



SERIOUS GAMES

A forum on innovative collaborative research that can be leveraged for technology-enhanced, learner-centered education.

FRIDAY, MARCH 31, 8:30 – 3PM, DAVIDSON CONFERENCE CENTER

Schedule of Events

8:30 – 9:00: **Continental Breakfast**

9:00 -10:30: Panel of Presentations

Edie Glaser (Language Center/the College), "Virtual Italian"

Lewis Johnson (ISI), "Tactical Iraq"

Doug Thomas (Annenberg School), "Modern Prometheus" or "Public Diplomacy in Virtual Worlds"

Scott Mahoy (Annenberg Center), **Victor Lacour** (Game Pipe)

and **Chris Gilman** (Slavic Studies/Institute of Media Literacy),

"Montage: A Russian History Game for the Masses"

Christopher Swain (IMD/Cinema), "Immune Attack" and "Elect"

11:00-12:30: Panel Discussion of the Cultural and Educational Impact of Serious Games

Scott Fisher (IMD/Cinema), **Tracy Fullerton** (IMD/Cinema),

Victor Lacour (Game Pipe), **Adam Clayton Powell** (IMSC),

Bill Swartout (ICT), **Wee Ling Wong** (IMSC), **Mike Zyda** (Game Pipe)

12:30 – 1:30: **Buffet Lunch**

1:30 – 3:00: Exhibitions with hands on access to many USC game projects including IMSC'S "**Metalloman**," and "**Firefighters simulation**,"

ICT's "**Negotiations with the Doctor**", GamePipe's "**Cohokia**," "**MoneySim**,"

and "**Trojanland**," and IMD's "**Night Journey**" and "**Clouds**."

EVERYONE IS WELCOME, BUT SEATING IS LIMITED SO PLEASE RSVP
by **FRIDAY, MARCH 24TH**, To Cassandra Nash, 213-821-6533, <cassandb@usc.edu>

This is the first of 4 Friday Forums sponsored by the Center for Pedagogical Technology and the Office of the Provost and Hosted by Marsha Kinder. Each features a successful USC strategy for combining innovative transdisciplinary research with technology-enhanced learning. For more information, contact <mkinder@usc.edu>.