[ANNOUNCEMENTS 🗣️]:
1. **Pod Renewals will be sent out on Friday - please fill out the form by April 23rd to continue having access to GI infrastructure.**
2. Enter our draw to win one of five copies of Valheim by emailing games.institute@uwaterloo.ca (cc: jrickert@uwaterloo.ca) by Monday, April 19th @ 11:55PM.
3. Research Assistant Workshop S21 Cfp! 🎨

[EVENTS 🎁]:
1. **Seminar Series happening this Thursday, April 15th @1PM!** Register via Eventbrite.
2. Lots of virtual workshops!
Neil got his Pfizer vaccine last week! 😄 When he told the team, Marisa replied by saying "jelly Neil". Neil was confused and instead of taking it as Marisa being jealous, he thought Marisa said he looked like jelly 😊
April 13th marks the start of Ramadan, which is the month of fasting observed by Muslims in Canada and around the world with a focus on spirituality and increased generosity.

Resources to Empower Muslims:
- Community Resources to Empower Canadian Muslims and Tackle Islamophobia in Canada
- Legal Resources

Learning Opportunities for Allies:
- Reading List
  - Anti-Islamophobia Resource List
  - The Guide To Allyship
  - Group Discussion/Personal Reflection Questions
  - E-Learning Modules
    - Anti-Racism 101
    - Countering Cyberhate 101
  - Stories by Muslims in Canada
  - Myths & Facts of Islamophobia: Responding to Common Narratives about Muslims
  - Combatting Negative Representation of Muslims in Video Games
- Videos
  - A How-To Guide for Muslim Representation in Video Games
  - A New Life in a New Land – Documentary Series
  - Islamophobia Video Series
Congratulations to Dakota Pinheiro, Jennifer Rickert, Jonathan Baltrusaitis, Lillian A. Black, Sabrina Sgandurra, and Toben Racicot for receiving English Graduate Awards
Dakota Pinheiro, English PhD student researching 21st century American protest and crisis literatures, has been awarded the Jack Gray Graduate Fellowship Award from the Department of English Language and Literature. This scholarship is awarded once a year to a full-time graduate student based on academic excellence. Read about the award here.

Jenn Rickert, English PhD researcher and Community Experience Curator for the Games Institute, has been awarded the David Nimmo English Graduate Scholarship from the Department of English Language and Literature. This scholarship is awarded to a full-time graduate student based on academic excellence.

Jonathan Baltrusaitis, English PhD student and Instructor at the Stratford School of Interaction Design and Business, has been awarded the Lea Vogel-Nimmo English Graduate Professionalization Award from the Department of English Language and Literature. This award is given to a graduate student on the basis of academic excellence and merit of professionalization activities.

Lillian A. Black, English PhD student researching queer feminist theory in media, has been awarded the W.K. Thomas Award from the Department of English Language and Literature. This scholarship is awarded annually to a full-time graduate student based on academic excellence.

Sabrina Alicia Sgandurra, PhD student and First Person Scholar Editor-in-Chief/Book Reviews Editor, has been awarded the Rhetoric Essay Prize for her essay entitled “Playing with The Virus: COVID-19 and ‘Pandemic-Rhetoric’ in Games” from the Department of English Language and Literature. The Adjudicator for the award notes, "This timely essay sets out to identify key elements of a “pandemic-rhetoric” at play in both mainstream media and in video games. The author draws on methods of discourse analysis to identify common rhetorical strategies that are mobilized in pandemic-related news and computer games." Read the full essay at this link: Rhetoric Essay Prize, PhD - Sabrina Alicia Sgandurra. Read more about the Award itself, here.

Toben Racicot, English PhD student and GI Podcast co-host, has been awarded the TA Award for Excellence in Teaching from the Department of English Language and Literature. Toben engaged his students in Dungeons and Dragons one-shots, for which he invited Games Institute members into his classroom to be game masters. His innovative approaches to teaching are powerful examples of how games can be used for educational purposes, even when the games were not designed for that purpose, thus extending the possibilities even further for experiential teaching.
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   Access our server by navigating to IP address **129.97.242.210:2456** via the “Join Game” tab and using “Join IP.” The password is “**vikinglumberjack**”. We ask that you leave the welcome centre & the collaboration space intact for the pleasure of all, but welcome the building and exploring to expand the Moo Moo Meadows to be everything you want it to be. Should you have any technical difficulty, or if the server is down, please reach out to Jenn (jrickert@uwaterloo.ca or via Discord DM).

