[ANNOUNCEMENTS]: No Office Hours July 1st and all Wednesday events CANCELLED;

"Virtually There" - a GI Contest;

[EVENTS]: Lots of UW Equity Office Events including a CCDI Webinar: Let's Talk about Privilege;

[SLACK/DISCORD DIGEST]: WE CAME, WE SAW, WE JAMMED!

This week, we feature Tina Chan's side-quest, "Fire & Dance" - a game she created with a team at the GI Jam. Tina, GI alum and Founder of PASS Inc., says Fire & Dance is a co-op rhythm game where you have to sync moves with your partner to defeat monsters. Ask Tina for the live game link!
Announcements:

1. **All GI office hours are cancelled** this Wednesday, July 1st, 2020.

2. **GI Mentorship for Software Engineer Capstone Teams?**
   Dr. Derek Reyside has reached out to us to ask if any GI members would be willing to act as mentors for his software engineer capstone teams, who are focusing their research around student engagement activities/games. Mentorship includes guiding the teams through virtual games spaces and engagement. If you're interested, DM Grace on Slack and Discord or email games.institute@uwaterloo.ca

3. **"Virtually There" - A summer contest by the GI**
   Jenn Rickert has organized an exciting context to help the community remember and re-envision the GI physical space while we are quarantining at home. Contest entries will seek to recapture feelings, visuals, or stories about the memories or longings for our little corner of EC1. These can serious, funny, contemplative, research-amped, meme-y, etc.

   Submissions open July 1 and close July 15. For more details, please see the attached document.

4. **CtA (Call to Amplify):** For this edition of Aesthetic.Resistance, we would like to amplify the work and voices of black content creators, educators, activists, and entertainers on our platform as part of our mission to decentralize whiteness on Instagram.

   "As the Black Lives Matter movement continues on and media attention wanes in favour of another topic, we aim to continue the amplification of black voices. We welcome black content creators submitting their works to us or if you know of a black person’s work you’d like to raise awareness of, send us a message to the @aesthetic.resistance @aesthetic.resistance #instagram thread. We aim to publish this content weekly to our Instagram account Feminists Do Media (@aesthetic.resistance). Any questions can be directed to the #instagram slack thread."

Events:

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<tr>
<th>GI &quot;Save Point&quot; Socials</th>
<th>CANCELLED - &quot;Wellness Wednesdays: Yoga&quot;</th>
<th>Wednesday June 30th @9am</th>
<th>Discord</th>
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<tr>
<td><strong>UW Human Rights, Equity, and Inclusion</strong></td>
<td><strong>Cultivating Consent Culture from an Intersectional Lens - Workshop</strong></td>
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<td>Pro tip: for a full list of events and workshops, please visit their website.</td>
<td>• <strong>Monday, July 6 @1:30</strong></td>
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<td>○ This is a workshop that uses the Anti-Oppression framework to understanding rape culture and its manifestations in learning institutions/on campuses specifically and in our communities more broadly.</td>
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<td>○ Through the lens of intersectionality, participants will explore the historical contexts, complexities of BIPOC communities (and their varying intersections) navigating sexual harm within oppressive structures.</td>
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<td>○ The role of allies as well as better organizational/institutional responses will be explored.</td>
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<th><strong>CCDI Webinar: Let's Talk About Privilege</strong></th>
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<td>• <strong>Tuesday, July 7 @ 1:00</strong></td>
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<td>This Canadian Centre for Diversity and Inclusion (CCDI) webinar will explore strategies and tools that can be used to contextualize the notion of</td>
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“privilege” and its historic and systemic origin, while managing and acknowledging individual feelings and experiences.

**Ask Us Anything: Indigenous Initiatives at UW**
- **Friday, July 10 @ 1:00**
  - *Ask Us Anything* is a virtual series hosted by the Human Rights, Equity and Inclusion Unit (HREI) that creates space for open dialogue and further deepens community at University of Waterloo. Students, Faculty, Staff, Alumni, and Community Members are welcome.
  - Will be hosted by Jean Becker, Senior Director Indigenous Initiatives. Jean will provide a brief overview of her Office’s work, plans for the future, ways to connect, and will then open the discussion.

