

A wide-angle photograph of the San Francisco skyline at dusk. The Transamerica Pyramid is the central focus, with other skyscrapers visible on either side. The sky is a deep blue, and the city lights are beginning to glow.

# HOW TO TALK ABOUT GAMES, TODAY

**A PANEL DISCUSSION AT THE GAME DEVELOPERS CONFERENCE 2019**

**SAN FRANCISCO, CALIFORNIA**

The GDC logo, featuring the letters 'GDC' in a bold, white, sans-serif font. The letters are positioned in front of a dark blue background that includes a stylized white triangle pointing upwards.

**GDC**

**GAME DEVELOPERS CONFERENCE**

MARCH 18–22, 2019 | #GDC19

# Why Does This Matter To You?

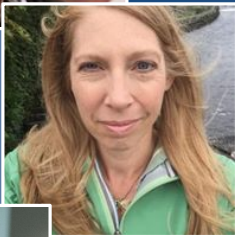
- Can impact commercial industry via legislation or regulation
- Can impact commercial markets via consumer behavior / opinion
- Forms a part of the cultural basis on why and how the general public thinks of games as an artform
- Determines how the next generation will think about games, how they might choose to interact with them, and the mold in which they will grow

# Meet Your Panelists



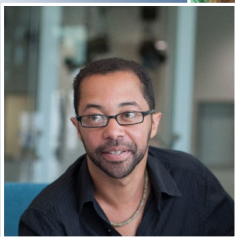
**Roger Altizer**

**Associate Professor & Associate Director**, Entertainment Arts Engineering  
**Director of Digital Medicine**, Center for Medical Innovation  
University of Utah



**Mia Consalvo**

**Professor & Canada Research Chair for Games Studies & Design**  
Centre for Technoculture, Art & Games (TAG)  
Concordia University



**Lindsay Grace**

**Associate Professor & Knight Chair of Communications**  
School of Communications  
University of Miami



**Andrew Phelps**

**Professor of Human Interface Tech**, University of Canterbury  
**Professor of Art & Design**, Rochester Institute of Technology  
**Games Scholar in Residence**, American University School of Communications  
Founder, RIT MAGIC Center, MAGIC Spell Studios & School of Interactive Games & Media

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# Meet Your Panelists

**Organizational Leadership:** President and Vice-President of Higher Education Video Game Alliance, Vice President of Global Game Jam, past President of Digital Games Research Association, etc.

**Broad Academic Positions:** Knight Chair of Communications, Canada Research Chair in Games Studies, appointment in major campus medical center (U of Utah) for health games, founder and advocate of New York State games hubs, etc.

**Higher Education Leadership and Administration:** Founder and/or Assoc Director/Chair/Director/Graduate Coordinator of Top 25 Games Programs, Centers, and Labs

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# Games Have Been Implicated in a Variety of Problems: 4 Recent Themes in Discussion Today



VIOLENCE

ADDICTION

HEALTH

SOCIETY

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SO WHY ARE  
WE HERE?

This session is about understanding the background to some of these recent discussions, the current themes and issues, and a call for developers and professionals to have a voice in the discussion of their work and it's place in society.