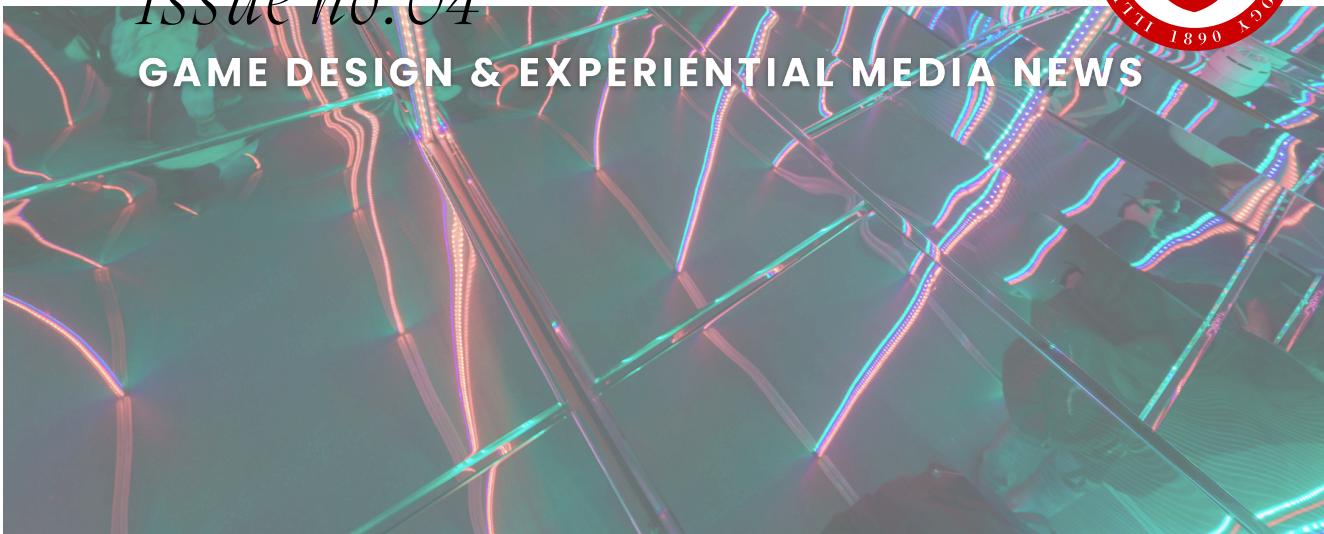




# Issue no. 04

## GAME DESIGN & EXPERIENTIAL MEDIA NEWS



### Campus-wide gaming ...

GEM faculty member Arlen Moller has proposed and helped develop a **new IPRO opportunity for students**. **Reimagining Social Recreation: Building A Campus-Wide Game** will be led by instructor and industry expert Pete Wendel. IPRO courses offer students unique opportunities to work on real-world projects in interdisciplinary teams, and we're thrilled to have such excellent opportunities for student game developers.

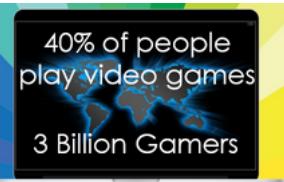


### Onwards to adventure ...

The Illinois Tech Chapter of **the International Game Developers Association** sponsored several students' travel to the **2025 Game Developers Conference** in San Francisco. Assistant Professor of Experiential Media and Design Bo Rodda served as faculty sponsor and de facto cultural guide for the trip.

Shown here: Elias Frey Reschly, Bo Rodda (GEM faculty member), Kat Stevens (GEM minor), and Trent Kauflin (GEM minor).

### IPRO497-978 Reimagining Social Recreation: Building A Campus-Wide Game



*How might we use game informed ways to address complex issues like socialization, mentorship, and mental health? Meet people where they are: gaming*

CRN 16812, Fall 2025  
Thursdays 5-7:40pm "Campus-wide Digital Games for Health"

### Once more, with feeling ...

We celebrated another **successful gamebITES** this spring, welcoming student game developers from across Chicago to the Ed Kaplan Family Institute for Innovation and Tech Entrepreneurship to showcase and celebrate their design projects. Coordinated by the Illinois Tech Chapter of the International Game Developers Association, this year's event was sponsored by the College of Computing, the Department of Humanities, and the Kaplan Institute, alongside the GEM program.



