



10th ANNIVERSARY

GAMES FOR CHANGE FESTIVAL

JUNE 17-19, 2013
NEW YORK CITY

NEW WORLD STAGES

340 WEST 50th STREET AT WORLD WIDE PLAZA
NEW YORK, NEW YORK

#G4C13

@G4C

FACEBOOK / TUMBLR @ **GAMESFORCHANGE**

WIFI: **G4C**

PASSWORD: **G4C13**

GAMES



BlindSide

Developer: Epicycle
Games for Change Award Nominee



Parenthood

Developers: Marek Czerniak, Wojtek Jezowski,
Piotrek Kosmala, Arek Staworzynski
Global Game Jam "Bigger Picture"



Data Dealer

Developer: Cuteacutie Media OG
Games for Change Award Nominee



Privilege: The Game of Economic Inequality

Developers: Cassandra Boggio, Paul Vorvick
Global Game Jam "Bigger Picture"



Eskom Energy Planner

Developer: Formula D Interactive
Games for Change Award Nominee



Quandary

Developer: Learning Games
Network
Games for Change Award Nominee



Giving, Giving, Gone

Developers: Bradley Marques, Ben Myres,
Ryan Smith, Nick Williams, Luc Wolthers
Global Game Jam "Bigger Picture"



Reach for the Sun

Developer: Filament Games
Games for Change Award Nominee



Hidden Agenda

Developer: TRANS Fiction Systems
Games for Change Hall of Fame



The Republica Times

Developer: Lucas Pope
Games for Change Award Nominee



Jewish Time Jump: New York

Developer: ConverJent
Games for Change Award Nominee



Thirst

Developers: Heather Arbiter, Chris Crawford,
Rick Felice, Ryan Giglio, Corey Jeffers
Global Game Jam "Bigger Picture"



LIM

Developer: Merritt Kopas
Games for Change Hall of Fame



Vigilance 1.0

Developer: Martin Le Chevallier
Games for Change Hall of Fame



Nevermind

Developer: Team Nevermind
Games for Change Award Nominee



Wait

Developer: Lindsay Grace
Games for Change Hall of Fame



Papers, Please

Developer: Lucas Pope
Games for Change Hall of Fame



What the Frack? A Game About the Coming Natural Gas Boom

Developers: Hao Chen, Bernie Dodge,
Kristin Osiecki
Global Game Jam "Bigger Picture"

MARKETPLACE

Amplify. **Amplify Learning**

Amplify Learning will feature trailers and demos for an ambitious portfolio of digital games including Lexica, Mukashi Mukashi, Sentence & Sensibility, Storycards, Crafty Cut, ArkLab, Immuno-Defense, Metabosim, SimCell, and Twelve a Dozen.



Carnegie Mellon Entertainment Technology Center

The ETC-Global will showcase student project work of games, videos, and experiences on the tablet platform.



Cook Inlet Tribal Council, Inc. / Upper One Games

Upper One Games and E-Line Media will showcase both of their dynamic organizations, including demos and designs from their first co-created game, a cinematic platformer featuring culturally-infused gaming developed in collaboration with the Native Alaskans in the Cook Inlet Region of Alaska.



E-Line Media

E-Line Media will showcase a number of projects both released and in the process of being developed, including a sneak preview of a new cinematic platformer featuring culturally-infused gaming developed in collaboration with Native Alaskans in the Cook Inlet Region of Alaska.



Global Gaming Initiative

Global Gaming Initiative is a mobile gaming company that creates fun and addictive games in partnership with best in-class non profits. They donate 50% of their proceeds to the non-profit partners for the delivery of a tangible good. Their latest game, Sidekick Cycle, is in partnership with World Bicycle Relief. Every download of the game contributes to a bicycle being donated to a child in a remote village in Africa.



Kognito Interactive

Kognito Interactive will showcase a number of its social change and mental health games, including the first two games in SAMHSA's National Registry of Evidence Based Programs and Practices, a searchable online registry supporting mental health promotion, substance abuse prevention, and mental health and substance abuse treatment.

