game! Love it!

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 seriously, all math should be taught with stories. Why aren't all math classes stories?



2 YEARS AGO



Nancy Foasberg
@nfoasberg

She uses Chrononauts to think about history; Looney has published justifications for the linchpins which helps #CGF2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Students create an early modern version of Chrononauts and must write rationale for their alternate versions #CGF2016



2 YEARS AGO



Nancy Foasberg
@nfoasberg

Students wanted to right historical injustices! #CGF2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 there are both games with immersive narratives and roles, but there are also puzzle games - they get to see what works



2 YEARS AGO



Killer Snails
@KillerSnails1

@scimaven always has the best videos of snails attacking! #cgf2016 @lportnoy
twitter.com/DocBarlett/sta...



2 YEARS AGO



Leslie
@elleinlibrary

Renaissance Chrononauts: what would the world look like if Thomas More hadn't written Utopia? Or if the Armada won? [#cgf2016](#)

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#CGF2016](#) I didn't know that more teen girls played puzzle games than boys, that's interesting. WISE should capitalize on this. [@AMiller1228](#)

2 YEARS AGO



CUNY Games Network
@CunyGames

For students who are pressed for time short puzzle games (for practice) may be more beneficial than immersive narrative games. [#CGF2016](#)

2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#cgf2016](#) [@andiesilva](#) your game is so rad!!! 🕒 🕒

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#CGF2016](#) LevelFly - game based LMS - can I have that? I currently make my own badges on paint. This would be cooler!

2 YEARS AGO



Dr. Tom Zlabinger
@TomZlabinger

[@andiesilva](#) loved your presentation at CUNY Games Festival on teaching Brit Lit with card games! [#cgf2016](#)

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Now, Geoffrey Suthers on the tension between historical accuracy and fun! [#cgf2016](#)

2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

[#CGF2016](#) noted that the games have to be part of class time, and well integrated, because if it's just homework, students don't do it!

2 YEARS AGO



Toolwire
@Toolwire

Come learn about how [#GBL](#) enhances writing by 'learning by doing' and can be the future of education: 3 PM Room C202 [#cgf2016](#) [#GBL](#)

2 YEARS AGO



Nancy Foasberg
@nfoasberg

Wanted to take board game sensibilities to a digital space. Chose Sumer & wanted to model it accurately [#cgf2016](#)