## Pave a path ...

This semester, we held our first competition for a GEM t-shirt design. **Lamarr Thomas (GEM '26) submitted the winning design above.** Congrats, Lamarr! If you want to buy a t-shirt, grab one here:



## Helping hands ...

Game Production Management major **Yailine Cano (GEM '28) received the university-wide Outstanding Commitment to Service award.** And, she and IGDA chapter treasurer and GEM minor Lucas Ferguson (CS '26) both received the Clinton E. Stryker Distinguished Service Award. Way to go Yailine (above) and Lucas (below)!



## Rising researchers ...

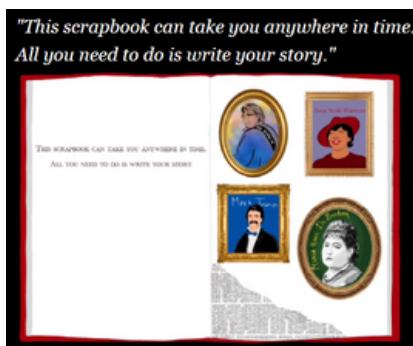
GEM majors also presented work as part of the annual Lewis College of Science and Letters Research Day. **Luzviviana Gonzalez (GEM '26) presented her tabletop role-playing game, Siren Song** (shown immediately below). And, **Annie Do (GEM '26) and Shonni Watkins (GEM '27) presented History Robbed Writers.** Second photo below: Annie Do answering questions for Distinguished Professor Emeritus of Physics R. Russell Betts, who also sponsored this year's research day.



## Turn the page ...

**Chelsei Marion (GEM '28) and Joanne Porter (GEM '28)** have almost completed *Pages In History*, for the American Writers Museum.

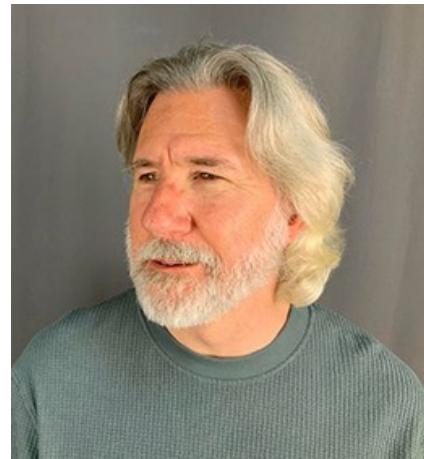
The game invites players to interact with writers of the past through a magical scrapbook while encouraging them to write their own stories. When published, this project will **help support the museum's field trip program** for middle and high school students.



## Simply the best

We are **pleased to recognize Assistant Professor of Design and Experiential Media Bo Rodda this year for exceptional service** to the Game Design and Experiential Media program and its students.

Professor Rodda oversaw the 2025 edition of gamebliTes, accompanied student game developers to the International Game Developers Association, and is an active GEM teacher. He has worked with students in courses including Fundamentals of Game Design, User Research, and Data Visualization. Thank you, Bo!



## Welcome aboard

We're fortunate to have **Assistant Teaching Professor of History Keith Green** join the **GEM program committee**. Dr. Green has broad expertise in cultural and modern European history, and he is developing a worldbuilding class that will launch as a GEM elective next year.

## Recent publications and releases

Check out the recent releases and publications from our GEM community! If you see an \*, that means the publication is in collaboration with or by a current or former student!

### Grants and Fellowships

\*Hanifah, H. (Summer 2025). Valentine Cosman Research Fellowship, Brian Sutton-Smith Library and Archives of Play at the Strong Museum of Play.

### Articles and Conference Papers

Collisson, B. and Rodda, B. (in press). Do You Want to Play a Game? Educational Escape Rooms and the Skillful Psychology Student. *Scholarship of Teaching and Learning in Psychology*.

DeVeaux, C., Markowitz, D. M., Han, E., Miller, M. R., Hancock, J. T., & Bailenson, J. N. (2024). Presence and pronouns: an exploratory investigation into the language of social VR. *Journal of Language and Social Psychology*, 43(4), 405-427.

