

RPGs, COMMUNITY AND INCLUSION

June 11, 2021 - 11 a.m. to 1 p.m. (EST)

THE KEYNOTES SPEAKERS



MANDI HUTCHINSON

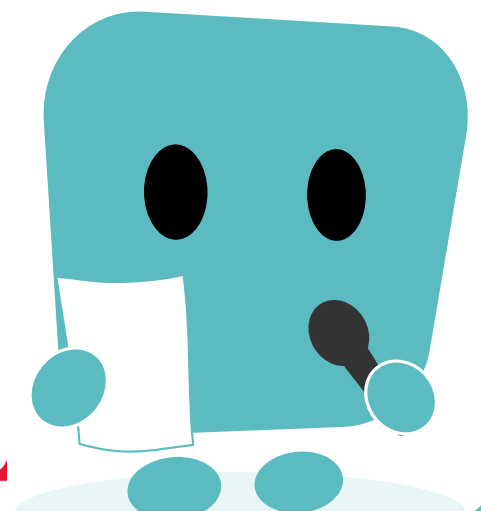
Mandi runs the channel To Die for Games and is a member of The Dice Tower Team where on both she does video reviews and live game playthroughs. On the Dice Tower, specifically, she vlogs and co-hosts the digital show, Apptastic! and co-hosts The Dice Tower podcast, biweekly, with Suzanne Sheldon. She also shares a Twitch channel, Salt and Sass Games, with Suzanne Sheldon.

When she isn't working, you'll find her snowboarding, playing football, working on pro makeup looks, playing video games or sewing. She is a teacher who uses a gamification strategy in the classroom, especially when discussing and conveying information on important topics such as: harassment prevention, mental health awareness, inclusion, accessibility, and diversity. We cannot forget her affinity for pinup fashion and her easily recognizable hair colour.



ERIC M. LANG

Eric M. Lang is a game designer. He began his career as a playtester for FASA before publishing his first game, Mystick independently in 2000. He has since worked with publishers Fantasy Flight Games, WizKids, and CMON among others. He is the recipient of the 2016 Diana Jones Award. In March 2017, Lang became CMON's director of game design. Lang left his position with CMON in September 2020 to focus on freelance work and activism in the board game industry."



THE PANELISTS



ERIKA CHUNG

Erika Chung is a PhD candidate in the joint Communication and Culture program at Ryerson University and York University in Toronto, Canada. Her research interests include popular culture, fan culture, and the intersections of race and gender. Her doctoral research is focused on how women of colour experience comic books and comic book fan culture. She is the current VP Communications (English) for the Canadian Society for the Study of Comics/La Société canadienne pour l'étude de la bande dessinée.

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SARAH STANG

Dr. Sarah Stang recently received her PhD from the Communication & Culture program at York University in Toronto, Canada. She is the editor-in-chief of the game studies journal Press Start and the former essays editor for the academic middle-state publication First Person Scholar. Her published work has focused primarily on gender representation in digital games and has been featured in journals such as Games & Culture, Game Studies, Human Technology, and Loading. Her current research explores the intersection of gender, hybridity, and monstrosity in science fiction and fantasy games and other media.



TANYA POBUDA

Tanya is a board game academic, licensed drone pilot, artificial intelligence chatbot creator, and virtual and augmented reality practitioner. Her research on the board games has been featured in the New York Times, the Analog Games Studies Journal, and various podcasts including Stuff Your Mom Never Told You About, The Spiel, Who What Why Podcast and Beyond Solitaire. She is a PhD Candidate in Ryerson & York University's Communication & Culture program with a 26-year background as a former journalist, certified project manager, digital storyteller with a background in public relations, communication, marketing and Web design.

Twitter @PobudaTanya
Website: tanyapobudaphd.com

PARTNERS



GAME IN LAB

Game in Lab is a boardgame research program, co-created by Asmodee Research & the Innovation Factory, that supports scientific research projects on board games and creates spaces where researchers, professionals, and players can meet and exchange on their practices.



IRDL

The Institute for Research on Digital Literacies (IRDL) has a broad interdisciplinary mandate to engage and facilitate discussion, information sharing, systematic inquiry, and pedagogic innovation related to digital technologies, digital media, and digital cultures as sites of formal and informal pedagogy and learning. Our goal is to respond quickly to changes in technology, media, and culture, and to promote research, scholarship, and pedagogic innovation in a digital age.



CDH

The Centre for Digital Humanities (CDH) at Ryerson University engages in collaborative research at the critical intersection of the material and the digital, contributing to scholarly and societal knowledge about cultural objects, makers, and users.