Dear GI members,

I am very happy to announce that our GI Safety Plan for the main GI office space has been finally approved earlier this morning. 😊 What this means is that once the Provincial lockdown is lifted, we can allow for 30% capacity in the main GI pod spaces, collaboration area, and presentation room.

Here are the main things to note:

1. We can now move forward with getting individual safety plans for each lab approved as per the University return to research process. Hopefully, this will be a much faster process. Once those are approved, our members will not be required to go through individual return to research applications for research taking place in GI co-located labs.

2. All GI Residents returning to the GI in the S21 semester will have to read and sign the GI Safety Plan before their S21 pod assignments are confirmed.

3. If you are interested in using the GI space but have not requested a pod for the S21 semester, you will need to read and sign the GI Safety Plan. If you are interested, please email or DM Pam.

4. Once lockdown is lifted and we know we can enter the space, we will release more information about:
   1. Scheduling
   2. Sanitization
   3. Lab bookings (assuming that the individual Lab Safety Plans approvals have been received).

If you have any questions, comments, or concerns, please email or DM Pam.

Thanks,

Pamela Maria Schmidt
Research Projects Facilitator
[ANNOUNCEMENTS]:
1. Research Assistant Workshop S21 CfP!
2. Games Institute Virtual Tour CfP!
3. Confronting Anti-Black Racism e-Learning Course Registration

[EVENTS]:
1. Guest Lecture: Portable Laser Cutting with Dr. Thijs Roumen on Friday, May 7th!
2. Guest Talk: Product Management and Analytics in the Gaming Industry with Vik Agarwal on Friday May 14th!

Congrats on the end of term!!! 🎉🎊✨
Read “In Search of Inspiration: Re-thinking the Potential for Demonstration Effects” by GI Faculty member Dr. Luke Potwarka, published by the Sports Information Resource Centre.

Congratulations to Mara Gagiu for winning the Best Student Research Poster at the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games Online. Her poster entitled "MMPX Style-Preserving Pixel Art Magnification" presented her research about the MMPX algorithm with Dr. Morgan McGuire. Read about MMPX at this link.

[ANNOUNCEMENTS📢]

1. **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 😊

2. Games Institute Virtual Tour – Call for Proposals 🎥

The GI calls for proposals for audio and/or text about members’ favourite memories to include in a GI Virtual Tour video. Following the format of the testimonials provided for the GI’s Senate Renewal process, this is a chance to tell someone who has never been to the GI why they might consider becoming a member and visiting/taking up residence once that is possible again.

Proposals should be mindful that this video will be a public-facing representation of the GI as a University-level research centre, facility, and community. Audio and/or text files should respond to one of the prompts below:

- What brought you to the GI? (as in what did it offer that made it attractive to you?)
- What’s your favourite aspect of the GI? (the community? The labs? The office space? The staff?)
- What have you learned about games research that you wouldn’t have without the GI’s inter/multi-disciplinary environment?
- What do you miss most about the physical space now that the pandemic prevents us from being at the GI?
- Has the GI provided you with any opportunities that you wouldn’t have received in regular academic streams? (co-op, partnership opportunities, professionalization, etc.)
- Has the GI helped broaden your understanding of interdisciplinarity? (Basically has your perspective in your discipline changed since you came to the GI?)
- How does the GI compare to other groups on campus?
- What is your most vivid and favourite memory of the GI? Was it the first time that you came to visit? Did something specific happen? Why is this important to you?
- If you could compare the GI to any world/faction/environment, etc from a game (video, board) world, what would it be and why?
- Conversely, if the GI were to be made into a game-version, what do you think the most important gameplay or atmospheric features would be?
Additionally, renewal statements can be re-used for this purpose.

Proposals are due **Wednesday April 28th**. Submit a title, a 20-30 second audio clip and/or 150-300 word text statement to pmschmidt@uwaterloo.ca. Please indicate if you are willing to have your name attributed to your contribution or if you wish to remain anonymous.

Presenters will be notified of decisions by **Sunday May 2nd**.

As we edit things together, there will be more updates and an eventual way to view the GI’s tour video.

3. **Confronting Anti-Black Racism e-Learning Course Registration**

The Equity Office is excited to launch an e-learning course called Confronting Anti-Black Racism, based on Dr. Christopher Taylor’s Arts130 course that ran in the Fall 2020.

Before you begin, the following books are required for this course. Please look for them at your local book shop or public library.
- *How to Be an Antiracist* by Ibram X. Kendi
- *They Said this Would be Fun: Race, Campus Life, and Growing Up* by Eternity Martis

Register [here](#)! 