2 YEARS AGO



Brilliant swag bag from [@CunyGames](#) [#CGF2016](#) pic.twitter.com/KZftsuWEEI

 JOSHUA DEBONIS [@JOSHDEBONIS](#) · 2 YEARS AGO

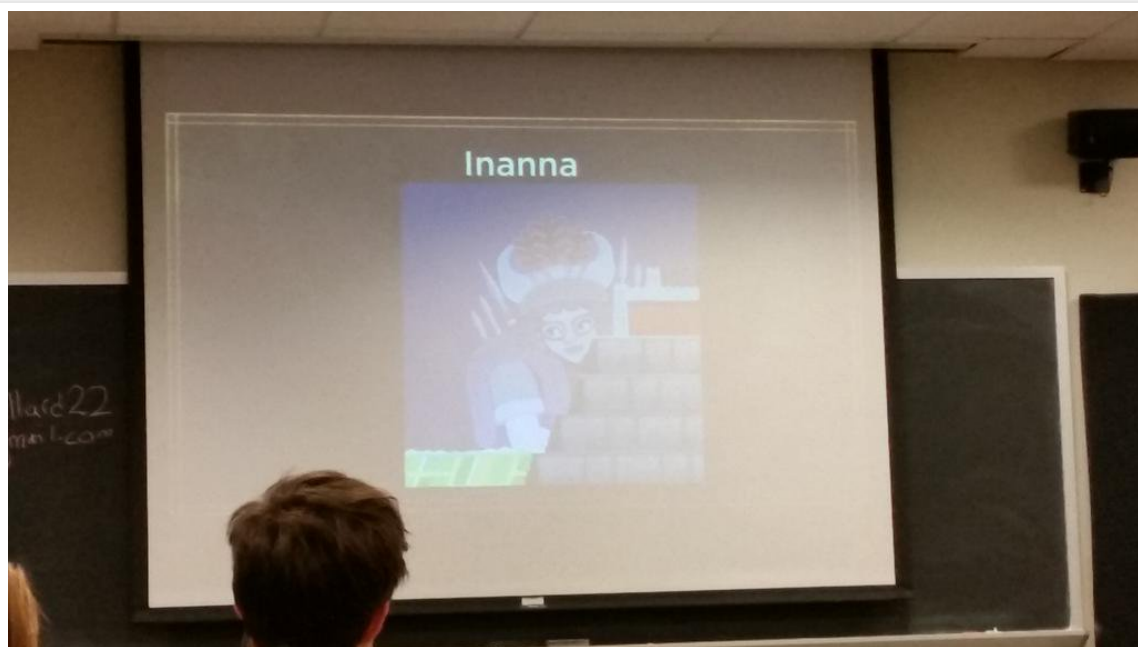


Nancy Foasberg

[@nfoasberg](#)

Using goats as money suggests a barter system. Statues & altars adjusted (no burnt offerings) but counter to convention [#cgf2016](#)

 2 YEARS AGO



In Sumer, you make sacrifices to the goddess Inanna. [#cgf2016](#) pic.twitter.com/XefPOOmQQi



LESLIE @ELLEINLIBRARY · 2 YEARS AGO



Andie Silva

@andiesilva

Really enjoyed our v. engaging panel on Story and History. So many ways to engage student experience in game play and game design! [#cgf2016](#)



2 YEARS AGO



Joshua DeBonis

@joshdebonis

RT (awesome/apt handle) [@KillerSnails1](#): Making a meaningful choice is at the core of great games. [@joshdebonis](#) [@CunyGames](#) [#CGF2016](#)



2 YEARS AGO



YAAAASSSSS!!!! A game on asylum architecture!! #worldscollide #librarianhistorian #cgf2016
pic.twitter.com/yocBYa5ejx

 LESLIE @ELLEINLIBRARY · 2 YEARS AGO



Dr. Melissa Barlett
 @DocBarlett

#CGF2016 now learning about games and undergraduate research, wow, all my cool interests are colliding! @AMiller1228

 2 YEARS AGO



Andie Silva
 @andiesilva

Slides from my presentation (Ren Time Travel Game) can be found at bit.ly/CUNYGAMES.
 Links to the assignments at the end! #cgf2016

 2 YEARS AGO



Dr. Melissa Barlett
 @DocBarlett

#CGF2016 Rob has created a game design based learning course module that could be deployed in blackboard for any discipline

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 that's it, Robert is into all the same things I am into. We need to hang out and chat, like, all the time.



2 YEARS AGO



CUNY Games Network
@CunyGames

CUNY Games Fest presenters! Pls send us a link to your presentation/poster/game to post on our website! (cunygames.org) #CGF2016



