



Issue no. 01

GAME DESIGN & EXPERIENTIAL MEDIA NEWS



Student and alumni game jam

As part of homecoming 2022, **Illinois Tech hosted a game jam for student and alumni developers.** On September 17, 2022 teams got to show off their games to each other and to fellow Scarlet Hawks.

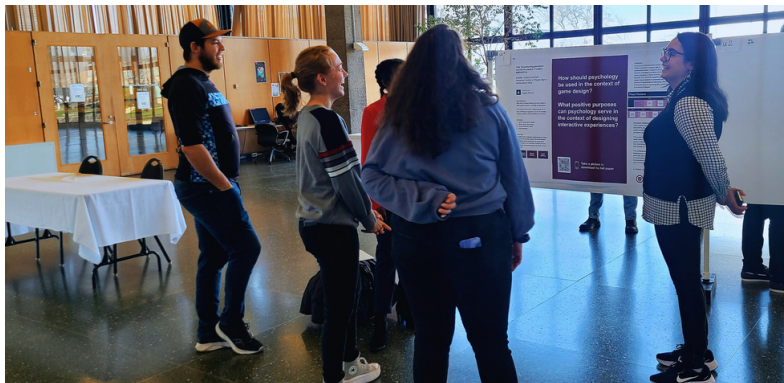
If you missed the 2022 event, no stress -- we're gearing up to do it again. Keep an eye on the Illinois Tech Homecoming page for details soon.

<https://www.iit.edu/homecoming>

gameblITes 2023

On April 14, 2023, our Illinois Tech chapter of the International Game Developers Association hosted gameblITes in the Kaplan Institute.

gameblITes is a **city-wide festival of student games.** This year, more than 50 students from Illinois Tech, DePaul, and Columbia College came to show off their games and vie for awards. We appreciate the support of the Kaplan Institute, the College of Computing, and the Stuart School of Business.



Student research highlight

Angela Petrone (far right) placed first in the undergraduate division for Lewis College Research Day. Her paper, "**Re-evaluating perceived toxicity for players of violent MMOARPGs**" addresses how changes to user experience could better satisfy achievement-oriented players while reducing toxic player behavior. The poster started as a project in GEM affiliate faculty member Arlen Moller's class. This summer, she'll be presenting her work at the Canadian Game Studies Association conference.



Startup all stars

Not one but two of the student startups selected for the Kaplan Institute's Spring 2023 Startup Accelerator program are game-focused businesses.

Blacksmith Studios focuses on "designing products that improve the immersive experience of tabletop role playing games." Check them out at <https://www.etsy.com/shop/BlacksmithGames>

And, **HoneyCo** is a student-founded game development company working towards release of their first board game -- Welcome to Nowhere. Follow their progress at <https://www.honeycogames.com/>

Both student teams worked with GEM affiliate faculty, including Lewis College Dean Jennifer deWinter, Lewis College Associate Dean Carly Kocurek, and Institute of Design Professor of Practice Bo Rodda.

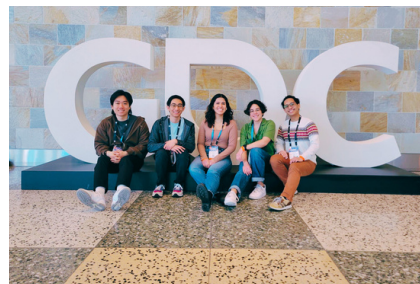


The Kaplan Institute also hosted an excellent new IPRO this semester, **the Big Monster Games Lab, sponsored by the absolute toy and game design legends at Big Monster Toys.** Students practiced iterative design skills and rapid prototyping to bring their ideas to life.



It's time for another adventure

In summer 2022, GEM affiliate faculty member Carly Kocurek traveled to Florida with a group of students to study theme park design. Students earned credit for **HUM 375 Practical Magic while visiting locations ranging from Gatorland to Walt Disney World.** This course is slated to be offered again in Winter 2023. Details and applications will be available at <https://studyaway.iit.edu/>



In other news ...

We are currently revising the **minor in Game Design and Experiential Media** to make it more career-relevant, flexible and accessible for students.

For Fall 2023, we're **launching a series of GEM play sessions** where GEM faculty, students, and staff can gather to play games and build community.

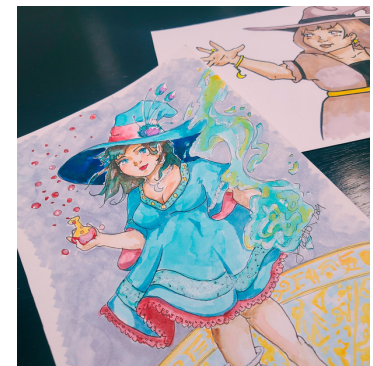
Our **Illinois Tech International Game Developers Association is welcoming new student leaders.** Congratulations to our graduating officers, Bradley Estacio (Computer Engineering '23) and Joshua Prila (Computer Science '23)! And, thanks to the students willing to step up and help our chapter continue to thrive. Conner Houchin, fourth-year Computer Science major, is picking up the reins as president and Lucas Ferguson, first-year Computer Science major, will serve as treasurer. Students wishing to join the chapter can email igda@iit.edu

Ready to (en)roll

We are so thrilled to be welcoming our **first undergraduate majors** into the program for fall 2023.