3. **Research Assistant Workshop S21 - Call for Proposals**

   Much like at the start of the W21 term, we are considering whether to run another RA workshop for the upcoming S21 term. The workshop will provide incoming RAs with an introduction to the research culture at the GI, training for the RA-ships, and a chance to network with GI faculty, staff and other RAs.

   As a refresher, some of the workshop topics covered last term are:
   - Zotero and Citation Management
   - Literature Review Methods
   - Writing a Research Plan
   - Indigenous Research Methods
   - HCI Research
   - Collaborative Work Spaces
   - Feminist Research Methods

   Please note that if we were to run it again, similar workshop topics would be offered but with more of an interdisciplinary lens, and to also include more STEM research methodologies. Workshops facilitated by students will offer CV and professionalization...
opportunities. For faculty, it gives a chance to share interdisciplinary knowledge and connect with incoming GI students beyond your lab.

If you are:
1. In support of the GI hosting this event again
2. Would like to host a workshop
3. Would like to help GI staff facilitate the event

Please email games.institute@uwaterloo.ca 😊

**[EVENTS](#)**:

**GI Events**

- **Seminar Series: Decision Making in Interactive Narrative Games; Human-Robot Interaction Taxonomy**
  - Thursday, April 15th @ 1PM
  - Save the date! We are hosting two back-to-back research talks with Karina Arrambide and John E. Muñoz.
  - John E. Muñoz will be presenting about the Robo Ludens Taxonomy, a game design taxonomy for Human Robot Interaction ([http://roboludens.ca/](http://roboludens.ca/)).
  - Karina Arrambide will discuss how decision making in interactive narrative games affect player experiences, and the game mechanics behind these choices.
  - Register via [Eventbrite](https://www.eventbrite.ca).

**UW Events**

- **Verify Your Vibe Week 2021**
  - Monday, April 12th @ 10AM – Friday, April 16th @ 10AM
  - How are you going to generate ground-breaking research if you don’t first take care of the body and soul you’re inhabiting? Come join SAGE for a week of healing & education.
  - Register [here](#).

- **So You Made Your Whole Discipline Mad**
  - Wednesday, April 28th @ 12PM
  - In 2017, Jordan Hale's first academic article, co-authored while still in graduate school, went internationally, infamously viral, ruffling feathers in the discipline of library and information studies. Now several years into their role at UW, Jordan reflects on how understanding the technological underpinnings and political economy of academic publishing has transformed how they approach the production, dissemination and consumption of knowledge coming out of universities, and how we can work towards more just and ethical research futures.
Join directly using Microsoft Teams.

Other Virtual Events

Stuart Candy & Kelly Kornet
Tuesday, April 13th @ 7PM – free
- Stuart Candy is an educator, artist, and designer whose practice amplifies social foresight using media, games, and live interventions.
- Kelly Kornet is a trained graphic designer and a foresight & design researcher. Compelled to make sense of complex information through visual methods, her work draws from systems thinking, design, and graphic recording.
- Join via Livestream.

Mapping Justice: Mishuana Goeman in Conversation with Jonathan Gomez
Friday, April 23rd @ 6PM - free
- This discussion will focus on Dr. Mishuana Goeman’s “Mapping Indigenous LA” project, aims to unearth, highlight, and recognize the layers of indigenous Los Angeles through digital story mapping and storytelling with members of the indigenous communities.
- Register via Zoom.

Weingart: A Look Backwards Through the Index of DH Conferences
Tuesday, April 27th @ 12PM – free
- This event is organized by UCL Centre for Digital Humanities, which is part of the UCL Institute of Advanced Studies and by the Center for Spatial and Textual Analysis at Stanford University.
- Register via Eventbrite.

Claiming Democracy Over Digital Infrastructures
Wednesday, April 28th @ 1PM – free
- Lilly Irani is an Associate Professor of Communication & Science Studies at University of California, San Diego.
- Her research examines the cultural politics of high-tech work and the counter-practices they generate, as both an ethnographer, a designer, and a former technology worker.
- Register via Zoom.