2 YEARS AGO

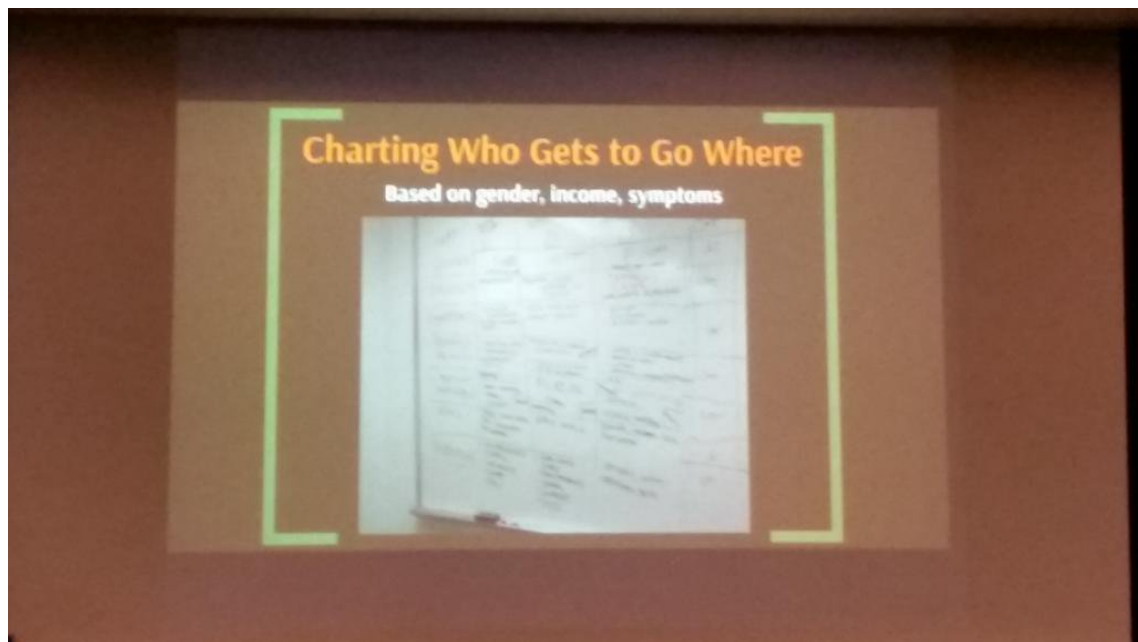


Dr. Melissa Barlett
@DocBarlett

#CGF2016 it is important to apply the literature of learning sciences to game based and design concepts - especially to get grants



2 YEARS AGO



Character development as a basis for narrative and game development. #cgf2016
pic.twitter.com/SCjZj3T4dO



LESLIE @ELLEINLIBRARY · 2 YEARS AGO



Carlos Hernandez
@WriteTeachPlay

Just saw the RPG characters from historically-accurate 19th century asylum game: one of them was "poet" (!). #cgf2016



2 YEARS AGO



CUNY Games Network
@CunyGames

Competitive research question generation using padlet and polleverywhere @CunyGames Festival. #CGF2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 design-based research is its very own field of research #learningnewstuff



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 design based research - quasi-experimental, iterative development cycles, little experimental control



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 game design based learning - class has a single large project that is to provide an original contribution to the discipline



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 SLOs for designbased course 1) background 2) design research 3) digital/disciplinary experience 4) stats 5) disseminate 6) present



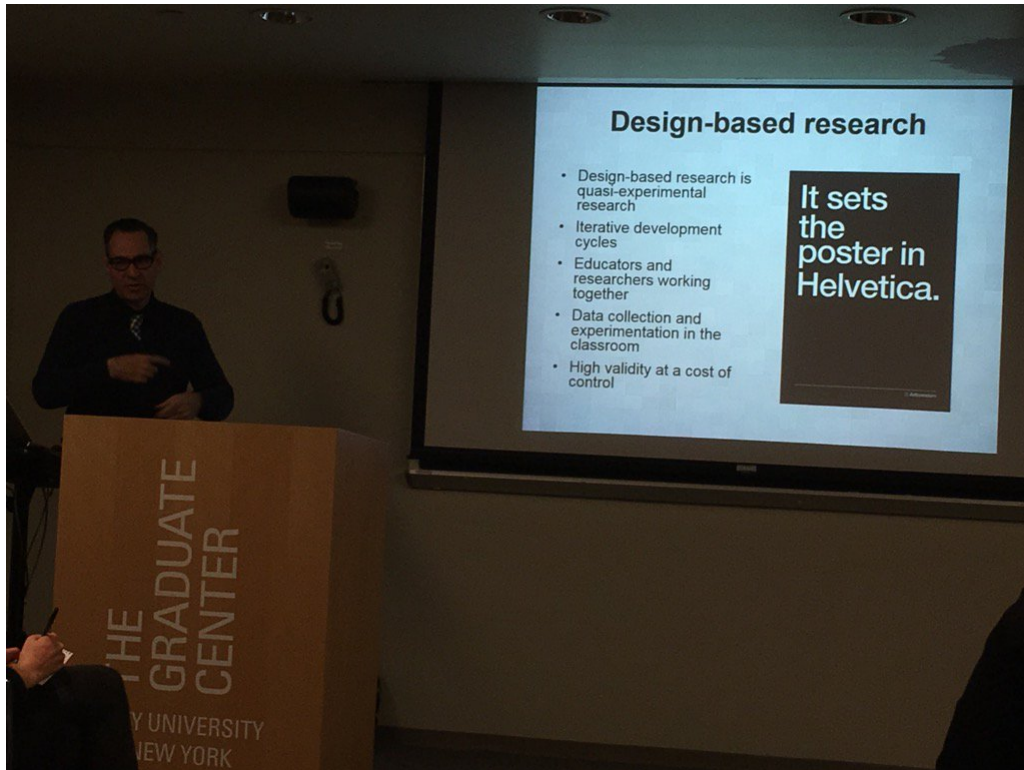
2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 GDBL would be project based, and include readings on design-based learning, learning science, etc.

