



INTERNATIONAL ACADEMIC CONFERENCE ON MEANINGFUL PLAY

OCTOBER 16-18, 2014 • EAST LANSING, MI

(<http://meaningfulplay.msu.edu>)



SESSION INFORMATION

Title	Conference Reception, Game Exhibition, and Poster Session
Time	Thursday, October 16, 7:00p-10:00p
Location	Ballroom
Format	Reception
Description	<p>Celebrate the end of the first successful day at Meaningful Play during the conference reception, featuring:</p> <ul style="list-style-type: none"> ▪ the latest research findings presented in the conference poster session ▪ an exhibition of industry and academia created games ▪ a great time to mix and mingle with your fellow conference attendees <p>Drinks and appetizers will be provided. This event takes place on the 2nd floor of the MSU Union.</p> <p>The conference reception is sponsored by AT&T (http://www.att.com/) and The Michigan Film Office (http://www.michiganfilmoffice.org).</p>
Posters	<p>A Case Study Exploring Preservice Teachers' Tension with Online Distance Mentoring in Simulations (/program.php?presentation=112&type=poster) By: Jennifer Killham</p> <p>A New Definition for Games: Meaningful Play (/program.php?presentation=57&type=poster) By: Mark Chen</p> <p>An Investigation of Gender Motivations in Competitive Gaming (/program.php?presentation=96&type=poster) By: Joseph Fordham, John Samalik, Peter Burroughs and Rabindra Ratan</p> <p>Designing Solving the Incognitum: Toward Automatic Co-regulation based on Play Style in Educational Games (/program.php?presentation=92&type=poster) By: Jichen Zhu, Aroutis Foster and Glen Muschio</p> <p>Factors Affecting Active Video Gaming in Adolescence (/program.php?presentation=52&type=poster) By: Ji Hye Choi and Hua Wang</p> <p>Improve Learning Through Game Development (/program.php?presentation=59&type=poster) By: Daniel Bell</p> <p>Is the Play the Thing? Video Versus Board and the Space Between (/program.php?presentation=102&type=poster) By: Nicolas Lalone</p> <p>KNOWing how to MMORPG: Gamer Knowledges and Knowledge Acquisition (/program.php?presentation=42&type=poster) By: Phill Alexander</p> <p>Losing Ourselves in the Game: Moving Towards an Understanding of Loss and the Development of Tools for Analyzing the Loss Experience (/program.php?presentation=93&type=poster) By: Justin Tokarski</p> <p>Making a game of medical entry: Generating authentic responses in selection for medicine using a gamified approach (/program.php?presentation=49&type=poster) By: Lauren S Ferro, Philip J MacKinnon and Philip Poronnik</p> <p>Mobile Learning: Technology as Mediator of Personal and School Experiences (/program.php?presentation=9&type=poster) By: Matthew Duvall, Anthony Matranga, Aroutis Foster and Jason Silverman</p> <p>My Life - Elamanipeli: Game for Supporting Life Management Skills of Young Persons (/program.php?presentation=5&type=poster) By: Teija Ravelin and Tanja Korhonen</p>

Soldats Inconnus: Challenging metanarratives and fostering historical empathy through multiple-perspective play in Valiant Hearts (/program.php?presentation=67&type=poster)

By: Liz Owens Boltz

The effects of social identity and trash talk on hostility and enjoyment: Paradoxical Findings from League of Legends (/program.php?presentation=100&type=poster)

By: Kuo-Ting Huang, Wei Peng, Joseph Fordham, Tom Day, Janine Slaker and Rabindra Ratan

The Road to Well-Being with Video Gaming (/program.php?presentation=26&type=poster)

By: Pascaline Lorentz

Toward a Framework for Gamifying Agent-Based Simulations (/program.php?presentation=36&type=poster)

By: Lori Scarlatos

Transitioning a report driven academic simulation to an interactive game (/program.php?presentation=21&type=poster)

By: Mark Fitzgerald, Eileen Quintero, Sean Meyer and Michael Bleed

Vertiginous Play: Debating "Fun" with the Diplomacy Wives Club (/program.php?presentation=111&type=poster)

By: Aaron Trammell

We've Got Issues: A Light Approach (/program.php?presentation=107&type=poster)

By: Michael Budram, William Jeffery and Greg Kozma

Digital Games

1000 Days of Syria (/program.php?presentation=2&type=game)

By: Mitch Swenson

After the Storm (/program.php?presentation=12&type=game)

By: Classroom, Inc.