**Storytelling: Dan & Mary Lou Smoke**
- **Wednesday, July 15 @ 6:00**
  - Hosted by the Indigenous Healing & Wellness Program (IHWP) Wellington-Waterloo. First Nations, Inuit and Métis from Guelph-Wellington & Kitchener-Cambridge-Waterloo Regions please join the IHWP for our first online Storytelling, with Dan & Mary Lou Smoke!
  - The virtual space will open at 5:30 PM to say hello and chat before the event at 6:00 PM

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**Violence Evidence Guidance Action (VEGA) Project launches online**
An online platform called the Violence Evidence Guidance Action (VEGA) project built with the assistance of Dr. Steve Wilcox at The Games Institute has been launched to assist healthcare and social service providers to recognize and respond safely to family violence. VEGA is led by McMaster University in collaboration with 22 national organizations, with funding from the Public Health Agency of Canada. According to Dr. Wilcox:

"The VEGA team approached this challenge in a number of ways, including through a series of games developed in collaboration with The Games Institute. Through this collaboration we designed simulated interactions which allow healthcare providers to discover the signs of family violence for themselves and to explore various responses, the outcomes of which align with evidence and best practices. The result is a learner-centered, interactive approach to recognizing and responding safely to family violence."

**YouTube Video of the Virtual Panel with GI Members - "Rebooting with Research: Our Virtual Future"**
Missed the event from Thursday, June 25? Watch it now on YouTube. Drs. Aynur Kadir, Jennifer Boger, Jim Wallace, and Michael Barnett-Cowan of the Games Institute, Scotiabank's Andrea Kerswill, and Glove System's Ray Simonson talk about what we have seen so far about our attempt to capitalize on virtual technology to manage through the crisis, the pros and cons of virtual connectivity, what weaknesses of virtual reality have been exposed, and how to reinvent the future. Plus, the panel is moderated by the GI's Executive Director, Dr. Neil Randall.
Now combined in “Slacking at the Disco(rd), Jenn (JennRickert |angel1573; jrickert@uwaterloo.ca) & Cayley (@Cayley MacArthur; cayleymacarthur@uwaterloo.ca) will select some of the top thoughts, posts, or stories from our virtual GI community via the Discord and Slack servers, sharing the best TL;DR recap here. Got suggestions for highlights, troubleshooting needs, or want something set up on Discord? Talk to the bots in the #suggestions channel, or DM/email Jenn! Got something you need on Slack? Send a message to Cayley!

| WE CAME, WE SAW, WE JAMMED! 🎉 |
This weekend, following manny weeks of extensive planning between both our Slack & Discord communities, we saw the first solely-digital GI Game Jam over on Discord! The Spring 2020 Jam brought in participants from all around the world, including from Bulgaria and Korea! We also received submissions from those of all ages, including our youngest ever submission from a 10 year old girl and a lot of interested high school students. To paraphrase a statement from Tina Chan in the Slack’s jam-planning channel, “[we] trust the future 🌍”. Especially after what was an awesome event! Though, after jamming Thursday through Sunday, we’re not really quite sure what we will do with all this free time now... We laughed (at our inability to write “whords” properly all weekend), we cried (at how inspirational the newest jammers are), it was better than Cats. We had to expand our capacity to accommodate 25 teams! Following finalization of all the submissions and recognitions for our amazing participants, the games will be available for the wider GI community to try out. 🎮

Once the winners have been announced, keep an eye out on the GI Collections Museum 🎨 for all of the press kits submitted during the Jam! We look forward to hosting more GI Jams in the virtual sphere, especially due to the increased reach and inclusivity the web platform offers! We hope you can join us next time. (We’re probably already planning the next one in #event-game-jam on Slack, see you there 😊)

| KEEP CALM AND SWEAT ON 😃 |
Things have been quieter lately as people are hitting their stride into term and battling hot weather! With Canada Day falling in the middle of the week, some social events are cancelled or postponed! Please be sure to double check for any changes in the respective channels/alerts. However, we encourage you to come and hang out in The Save Point🔥 on Wednesday to celebrate together, even though we’re apart. We hear there’s even virtual fireworks happening online 🎆.

| SPOILER ALERTS (aka What else did I miss?) 🤖 |
The Slack channel 🎨#topic-accessibility 🎨 was spun up for us to talk about, well, accessibility: something that’s a consideration for all of our work. @Lennart shared CanIPlayThat.com, a website featuring reviews and coverage of games. The site is “an outlet run and written entirely by disabled writers, and we are thrilled to be part of the rapid progress toward inclusion in the games industry.” We agree! Try searching for some of your favourite titles and reading some of the reviews, which have categories like “Blind Review,” “Deaf/HoH Review,” “Mobility Review” - you may look at those games a little differently after seeing them from a different point of view. Then, join in the conversation: what surprised you?

The Feminist Thinktank is planning a discussion on anti-racism for the GI, to push ongoing antiracist conversations further: what can taking anti-racist action look like? What can we do in our community? Bring your questions so we can learn together. Join #lobby-feministthinktankon Slack to get involved, and
watch this space for details to come.