2 YEARS AGO



Robert Duncan-Design Based Research=realtime prototyping & apropos to #learninggames
#cgf2016 @KillerSnails1@scimaven pic.twitter.com/6qAnsoFznS

PROFESSORPORTNOY @LPORTNOY · 2 YEARS AGO



Carlos Hernandez
@WriteTeachPlay

"Are there any fun parts, other than [playing as] the cat?" "No." #keepinggamesreal #cgf2016

2 YEARS AGO



CUNY Games Network
@CunyGames

Information game: a game in which impt info is hidden from some/all players and must be discovered during the game. [@nfoasberg](#) #CGF2016

2 YEARS AGO



Chris Stuart talking using games and media in first-year composition. #cgf2016 (I gave him [@gamerhetor](#)'s info!) pic.twitter.com/pvyjo1BlRz

TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

#cgf2016 [@nfoasberg](#) on Burkean Parlor (as in Kenneth Burke) as spyfall the social deduction game = scholarly communication of tracing steps

2 YEARS AGO



CUNY Games Network
@CunyGames

Scholarly conversation & Burkean Parlor, listening to conversation already in progress before joining in. [@nfoasberg](#) [#CGF2016](#) [#acrlframework](#)

2 YEARS AGO



CUNY Games Network
@CunyGames

Information games (like Spyfall) are one place where rhetoric as a tool becomes visible.
[@nfoasberg](#) [#CGF2016](#)

2 YEARS AGO



Trent Hergenrader
@thergenrade

"I know my students better by their avatar names than their real names." Chris Stuart (Many nods and laughs.) [#cgf2016](#)

2 YEARS AGO



CUNY Games Network
@CunyGames

How does playing Spyfall translate into research/writing? Joining scholarly convo, gathering info, self-presentation. [@nfoasberg](#) [#cgf2016](#)

2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#cgf2016](#) [@nfoasberg](#) on rhetoric of academic jargon, verbiage & scholarly word choice as signals to social circles, deducing presentation

2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#cgf2016](#) [@nfoasberg](#) such a good way of explaining why/when specific words can be used like "performativity," "problematic," etc.

2 YEARS AGO



Trent Hergenrader
@thergenrade

"Once students get the hang of [the game], I have difficulty keeping up with them." Sounds like Chris Stuart is doing it right [#cgf2016](#)

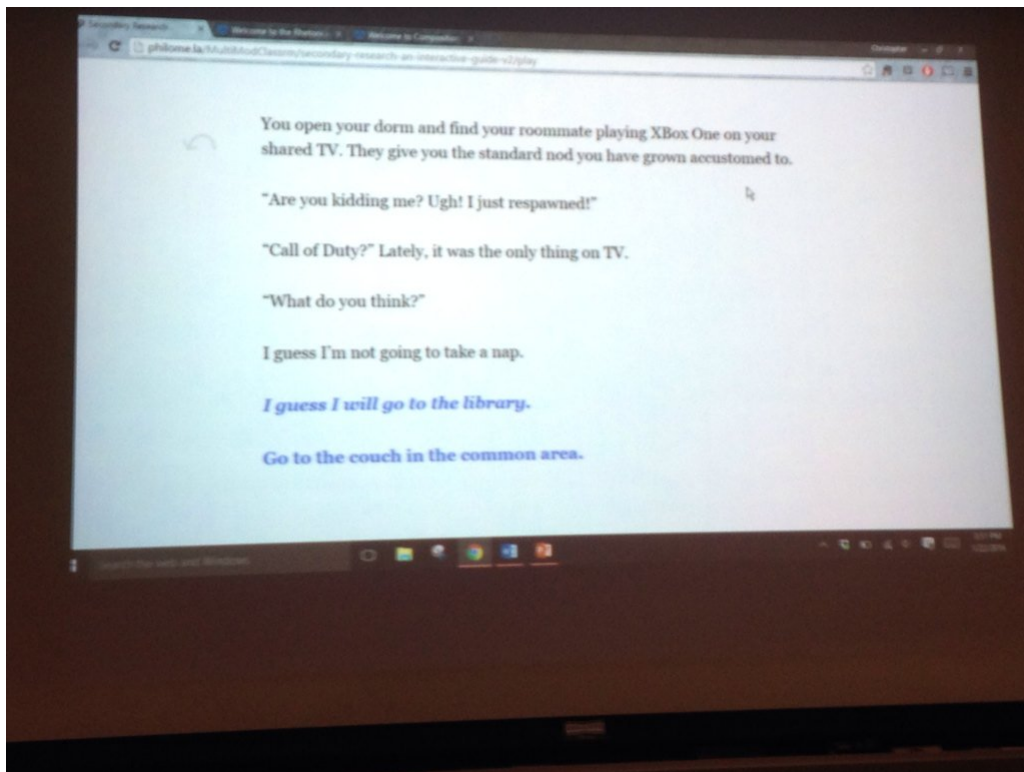
2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

