

The logo features the words "Save These" in a light orange, cursive font above the word "DATES" in a large, dark blue, serif font. To the left of "DATES" is a stylized graphic of a blue and orange network node with three lines extending from it.

*April 1-4*

## BEING YOU AND MAKING GAMES: UNIQUE PERSPECTIVES, GAME DESIGN WORKSHOP

Four folks from game industry/academia will join us for a panel and game design workshop April 1st in conjunction with Ludum Dare (gamejam). Stay tuned for details, but expect:

1. A 1-hour panel midday on **April 1st**, followed by a break and announcement of the Ludum Dare Theme (historically this has happened at 3pm PST)
2. 2-3 hours for workshops in the afternoon / evening on **April 1st**. (brainstorming game ideas, demoing a piece of tech or tool, etc.)
3. Special guests will join us for a remote review / celebration of completed games on **April 4th**.

### **Special guests/Panelists:**

**Amy Lewis** is an Associate Software Engineer at Toys for Bob (Activision), and Cal Poly alumna.

**Maria Rosseau** is a 15-year game producer veteran that made her way to the top (as Lead Producer) from the position of QA lead for "Star Trek Online" in 2009.

**Kishonna Gray** is a gender studies researcher at the University of Illinois at Chicago that works in the areas of game studies, gender, sexuality (dis)ability, and race.

**D. Squinkifer** is a new media artist and co-founder of the game design studio Soft Chaos.

For questions/comments,  
please contact Dr. April Grow ([amgrow@calpoly.edu](mailto:amgrow@calpoly.edu)) or Dr. Zoë Wood ([zwood@calpoly.edu](mailto:zwood@calpoly.edu))

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