4. **Pandemic Parenting Resources Teams Group**

In response to the latest switch to online schooling for children in Ontario, we've started a Teams group to help support members of the UW community caring for children as they navigate the needs of their families and careers. We would like this group to be a place to find and share resources and strategies to support our children’s learning, and sometimes just keep them occupied during the workday. We hope it will be a way to crowsource things to keep our kids engaged and learning outside of synchronous class time, with initial resources targeting elementary-aged kids. The ultimate goal is to create a space for us to support and connect with each other during this time.

If you are interested in joining this group, please send an email or Teams message to Andrea Brookfield (andrea.brookfield@uwaterloo.ca).
**GI Events**

**Portable Laser Cutting with Dr. Thijs Roumen**  
*Friday, May 7th @ 1PM - free*

- Save the date for our virtual Guest Lecture, Dr. Thijs Roumen who is a PhD candidate in Human Computer Interaction in the lab of Patrick Baudisch, Hasso Plattner Institute in Potsdam, Germany!
- This is a full packed day including a Seminar with a Q&A session, Meet and Greet with GI students, and Meeting GI Faculty. Please consult the schedule for the specific times of each event.
- Schedule:
  - 1pm-2pm: Guest Lecture [Portable Laser Cutting] + Q&A
  - 2pm-3pm: General Meet and Greet with GI Members
  - 3pm-3:30pm: GI Faculty Meet and Greet
- Register via [Eventbrite](https://www.eventbrite.com).

**Guest Talk: Product Management and Analytics in the Gaming Industry with Vik Agarwal**  
*Friday, May 14th@ 12PM – free*

- Save the date! Vik Agarwal is a Lead Product Manager at Zynga where he is helping launch the next generation of games. After working for over 7 years at multiple gaming studios such as EA, DeNA, Machinezone and Amazon Games, and working on over 8 gaming titles grossing over 2 billion dollars, Vik knows what truly drives the player acquisition, engagement, retention and monetization (AERM) funnel, game monetization and world class live operations.
- This session will dive deeper into the skills that a Product Manager needs to break into and succeed in the gaming industry. Main takeaways:
  - What are the best ways to apply to get your dream job in the gaming industry?
  - What is the difference between the role of a Product, Project and Program Manager?
  - Insight into a day in the life of a Gaming Product Manager.
- Register via [Eventbrite](https://www.eventbrite.com).

**UW Events**

**So You Made Your Whole Discipline Mad**  
*Wednesday, April 28th @ 12PM - free*

- 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.

A Year of COVID-19

- Innovative Research
  - Thursday, May 20th @ 11:45AM - free

- Teaching and Learning
  - Thursday, June 17th @ 11:45AM - free
    - A discussion of the transformational changes to pedagogy/work that have been driven by the pandemic, including best practices, challenges, and lessons learned.

- Register here.

Other Virtual Events

VFX | AI Symposium 2021

Wednesday, April 28th @ 11AM – $100

- The Symposium is dedicated to professionals in the visual effects, animation and artificial intelligence industry.

- More specifically, this event is aimed at IT and R&D department professionals, studio heads and managers, VFX/Animation teachers, AI professionals working in the digital imaging sector and more broadly at senior artists interested in the impact of artificial intelligence on their work process.

- GI faculty member, Dr. Morgan McGuire, is presenting here about his work as the Chief Scientist at Roblox.

- 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.
GLP Webinar: What can land use modellers learn from other disciplines?
The role of machine learning, game design & parallelization in the future of land use modelling

*Friday, April 30th @ 9AM – free*

- The webinar will focus on new advances in social simulation and computational modelling that can support better representation of human behaviour in the land system.
- [Prof. Robert Axtell](#) will present new work on large-scale agent based models in social science, [Prof. Thomas Clemen](#) will present a simulation platform capable of modelling vast multi-agent systems, and [Dr. Brian Mac Namee](#) will describe the use of machine learning and ABM in computer game design.
- Register via [Zoom](#).

Design Justice

*Wednesday, May 5th @ 1PM – free*

- Sasha Costanza-Chock is a researcher and designer who works to support community-led processes that build shared power, move towards collective liberation, and advance ecological survival.
- Register via [Zoom](#).

Complicating the whiteness of Digital Humanities: Deep History of Black DH

*Wednesday, May 12th @ 12PM – free*

- This talk will document a deep dig into the ecology of digital humanities, centering Black DH work in the field. Among the scholars’ work discussed will be Abduhl Alkalimat, creator of e-black studies, Bryan Carter, Virtual Harlem, Marilyn Miller Thomas-Houston, iBlack Studies and co-editor of the multi-media journal Fire!!, Ronald Bailey, who developed [www.dignubia.org](http://www.dignubia.org) and [www.nubianet.org](http://www.nubianet.org) and Afro Publishing without Walls, and Maryemma Graham, History of Black writing.
- Register via [Eventbrite](#).