[#cgf2016](#) [@nfoasberg](#) what is your tumblr?

2 YEARS AGO



Stuart made IF in twine that's an interactive guide to doing research. Students present own research as IF [#cgf2016](#) pic.twitter.com/06hTl6biWq

TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO



I do remember Set! It's all coming back...[#cgf2016 pic.twitter.com/H8xx56urEe](https://twitter.com/H8xx56urEe)

 LESLIE @ELLEINLIBRARY · 2 YEARS AGO



Andie Silva
@andiesilva

Chris Stuart created a great interactive game to get students to think about academic research
philome.la/MultiModClassr... [#cgf2016](https://twitter.com/cgf2016)

 2 YEARS AGO



Tonya Hegamin and Deirdre Cohen talking Toolwire, writing game where students act like writers on a tv show [#cgf2016 pic.twitter.com/d3OAdjWcRR](https://twitter.com/d3OAdjWcRR)

TRENT HERGENRADER @THERGENRADE · 2 YEARS AGO



Trent Hergenrader
@thergenrade

Hegamin: "You don't teach what you learned; you need to teach to the future." [#truth](https://twitter.com/truth) [#cgf2016](https://twitter.com/cgf2016)

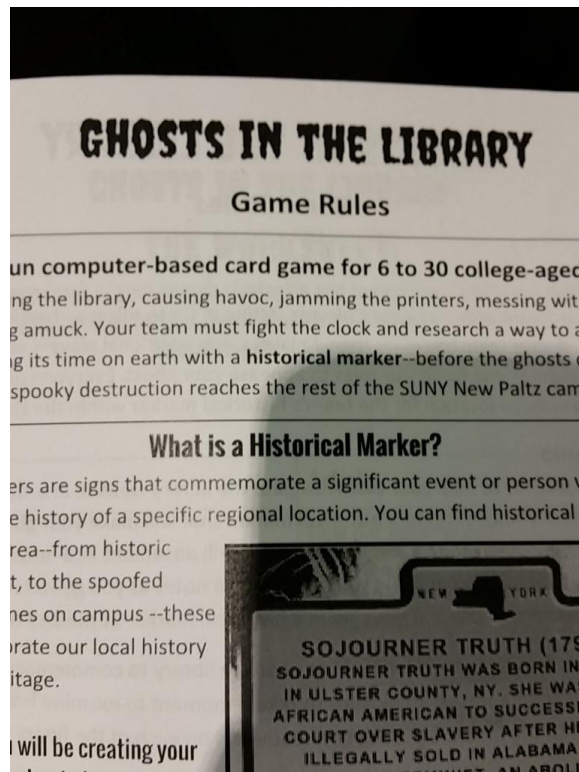
2 YEARS AGO



Nancy Foasberg
@nfoasberg

Lauren Spradlin just taught us how to play Set with the International Phonetic Alphabet!
[#cgf2016](https://twitter.com/cgf2016)

2 YEARS AGO



A game about ghosts in the library! What could be better?? #cgf2016

pic.twitter.com/b5M9G5cMhm

 LESLIE @ELLEINLIBRARY · 2 YEARS AGO



CUNY Games Network

@CunyGames

Using a game to orient students to the library/research in a bldg under construction/renovation. Ready to play! #cgf2016

 2 YEARS AGO



Andie Silva

@andiesilva

.@Willoughbrarian Takings us through a game making use physical spaces--construction as ghosts in the library #cgf2016

 2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 learning all about ARGs in the classroom, which I really, really want to try!



