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
BlindSide
Developer: Epicycle
Games for Change Award Nominee

Data Dealer
Developer: Cuteacute Media OG
Games for Change Award Nominee

Eskom Energy Planner
Developer: Formula D Interactive
Games for Change Award Nominee

Giving, Giving, Gone
Developers: Bradley Marques, Ben Myres, Ryan Smith, Nick Williams, Luc Wolthers
Global Game Jam “Bigger Picture”

Hidden Agenda
Developer: TRANS Fiction Systems
Games for Change Hall of Fame

Jewish Time Jump: New York
Developer: ConverJent
Games for Change Award Nominee

LIM
Developer: Merritt Kopas
Games for Change Hall of Fame

Nevermind
Developer: Team Nevermind
Games for Change Award Nominee

Papers, Please
Developer: Lucas Pope
Games for Change Hall of Fame

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

Privilege: The Game of Economic Inequality
Developers: Cassandra Boggio, Paul Vorvick
Global Game Jam “Bigger Picture”

Quandary
Developer: Learning Games Network
Games for Change Award Nominee

Reach for the Sun
Developer: Filament Games
Games for Change Award Nominee

The Republia Times
Developer: Lucas Pope
Games for Change Award Nominee

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

Vigilance 1.0
Developer: Martin Le Chevallier
Games for Change Hall of Fame

Wait
Developer: Lindsay Grace
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”

Games for Change Hall of Fame curated by Babycastles.
**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

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<th>TIME</th>
<th>THEATER 1</th>
<th>THEATER 3</th>
<th>THEATER 5</th>
<th>THEATER 7</th>
<th>THEATER 9</th>
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<th>THEATER 9</th>
<th>TIME</th>
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<tbody>
<tr>
<td>9:00 AM</td>
<td>Welcome Remarks</td>
<td>9:00 AM – 9:10 AM</td>
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<td>New Channel for Distribution of Serious Games</td>
<td>9:00 AM – 9:15 AM</td>
<td>Half the Sky Spotlight Part One: Design and Impact</td>
<td>9:00 AM – 9:15 AM</td>
<td>State of the Industry</td>
<td>9:15 AM – 9:30 AM</td>
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<td>10:00 AM</td>
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<td>Athens Plaython</td>
<td>10:00 AM – 10:15 AM</td>
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<td>11:00 AM</td>
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<td>Let’s Explore: Youth Voices and Engagement with Geo-Locative Technology</td>
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<td>Game Verbs for Change</td>
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<td>The Art and Science of a Multistakeholder Partnership for Games and Impact</td>
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<td>YouTuber Media: Presenting the National STEM Video Game Challenge</td>
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<td>Futurebound</td>
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Special thanks to the advisors, interns and volunteers assisting with this year’s Festival.