[EVENTS]: Lots of EDI events; GI members giving talks at the Digital Scholars Lecture Series

The Games Institute Podcast hit a new milestone! We are now in FOUR continents. Here's a breakdown of our main audiences by country:

1. China
2. United States
3. Canada (yes, believe it or not, Canada is 3rd)
4. Germany
5. Belgium, France, Japan
6. Ecuador, Slovakia, Norway
7. Argentina, Netherlands, Russia, Iran, Indonesia

We are so close to hitting 3000 unique listeners! If you haven't listened to the podcast, start now with our latest episode featuring Pamela Maria Schmidt talking about apocalyptic video games.

Would you like to be on the podcast? Contact Marisa and Toben to set up a time. We're recording via Teams so you don't even have to leave your room to share your research with audiences across the world.

Listen on Apple Podcasts, Spotify, YouTube, or wherever you get your podcasts. OR, listen straight from the source: [https://gamesinstitute.libsyn.com/](https://gamesinstitute.libsyn.com/)

**The Games Institute Podcast is brought to you by:**
Marisa Benjamin, Research Communications Coordinator, and Toben Racicot, English PhD candidate co-host the Official Games Institute (GI) podcast. Every episode we spotlight a researcher from the GI!

gamesinstitute.libsyn.com
| **GI SavePoint** | **1. "Coffee N' Chill" of the term** | WEDNESDAY, November 11th @9am | Discord |
| **Socials** | 2. **Afternoon Gaming** | FRIDAY, November 13th @4pm | Discord |
| **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. |  |

**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.

**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/T89i5HBTOL0
- Q&A with the speaker to follow. To send questions/participate in the chat, you'll need to sign-in using a YouTube account.
- If you have any questions, please send to ssn-...@deakin.edu.au

**University of Toronto, Celebration of Excellence and Engagement**
*Tuesday, November 24, 6PM - 7PM EST - registration required*

- This panel provides an overview of the idea of inclusive excellence, its origins and deployment in the post-secondary sector and related agencies, and the policies and strategies that are currently being deployed to advance the goals of equity, diversity and inclusion.
- Moderator: Joy Johnson
- Panelists: Dr. Sheila Cote-Meek, Dr. Wesley Crichlow, Dr. Danika Goosney, Dr. Malinda Smith

**Black Inventors & Innovators: New Perspectives Series**
*Monday, November 16-20 1PM-2:30PM, EST*

Join the Smithsonian’s Lemelson Center for the Study of Invention and Innovation for a week-long webinar series drawing renewed attention to historic and contemporary inventors of color and Black technology consumers, while discussing strategies for building a more equitable innovation ecosystem.

| November 17 | Session 2: Pipelines and Pathways: Invention Education, training, and mentoring |
| November 18 | Session 3: Black Inventors and Innovators at Work |
| November 19 | Session 4: Commercialization and Institutions |
| November 20 | Session 5: How Have Black Individuals and Communities Experienced Technology? |

**Future of Work Speaker Series: Why the Future of Work Needs Indigenous Inclusion & Perspectives with Jon Davey**
*Thursday, November 19th 1PM-2:15PM EST - registration required*

- What will your future career look like? How will you land a job in the new online recruitment? How are industries changing and what does this mean for your future prospects?
- Join the Future of Work Speaker Series to talk directly with alumni and employers about their views on the future of work. Designed to offer you flexibility to attend the online sessions you are most interested in, these tailored small-group conversations will help you connect with professionals
Research during COVID-19: Collaborating during CHI Season
The first article in our new research spotlight series, "Research during COVID-19", explores how our community of Human-Computer Interaction researchers adapted to virtual environments during one of the busiest times of their year.

Watch Apocalyptic Video Game Narratives with Pamela Maria Schmidt
Pam joins us on the Games Institute podcast to recap her Master's research, featuring discussions about Horizon Zero Dawn, Jak 3, and Final Fantasy 7. Later, Pam compares the Witcher III adaptation with the source text and breaks down all the problems with the Netflix tv show.