2 YEARS AGO



Trent Hergenrader
@thergenrade

Doug Maynard talking Ingress as an ARG used in the classroom as a common game for all students to work with. #cgf2016



2 YEARS AGO



Dr. Melissa Barlett
@DocBarlett

#CGF2016 playing the same game with a group creates a common language in which you can communicate



2 YEARS AGO



Nancy Foasberg
@nfoasberg


Didn't get a chance to tweet about @Willoughbrarian & co's awesome ghost-related game, but it was really cool #cgf2016



2 YEARS AGO



So great to see @DocBarlett 's Game of College demoed, playtested at the 1st CUNY Games Fest 2 yrs ago! #cgf2016 [pic.twitter.com/rLvUe2iCWWh](https://twitter.com/rLvUe2iCWWh)

 CUNY GAMES NETWORK @CUNYGAMES · 2 YEARS AGO



Nancy Foasberg

@nfoasberg

Basically: find biographical info and make a historical marker to appease a ghost! Loved the cards that suggested search tools #cgf2016

 2 YEARS AGO



Nancy Foasberg

@nfoasberg

Tom Zlabinger: composition (music or writing) is about making decisions #cgf2016

 2 YEARS AGO



Trent Hergenrader
@thergenrade

Tim Woods: "Best part of tabletop RPGs are the social and player co-teaching aspects." [#cgf2016](#) (paraphrased, but I agree!)

2 YEARS AGO



Trent Hergenrader
@thergenrade

Woods: 1. Cooperation, 2. Critical Thinking, and 3. Creative Construction are strong aspects to teaching with RPGs. [#cgf2016](#) (again, yes)

2 YEARS AGO



Improvisation as game-based decision making w reverberating... [instagram.com/p/BA25atuzSFv5...](https://www.instagram.com/p/BA25atuzSFv5...)

LYDIA WILLOUGHBY @WILLOUGHBRARIAN · 2 YEARS AGO



Lydia Willoughby
@Willoughbrarian

Thanks! @STL_Updates @MandyBabirad @heathershimon #npghosts twitter.com/nfoasberg/stat...

2 YEARS AGO



CUNY Games Network
@CunyGames

And that's a wrap on a great day! Thanks for coming to the @CunyGames Festival everyone! Day 2 details: cunygames.org #CGF2016

2 YEARS AGO



Great time with @jayscho at #cgf2016. Looking forward to presenting next year! [instagram.com/p/BA29DY3ImB8/](https://www.instagram.com/p/BA29DY3ImB8/)

NANCY YANG @NANCEEYANG · 2 YEARS AGO



Carlos Hernandez
@WriteTeachPlay


@KillerSnails1 @ameliapractice @CunyGames Killer Snails, you win the #cgf2016 TweetPic prize for this photo! Please PM me for your prize!

 2 YEARS AGO



Trent Hergenrader
@thergenrade

I've attended 2 of 3 @CunyGames Games Festivals and it's a smallish (100+ ppl) conference of the highest order. Highly recommended. #cgf2016

 2 YEARS AGO



Christopher Stuart
@ChriStuarTweets

That was the nerdiest, best conference I have ever attended. Met great people and felt at home. #cgf2016 #cgf16

 2 YEARS AGO



Namy
@Namhaid

Relaxing with the post-#cgf2016 blizzard. If you missed it, I'll be doing a writeup of my presentation soon. Watch dylanshad.com!

 2 YEARS AGO



Kat Ellington
@katellington

Exciting! #CGF2016 #innovation behavioral health. Is Prof. Duncan on this team? @CunyGames What's next?

 2 YEARS AGO



Prototype boxes arrive! [@mmmoooshme](#) [@nickfortugno](#) [@scimaven](#) [@lportnoy](#) Thanks [@CunyGames](#) for letting us speak [#CGF2016](#) pic.twitter.com/mBIWw12lm7

 KILLER SNAILS [@KILLERSNAILS1](#) · 2 YEARS AGO



CUNY Games Network
[@CunyGames](#)

Did you present at the CUNY Games Fest? Tweet/email a link to yr slides & we'll add it to our conf website cunygames.org ![#cgf2016](#)

 2 YEARS AGO