[EVENTS]: Guest Talk - Research Through Design with Dr. William Odom, Nov. 16

[RESEARCH UPDATES]: Check out what our members presented at CHI Play

According to Agata, the following is what you do when you find a carton of buttermilk at the very back of your fridge with the expiry date of Sept. 20th.
(From top to bottom) cranberry quinoa muffins, cinnamon raisin scones (the English kind), and sourdough bread!

** Please note: no creature (kids included) was poisoned in the process of making and consuming these baked goods.

**EVENTS**:  
1. "Coffee N' Chill" of the term | WEDNESDAY, November 11th @9am | Discord  
2. Afternoon Gaming | FRIDAY, November 13th @4pm | Discord  

**Guest Talk: research Through Design with Dr. William Odom**  
**Monday Nov. 16th, 12pm EST**  
Dr. William Odom is an Assistant Professor in the School of Interactive Arts and Technology at Simon Fraser University, and has offered to talk about Research through Design as a research method in HCI. Use the link in the registration.
**UW Events**

**The Issues with Gaming: Educating Ignorant Communities**  
*Friday, November 13th, 7pm EST*

- Hosted by QTPOC KW, which hosts monthly events for people who identify as LGBTQI+ and BIPOC with the goal of building and nurturing a more resilient community.
- This week's discussion dives into the harmful language and behaviours displayed in gaming communities.
- This event prioritizes Black, Indigenous, and other racialized individuals who identify as Queer or Trans, as well as their friends and allies.

**Other Virtual Events**

**Cultures of Hyper-Productivity and the Quantification of Work: A Visual History of Time Management Studies**  
*Tuesday 17th November, 10am - 11:30am (Australian Eastern Daylight Time, GMT+11) - registration required*

- This presentation examines the cultures of hyper-productivity and constant measurement that characterise contemporary experiences of work, tracing their history to the new practices and technologies of time management that emerged at the start of the twentieth century.
- Seminar will be available to stream on YouTube live. Access using the live link: [https://youtu.be/T89i5HBT0L0](https://youtu.be/T89i5HBT0L0)
- Date/time: Tuesday 17th November, 10am - 11:30am (Australian Eastern Daylight Time, GMT+11)
- Q&A with the speaker to follow. To send questions/participate in the chat, you'll need to [sign-in using a YouTube account](https://youtu.be/T89i5HBT0L0).
- The seminar will be recorded and available to watch on the SSN YouTube channel after the Livestream.
- If you have any questions, please send to [ssn-...@deakin.edu.au](mailto:ssn-...@deakin.edu.au)

Lillian A. Black and Alex Fleck will be giving talks for the Digital Scholars Lecture Series:

- Register for Lillian's talk, *"It's Queerly Identifiable: Transgender Narrative Reclamation in Overwatch"* on November 19th at 4pm
- Register for Alex's talk, *"Communities in Care in Platform Construction: Understanding Video Game Preservation in 2020"* on December 3rd at 4pm

**Choices and Challenges - Technology and Disability: Counternarratives Series:**

- The first panel discussion “Autism Tech & Autistic Experience” is on November 9th, **10:00-11:30 a.m.** Carolyn Shivers, Elizabeth McLain, Finn Gardiner, Rua M. Williams, and moderator Damien Patrick Williams share their perspectives regarding autistic experience encountering technology which “helps.” [Register the Autism Tech & Autistic Experience panel here](#).

- The second panel discussion “High-tech ‘Fixes’ & Disability” is on November 11th **10:00-11:30 a.m.** Alice Wong, Elizabeth Guffey, Jaipreet Virdi, Yomi S. Wrong, and moderator Rose Eveleth propose counternarratives about high-tech fixes for disability. [Register the High-tech "Fixes" & Disability panel here](#).

- The third event in this series is on November 13th **1:30-3pm**, a Cyborg Promenade with Sammus the Rapper (Dr. Enongo Lamumba-Kasongo) and poet Travis Chi Wing Lau, a
celebration with poetry and music. Register the Cyborg Promenade with Sammus and Travis panel here.

Games Institute members attended and presented at CHI Play 2020

CHI Play 2020 is an international Human-Computer Interaction and games conference hosted by SIGCHI. Check out the GI member research presented at the conference:

- Joseph Tu and Ekaterina Durmanova presented the game Curioscape. Watch the Youtube video, "Curioscape: A Curiosity-driven Escape Room Board Game".
- Adam Leung and Tina Chan presented the game Illuminate. Watch the YouTube video, "Illuminate: A Simulation game to instill grounded hope in youth for climate action".
- Max Altmeyer presented "HexArcade: Predicting Hexad User Types By Using Gameful Applications"
- Katja Rogers presented "The Potential Disconnect between Time Perception and Immersion: Effects of Music on VR Player Experience".