Students in the Game Design and Experiential Media B.S. are working alongside engineers, computer scientists, entrepreneurs, and researchers every day, creating games and experiences in a vibrant multidisciplinary community. Our program fuses creativity and passion with deep technical expertise that you can't get anywhere else.

We can't wait to see our incoming students on campus this fall and to have the opportunity to learn, grow, and create alongside them. We'll be **welcoming them with exciting new classes** like the GEM Introduction to the Professions studio and a new fine art class taught by our dean.



On **June 24, 2023 GEM will be participating in the Gamer's Universe Con** at the Harold Washington Public Library in downtown Chicago -- come say hi!

Recent publications and releases

Check out the recent releases and publications from our GEM community! If you see an *, that means the publication is in collaboration with a current or former student or by a student!

Articles and Conference Papers

*Gandara, D. A., Nguyen, D. K., Suryanarayanan, K., Green, R., Honda, J., Puri, N., & Bauer, K. N. (2022). Sensibility over urgency: Applying a prudent researcher standard to timelier technology research. *Industrial and Organizational Psychology*, 15(3), 460-464.

*Kocurek, C. A., Mirghaderi, L., & Simon, S. (2022). Building Digital Dream Houses: An Interview with Jesyca Durcin. *ROMchip*, 4(2). <https://romchip.org/index.php/romchip-journal/article/view/159>

Kocurek, C. A. (2022, September). Sparklier Worlds: Understanding Games for Girls as Style Intervention. In *Proceedings of the 17th International Conference on the Foundations of Digital Games* (pp. 1-8). <https://dl.acm.org/doi/abs/10.1145/3555858.3555872>

Moller, A. C., Caio V. S., Lee, K. J., Alon, D., & Lu, A. S. (2023). A comprehensive systematic review and content analysis of active video game intervention research. *Digital Health*. <https://doi.org/10.1177/20552076231171232>

Moller, A. C., Caio V. S., Lee, K. J., Alon, D., & Lu, A. S. (in press). Active video game interventions targeting physical activity: A systematic review and meta-analysis. *Journal of Medical Internet Research: Serious Games*. <https://preprints.jmir.org/preprint/45243/accepted>

Nobles, C. (2022). Stress, Burnout, and Security Fatigue in Cybersecurity: A Human Factors Problem. *HOLISTICA - Journal of Business and Public Administration*, 13(1), 49-72.

Nobles, C., Burrell, D., & Waller, T. (2022). The Need for a Global Aviation Cybersecurity Defense Policy. *Land Forces Academy Review*, 27(1), 19-26.

Research Posters

*Nguyen, L. (2023, April 28). A review of literature on gamified situational judgment tests [Poster]. Illinois Institute of Technology Innovation Day Spring 2023. -- This was my capstone student.

*Tsai, H.-C., Honda, J. A., Suryanarayanan, K., Nguyen, L., & Bauer, K. N. (2023, May 28). Evaluating a Gamified Job Analysis Classroom Activity [Poster Session]. 2023 Association for Psychological Science Annual Convention, Washington D. C.

Book Chapters

*Hapner, B., & Kocurek, C. A. (2022). (Re) Discovering the Rich History of Games User Research: An "Undisciplined" Approach. In *Game Usability* (pp. 413-426). CRC Press.

Meuser, J.D., & Cao, X. (2022). Servant or sinister? A process model of follower appraisal of leader-initiated i-deals. In S. Anand & Y. Rofcanin (Eds.), *Idiosyncratic Deals at Work* (pp. 71-94). Palgrave Macmillan, Cham.

Nobles, C., Burton, S. L., & Burrell, D. N. (2023). Cybercrime as a Sustained Business. In *Handbook of Research on Cybersecurity Risk in Contemporary Business Systems* (pp. 98-120). IGI Global.

Games and Media

*Golden Mart, a tabletop role-playing game about customer service and the apocalypse, by Illinois Tech alum Michael DeAnda and Carly Kocurek: <https://www.drivethrurpg.com/product/410382/Golden-Mart-Expanded-Edition>

The imagination is an essential tool of the mind, a fundamental way of thinking, an indispensable means of becoming and remaining human. "
Ursula K. Le Guin



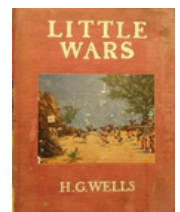
Faculty and staff news

GEM affiliate faculty **Jennifer deWinter and Carly Kocurek both appeared in season 2 of "The Toys That Built America"** on The History Channel. The season is available to view through online streaming platforms, including

Associate Vice President of Strategic Initiatives and Director of Esports April Welch organized Tech to the Future, a panel and showcase at the Kaplan Institute this Spring. The event brought a great variety of game developers and tech creatives to campus, including keynote speaker Josh Tsui. Josh directed the documentary *Insert Coin* and was a key team member behind the creation of *Mortal Kombat* game. He is the co-founder of two video game studios, Studio Gigante and Robomodo. Additionally, he has been in a few video games...look closely at Lu Kang and Sub Zero!

Game history corner

Despite being a famous pacifist, **science fiction author H.G. Wells is widely credited with the invention of modern miniatures wargaming.**



Wells and his friend Jerome K. Jerome were idly playing with miniatures after dinner one evening and struck upon the idea for a game. Wells developed the idea into a book of rules called *Little Wars* first published in 1913.