PROGRAM GUIDE

	MONDAY, JUNE 17			TUESDAY, JUNE 18			WEDNESDAY, JUNE 19			
TIME	Theater 1	Theater 3	Maker Space	Theater 1	Theater 3	Maker Space	Theater 1	Theater 3	Maker Space	TIME
9:00 AM		Welcome Remarks 9:00 AM – 9:10 AM		New Channels for Distribution of Serious Games 9:00AM – 9:30AM	Half the Sky Spotlight Part One: Design and Impact 9:00AM – 10:00AM			State of the Industry 9:15AM – 9:30AM		9:00 AM
10:00 AM		Opening Keynote: Michael T. Jones (Google) 9:10 AM – 10:00 AM		Getting Your Game Into the Classroom 9:45AM – 10:00AM				Games at the Core: Transformative Promise or Publishers Pabulum? 9:30AM – 10:45AM		10:00 AM
				Athens Plaython 10:00AM – 10:15AM						
11:00 AM	Games for Change Hall of Fame: Conversation with Babycastles 10:15AM – 11:15AM	MINECRAFTEDU 10:15 AM – 10:30 AM		Let's Explore: Youth Voices and Engagement with Geo Locative Technology 10:15AM – 10:45AM	Half the Sky Spotlight Part Two: Strategic Partnerships 10:00AM – 11:00AM)					11:00 AM
		Global Gaming Initiative: Using Smartphone Games to Affect Social Change 10:30AM – 11:00AM		Win Win: Models for Creating a Social Impact Game on a Budget 10:45AM – 11:00AM			Hide&Seek 11:00AM – 11:15AM			
12:00 PM			Hide&Seek: Building Tiny Games Workshop 10:15AM - 12:00PM	Revisioning Re-Mission 11:15AM – 11:45AM	Game Verbs for Change 11:15AM – 11:30AM			Babycastles 11:15AM – 11:30AM		
	Plague Inc. 11:30AM – 12:00PM	Play to Plan: How Games Can Change Public Participation in Urban Planning 11:15AM – 11:45AM		A Game to Support Mental Health Following Hurricane Sandy 11:45AM – 12:00PM	A Quandary of Sorts 11:30AM – 11:40AM	Tribeca Hacks Games 10:00AM – 1:00PM	The Global Game Jam: A Revolution 11:30AM – 11:45AM	Plenary Response: Games 2020 - Expecting the Unexpected 11:00AM – 12:00PM		
2:00 PM	Magnitude: Developing Strategies for Managing Disaster Threats 12:00PM – 12:20PM	Sexetc.org Game Design Competition Finalists Presentations 12:00PM – 1:00PM		Impact: Using Data, Interactivity and Storytelling to Make Meaningful Games 12:00PM – 12:20PM	Amplify Learning 11:45AM – 12:45PM		Embodying the Civil War 11:45AM – 12:15PM			12:00 PM
				Showcase of Brazilian Games for Change 12:30PM – 12:45PM				Mobile Congress 12:15PM – 12:45PM		
3:00 PM				Boundaries Game Play Session 1:45PM – 2:15PM			Boundaries Game Play Session 12:30PM – 1:00PM			
	A 10 Year Evolution of Games in the Department of Defense 2:15PM – 2:45PM	Sexetc.org Game Design Competition Winner Announcement 2:15PM - 2:30PM		Creating Virtual Space with Sound 2:15PM – 2:30PM	The Art and Science of a Multistakeholder Partnership for Games and Impact 2:00PM – 2:30PM					2:00 PM
4:00 PM		Conversation with Stacey Childress 2:30PM – 3:00PM		Nevermind: Embrace Your Fears 2:30PM – 2:45PM	Citizen "Social Science" Games 2:30PM – 2:40PM			Neuroscience, Learning, Play and Games: What's the Connection? 2:00PM – 2:30PM		
				Jewish Time Jump: New York 2:45PM – 3:00PM		Global Game Jam's 48 Hours "Bigger Picture" Meet the Makers 2:30PM – 3:30PM	You(th) Media: Presenting the National STEM Video Game Challenge 2:00PM – 3:00PM	Games as Instruments of Societal Coercion 2:30PM – 2:50PM	Game-Based-Cultural Storytelling: A Case Study and Workshop 2:00PM – 3:30PM	
5:00 PM	Scaling Up "Classroom-Grown Games" 3:15PM – 3:45PM	The Rejected: Censorship of Social Impact Games 3:15PM – 4:00PM			A Game to Build Human Networks 3:00PM – 3:15PM			Reach for the Sun 3:00PM – 3:15PM		3:00 PM
	RANTS: Gamifying Schools and Schoolifying Games 3:45PM – 4:05PM				Futurebound 3:15PM – 3:35PM		Data Dealer 3:15PM – 3:30PM	Stronger Together: Helping Ethiopian Girls Help Themselves 3:15PM – 3:35PM		
6:00 PM		Gaming Thought Leader: Ian Bogost (Georgia Institute of Technology) 4:15PM – 4:45PM		Demo Spotlight 3:15PM - 4:45PM	Uplifted: A Game About Happiness 3:45PM – 4:00PM			Sanitation: A Massive Opportunity for Games in India & Africa 3:35PM – 3:55PM		4:00 PM
		Gaming Thought Leader: Robin Hunicke (Fun Funomena) 4:45PM – 5:15PM						Gaming Thought Leader: Eric Zimmerman (NYU Game Center) 4:00PM – 4:30PM		
				Vampires + Bunnies = Financial Literacy Through Games 4:45PM – 5:15PM	Story Design: A New Tool for Audience Engagement 4:30PM – 5:00PM			Gaming Thought Leader: Brenda Romero (UC Santa Cruz) 4:30PM – 5:00PM		5:00 PM
					Gaming Thought Leader: Leigh Alexander (Gamasutra) 5:30PM – 6:00PM					6:00 PM
					Gaming Thought Leader: Jesse Schell (Schell Games) 6:00PM – 6:30PM					
				10th Anniversary Celebration and Games for Change Awards 6:30 PM – 8:00 PM						



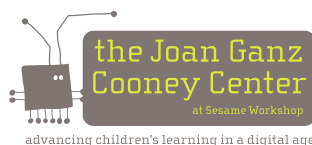
MAJOR SUPPORT



SUPPORTERS



PARTNERS



INSTITUTIONAL PARTNERS

Bay Area Video Coalition • Council on Foundations • Digital Media Lab Research Hub
Entertainment Consumers Association • Games for Health • Gamification.co
International Game Developers Association • IndieCade • Katerva • Lean Impact
Media Impact Funders • Nonprofit Technology Network
NYU Game Center • Producers Guild of America • Storycode
School of Visual Arts MFA Design for Social Innovation Program • Tides Foundation
University of Southern California School of Cinematic Arts Interactive Media and Games Division Program

Special thanks to the advisors, interns and
volunteers assisting with this year's Festival.
