RESOURCE PACKAGE

ANTI-RACISM BOARD GAME SHOWCASE

2020/2021

PREPARED BY
COUNCIL FOR RESPONSIBLE INNOVATION
AND TECHNOLOGY (CRIT),
THE GAMES INSTITUTE,
RESEARCH IN EQUITY, DIVERSITY,
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UNIVERSITY OF WATERLOO
This resource package was compiled by CRIT, The Games Institute, and REDI to provide aspiring game creators with directions to find research materials about making board games that promote anti-Black and anti-Indigenous racism. These 5 lists will link you directly to resources, but they are by no means all-encompassing. Think of them as starting points to help guide your own research. Do not stop here.

**Contents**

- Games
- Talks
- Articles
- Podcasts
- Books
- Blogs

- Get inspired through examples of games
- Learn what constitutes anti-racist board games through talks and articles
- Gain a deeper understanding of the general possibilities for game design through podcasts and books
- Explore blog posts with design advice from other creators

Also refer to the **Anti-Racism Resources from the office of Human Rights, Equity, and Inclusion at the University of Waterloo**
GAMES

- Anti-racism education games & activities for Australian Schools - List by Racism No Way
- Arranged! – Nashra Balagamwala
- Freedom: The Underground Railroad
- Black Card Revoked – Latesha Williams and Jay Bobo
- Dawn of Peacemakers
- Games for Change 2020 Showcase
- Racism 24 board game
- Rap Godz – Omari Akil
- Rise Up: The Game of People and Power – TESA Collective
- Road to Racial Justice
- S.C.O.R.E – Audrey Clausen
- Spirit Island – R. Eric Reuss
- Steal away Jordan: Slave Narrative RPG – Julia Bond Ellingboe
- TESA Collective game library
- The Gift of Food – Beth LaPensée
- Trials & Triumph – April Preyar
TALKS

- Black Industrial Designers Talk About Race and Design, Part 1 – Core 77
- Building for Inclusivity: How Games Have the Power to Transform People – Panel from GFC2020
- Cooperative Games Panel: Spirit Island and Overcooked 2 – Games Institute
- Games for a Change – Brenda Brathwaite
- Speeches on the Games for Change YouTube Channel
- Walk a mile in our moccasins - Janelle Pewapsconias

Designing Games That Foster Equity and Inclusion: Encouraging Equitable Social Experiences Across Gender and Ethnicity in Online Games – Gabriela T. Richard, CHI 2013

Cultural framing of computer/video games – Kurt Squire, Game Studies

Educational board gaming and counter politics – Anton Oehmsen-Clark, First Person Scholar (FPS)

Fighting bias with board games – Maanvi Singh, NPR


(Re)Coding survivance and the regenerative narrative – S. Rose O’Leary, FPS

Saskatchewan woman creates indigenous board game – CBC News

The burden on our back: Conveying Nahua survivance through games – Joshua A. Wood, FPS

We need to have our stories: The Black Girl Gamers fighting for inclusion – Hani Richter, Vice
PODCASTS

- Beyond Competition – The Magic of Cooperative Games — Suzanne Lyons
- Black games matter: Great games from black game designers — Tabletop Bellhop
- Games for Change/Cooperative Games with Rina Wehbe — Games Institute Podcast
- (Re)Coding survivance: Sovereign video games special issue — First Person Podcast
• Critical Play: Radical Game Design – Mary Flanagan
• Discursive Design: Critical, Speculative, and Alternative Things – Bruce M. Tharp and Stephanie M. Tharp
• How to be Antiracist - Ibram X. Kendi
• Persuasive Games – Ian Bogost
• Tabletop Role-Playing Games and the Experience of Imagined Worlds – Nicholas J. Mizer
• Values at Play in Digital Games – Mary Flanagan and Helen Nissenbaum
• Woke Gaming: Digital Challenges to Oppression and Social Injustice – Kishonna Gray and David J. Leonard
Cooperative games: Advice from the experts – League of Gamemakers
Design Tips: Make Losing Feel Good – Cloudfall Studios
How three academics created a game about Indigenous culture and philosophy – Ruel Gaviola, Geek & Sundry
Inclusive Game Design: Key Starting Principles – Filament Games
Pipelies: Gamifying pipeline politics – Marisa Benjamin
This is how board games spark social change – TESA Collective
Tips on how to make a fun cooperative board game – Honest Rogue Games
Unique problems of cooperative game design – Victoria Tran (Indie Megabooth)

Reminder to check out the Anti-Racism Resources from the office of Human Rights, Equity, and Inclusion at the University of Waterloo in addition to this package