An Occurrence at Owl Creek Bridge (/program.php?presentation=1&type=game) (student-created game)

By: James Earl Cox III

Balance Coin (/program.php?presentation=49&type=game)

By: Tony Morelli, John Foley

BeTwine (/program.php?presentation=34&type=game)

By: Lei Gao, Momo Liu, Tianyu Hu, Weiyi Li, Terry, Jie Lai

Brain Powered Games - Africa (/program.php?presentation=16&type=game)

By: Brian Winn, Bryan Novak, Michael Boivin, Bruno Giordani

Cyclotron Game (/program.php?presentation=35&type=game) (student-created game)

By: Andrew Dennis, Nicholas Thurston, Chris Benoit, William Jeffery, Sahil Tandon, Tyler Summers, Joshua Shadik, Joseph Dukstra, Andrew Bagdady, and Brian Winn

Fat Chicken (/program.php?presentation=57&type=game)

By: Joshua J Mills

GetZapp! (/program.php?presentation=18&type=game) (student-created game)

By: Sandra Chan, Katherine Chan, Muhammad Azharuddin, Lim Wei Siong, Belcoth Tan, Matthew Ong

Guess What! (/program.php?presentation=44&type=game)

By: Tiltfactor

Guided Meditation (/program.php?presentation=60&type=game)

By: Cubicle Ninjas

It Takes Two (/program.php?presentation=32&type=game) (student-created game)

By: Albert Shih, Kiran George, Yimang Lin, Xiao Li, Yuxi Zhang, Yue Zhu

It's for the Best (/program.php?presentation=5&type=game) (student-created game)

By: Joseph Dean, Doris C. Rusch

Keys to the Collection (/program.php?presentation=42&type=game) (student-created game)

By: Arouis Foster, Jen Katz-Buonincontro, Bobby Speck, Kevin Gross, Jon Hopkins, Caroline Guevara

Lesley The Lover: A Procedural Rhetoric Game for Safer Sex (/program.php?presentation=27&type=game)

By: Lindsay Grace

Nexus Edge (/program.php?presentation=20&type=game) (student-created game)

By: Goh Horng Bor, Chen Zhiling, Thi Chanh Hien, Ivy Liu, Virginia Chiu, Terence Then, Kelvin Koh

Nurbits (/program.php?presentation=36&type=game)

By: Stephen Borden, Jef Freydl, Brian Ruggieri

One Up (/program.php?presentation=43&type=game)

By: Tiltfactor

Perfection (/program.php?presentation=3&type=game) (student-created game)

By: Doris C. Rusch

Sature (/program.php?presentation=17&type=game)

By: Ian Sundstrom, Elie Abraham

Saving Magic (/program.php?presentation=13&type=game)

By: Brian Winn, Justin Girard, Liang Cui, David Ward, Vitor Matayoshi, Evan Cox, Lorelee Pearman, and Katie Pastor

Scarlet (/program.php?presentation=33&type=game)

By: Jordan Ajlouni, Andrew Dennis, Marie Lazar, Jon Moore

Scrap Squad (/program.php?presentation=56&type=game)

By: Joshua J Mills

SpacEcon (/program.php?presentation=21&type=game) (student-created game)

By: Jim Lee, Janice Dermawan, Sen Swagato, Linda Yeo, Cherise Cho

Sparks of Eternity (/program.php?presentation=14&type=game)

By: Brian Winn, Greg Kozma, Michael Budram, Reuven Margrett, Casey O'Donnell

The Bone Wars (/program.php?presentation=11&type=game) (student-created game)

By: Andrew Bauman, Charlie Ecenbarger, Jordan Hale, Paisley Hansen, Joshua Kattner, Austin Pensinger, Scott Schapker, Andy Thompson, Adam Wallace, You Wu, Ethan Burnsides Yazel, Paul Gestwicki

The World the Children Made (/program.php?presentation=7&type=game) (student-created game)

By: James Earl Cox III

Train Like An Astronaut (/program.php?presentation=41&type=game)

By: Brian Winn, William Jeffery, Xavier Durand-Hollis, Greg Kozma, David Ward, Jim Pivarnik, Norb Kerr, Alison Ede, Steve Samendinger, Lori Ploutz-Snyder, and Deborah Feltz

verilogTown (/program.php?presentation=25&type=game)

By: Peter Jamieson, Naoki Mizuno, Boyu Zhang, Josh Collins, Alex Williams, Lindsay Grace, John-Rhys Garcia (artist)

Wise Wizards: Meditation meets Meaningful Play (/program.php?presentation=54&type=game)

By: Carrie Heeter, Marcel Allbritton

Zombie Yoga - Recovering the Inner Child (/program.php?presentation=8&type=game) (student-created game)

By: Lab 707, Doris C. Rusch

Non-Digital Games

Cops and Rubbers (/program.php?presentation=31&type=game)

By: Lien Tran

Ending the Cycle - The Board Game (/program.php?presentation=47&type=game) (student-created game)

By: Peter Wonica

Gut Check (/program.php?presentation=39&type=game)

By: Tiltfactor

Humans vs. Mosquitoes (/program.php?presentation=29&type=game)

By: Clay Ewing, Lien Tran

Microbes (/program.php?presentation=40&type=game)

By: Tiltfactor

Monarch (/program.php?presentation=38&type=game)

By: Tiltfactor

Skyline (/program.php?presentation=37&type=game)

By: Tiltfactor

Vanity (/program.php?presentation=28&type=game)

By: Clay Ewing, Lien Tran, Sophia Colantonio

We've Got Issues (/program.php?presentation=45&type=game) (student-created game)

By: Michael Budram, William Jeffery, Greg Kozma

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