Hello, GI Members,

As many of you would have seen in the President’s email last week, we have entered yet another stage of lockdown, estimated to last 28 days. As a campus, we need to be prepared for the possibility of a lockdown period of longer than these 28 days. The University continues to monitor the situation in the Province as well as, more directly, on campus given the recent COVID-19 breakouts in student residences.

For the GI, this new shut down means the following:

- On-campus research can be undertaken only upon the approval and implementation of the GI Safety Plan (see below for updates on that).
- Any work that can occur remotely should continue to be done from home.
- Should the lockdown continue, or restrictions are increased, we must comply with all new/additional regulations.

Access to the GI space is still hinged upon the approval and implementation of the GI Safety Plan, which was submitted in late December. We have yet to hear from the Office of Research as to the official approval. However, we have been asked for some minor corrections and additions which were already submitted. Any new information we receive regarding the approvals will be communicated to you in WH@GI emails.

We’re aware that you’re frustrated about this. So are we. The fact is that we have been given absolutely no go-aheads about increased use of the GI space or providing more regular access for research due to the current and previous lockdowns. Thus far, requests for entry are only approved by the Office of Research on a one-off basis.

We are doing everything we can to move these permissions along, but this is 100% up to the University structures and completely out of the GI’s hands. We are working very hard to speed the process up while juggling our day-to-day tasks.

Stay safe and healthy,

Neil
[ANNOUNCEMENTS]:
1. Staff support at half capacity this week due to Waterloo Staff Conference. Please note that this may cause delays in our responses.
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. Congratulations to Dr. Rina R. Wehbe for successfully defending her dissertation! 🎉

[EVENTS]:
1. Lots of workshops!
2. Coffee N' Chill this Wednesday, April 7th @ 11AM!
3. Gaming Night 🎮 on Friday, April 30th @ 4PM!

On March 31, we celebrated the **International Trans Day of Visibility** which is dedicated to celebrating trans people and raising awareness of discrimination faced by transgender people worldwide.

[RESOURCES]:
- Trans Resources by The Glow Centre for Sexual and Gender Diversity
- Helpful Links for the LGBTQ+ Community in Kitchener-Waterloo, Ontario and Beyond
- Supporting the Transgender People in Your Life: A Guide to Being a Good Ally
- Tips for Allies of Transgender People
- Books and Movies
The following infographic by Trans Student Educational Resources highlights the importance of visibility.
**Toben Racicot receives the TA Award for Excellence in Teaching**

**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's work in English 109 and English 294 was exemplary. Student assessment and feedback was excellent, especially in the areas of TA engagement and communication," notes the Adjudicator.

"From the deeply-developed teaching portfolio submitted, it was also clear that Toben engaged in a series of truly innovative teaching techniques from role-playing assignments to deeply reflective assessments. Toben also engaged with a series of professional development activities, and extended teaching outside of the classroom to represent the department glowingly in interviews, lectures, and talks."

A few of those innovative teaching techniques involved engaging the students in Dungeons and Dragons one-shots, for which Toben invited Games Institute members into his classroom to be game masters. Toben’s 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.

**The HCI Games Group and the Waterloo Institute for Nanotechnology create a Visual Storytelling Experience**

The HCI Games Group at the GI collaborated with researchers from the Waterloo Institute for Nanotechnology to provide a visual storytelling experience that explores and explains how nanotechnology is used in our everyday lives, including an explanation of the covid vaccine. [Click to play!](#)

The project combines digital visual storytelling and game technology. Read more about it [here](#).
[ANNOUNCEMENTS]:

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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.

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. Congratulations to Dr. Rina R. Wehbe for successfully defending her dissertation! 🎉

4. GI admin staff is available via email, Discord, Teams, and Slack!
   a. Agata is available via direct dm.
   b. Pam is summon-able via @gi-projects.
   c. Marisa via @gi-comms.
   d. Aathani via @gi-ops.
   e. Jenn and Cayley via @gi-social.

[EVENTS]:

GI SavePoint Socials
- **Coffee N' Chill** 🍮 | WEDNESDAY, April 7th @11am | Discord
- **Gaming Night** 🎮 | FRIDAY, April 30th @4pm | Discord

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/).
Karina Arrambide will discuss how decision making in interactive narrative games affect player experiences, and the game mechanics behind these choices.

Register via Eventbrite.

Global Engagement 2021 Summit: Pandemic
Wednesday, April 7th @ 10AM - free

- The Global Engagement Seminar (GES) is a senior undergraduate course that brings together students from across the University with experts and mentors to develop solutions for contemporary global problems.
- Leading the GES students in exploring the theme of pandemic from multiple perspectives are course instructors Dr. Shana MacDonald (Department of Communication Arts) and Dr. Shannon Majowicz (School of Public Health and Health Systems).
- This Summit that will consist of a panel discussion from Global Engagement’s Jarislowsky Fellows as well as an exhibition of student projects focused on the Pandemic.
- Register via Eventbrite.

Indigenous Speakers Series presents Logan MacDonald
Thursday, April 8th @ 12PM - free

- This event features Logan MacDonald, professor in the Department of Fine Arts and Canada Research Chair (CRC) in Indigenous Art.
- **Logan MacDonald is a visual artist** of mixed European and Mi’kmaq ancestry, belonging to the Elmastukwek people of Ktaqmkuk territory (Bay of Islands, Newfoundland). His interdisciplinary practice explores notions of belonging in contexts of cultural erasure, queer and disability experiences.
- Join via this livestream link.

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.

I Learn Humanities by Making Art with AI
Wednesday, April 7th @ 9PM – free

- Eunsu Kang is an artist, a researcher, and an educator who explores the intersection of art and machine learning as well as the possibility of creative AI. She started her artist career with video
installations and single channel videos. After more than 100 art exhibitions around the world including Korea, Japan, China, Switzerland, Sweden, France, Germany, and the US, her works have transformed into interactive and interdisciplinary art projects, which currently focuses on the nascent area of AI art.

- Register via Eventbrite.

**Design Justice: Practices for Reshaping the Future**  
*Friday, April 9th @ 3PM*

- This discussion will focus on scholars and practitioners at the forefront of design justice, a set of practices and initiatives committed to community-led design for social justice. Marginalized and oppressed communities are disproportionately impacted by inequities in the design of digital environments. These inequities include predictive policing algorithms that target racialized groups, and automated systems in social services that make access to benefits for the poor more difficult.
- Register via Zoom.

**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](https://www.ucl.ac.uk/cdh), which is part of the [UCL Institute of Advanced Studies](https://www.ucl.ac.uk/ias) and by the [Center for Spatial and Textual Analysis](https://www.stanford.edu/ctac) at Stanford University.
- Register via Eventbrite.