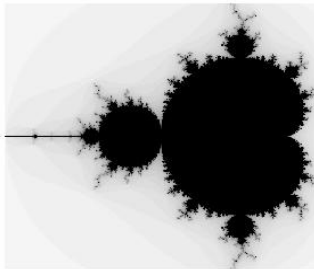


Digipen Institute of Technology

Colloquiums

Spring 2008



The following talks* will take place at Digipen between February and April of 2008:

1. **April 11th**: *“Games with Publics: Creating Play Experiences that Foster Collective Action”*
4:00-5:00 pm
Van Gogh **by Dr. E. Losh (Univ. of California, Irvine)**

Abstract

In this talk, we examine five different kinds of game audiences that may extend beyond the actual experience of play:

- (1) collaboration audiences (multiplayer games that reward cooperation as well as competition in a reputation economy that is internal to the game)
- (2) elaboration audiences (games that inspire machinima, mods, and the production of new digital media in a reputation economy that may be external to the game)
- (3) opportunistic audiences (games that encourage users to share information about the game world, walk-throughs, cheat codes, etc.)
- (4) regulatory audiences (games that shock legislators or members of the mainstream media who often condemn games they have never played)
- (5) mixed reality audiences (games that lead to situated action in real-life cities or other public places).

*contact: maristidou@digipen.edu for possible time, or room, changes and other information.