Han, E., DeVeaux, C., Miller, M. R., Harari, G. M., Hancock, J. T., Ram, N., & Bailenson, J. N. (2024). Alone together, together alone: The effects of social context on nonverbal behavior in virtual reality. *PRESENCE: Virtual and Augmented Reality*, 33, 425-451.

Sitzmann, T., & Bauer, K. N. (2025). Self-regulated learning: A person-centric approach to training. *Industrial and Organizational Psychology*, 18(1), 143-146.

### Book Chapters

\*DeAnda, M.A. (2025). 11 Flapping Iono: The Hanky Code, Material-Semiotics, and Reading Gender Too Closely. In Wysocki, M. and Shook, S. (eds), *The Bloomsbury Handbook of Sex and Sexuality in Game Studies*, (New York: Bloomsbury), 149.

### Research Posters

\*Greenagel, A. G., Bauer, K. N., \*Lam, T., Morris, S. B., & \*Young, E. (2024). Technology in employment interviews: Common practice and applicant reactions [Poster]. Society for Industrial and Organizational Psychology Annual Conference, Chicago, IL, United States.

### Talks

Beachy, J., Coaplen, C.J., Greer, K., Hawpe, J., Kocurek, C.A. (2024, October). Halcyon Daze: The Final Voyages of Disney's Star Wars Galactic Starcruiser – Scenes from the Documentary in Progress, Halcy-Con, Orlando, FL, United States.

deWinter, J. (2025, May). Marrying Hatsune Miku: Generating Love in the Era of Generative AI. TEDxIllinoisTech: Uncharted Echoes, Chicago, IL, United States.

\*deWinter, J., and Hanifah, H. (2025, April) "Accessible Worlds? Accessibility, Design, and the Right to Play" (Panel) Foundations of Digital Games Conference, Vienna, Austria.

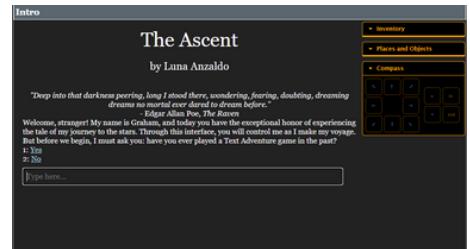
\*deWinter, J., Hanifah, H., Kocurek, C.A., Rodda, B., Stewart, K., (2025, March). Is games a discipline or a field? (Roundtable) Southwest Popular Culture and American Culture Associations 2025 Conference, Albuquerque, NM, United States.

### Games

\*DeAnda, M. (Designer and Developer) (2025). *And the Crops Withered*. Single-player tabletop role-playing game, successfully funded on Kickstarter: <https://www.kickstarter.com/projects/alicedgames/and-the-crops-withered/>

\*Duda, E. (Designer) (Forthcoming). *The Waste of Parts*. Cooperative strategy game, successfully funded on Gamefound and developed by Sky Kingdom Games: <https://gamefound.com/en/projects/skykingdomgames/the-waste-of-parts>

- You can read more about Evan's game in the Illinois Tech Magazine: <https://www.iit.edu/student-experience/student-and-alumni-stories/keeping-creative-path>



## Quoth the raven...

This academic year, **Luna Anzaldo (GEM '25)** **has been completing a capstone project with the American Writers Museum**. Not only did Luna dig into the works of Edgar Allan Poe, but she had the opportunity to really pursue her creative vision.

"I've gotten a lot out of this project, personally. I got to experience what it's like working with a client, and I got the chance to work on my own narrative from start to finish. This is the first game I've been able to work on where I had complete creative control," Luna said.

**"Text adventures are so rare nowadays, and I wanted to bring a little bit of attention to this genre I love so much.** Being that the project is for the American Writers Museum, I thought it would be a perfect fit."



## Save the date ...

We're stoked to be back at **Gamer's Universe at the Harold Washington Library on June 14**. Come say hi and check out some of our students' great projects.

Gamer's Universe is a free, family friendly gaming convention hosted by Chicago Public Libraries, and it's a lot of fun!

## Game history corner

If you're into 3D printing, you can print your very own version of the Lewis Chessmen! Check out the files on Thingiverse: <https://www.thingiverse.com/thing:5759652>

The Lewis Chessmen are a set of 12th-century gaming figures discovered on the Isle of Lewis.