Welcome to Fall 2020. It’s a new semester, a start to a new academic year but, somehow, it feels kinda old with the online-almost-everything life our collective selves are living under the continuing COVID-19 restrictions. Nevertheless, things at the University are changing and the GI will be opening its doors on a limited capacity basis in the coming months. The GI space is being prepared for an inspection as we speak (official UW arrow/physical distancing decals on the floor, sanitation stations, plexiglass barriers where needed etc.); we have a new lab construction commencing shortly (this will be a Haptic Computing Lab/maker space courtesy of Dr. Oliver Schneider’s CFI grant); a COVID-19 Safety Plan is being prepared for approval by the Safety Office; and we are still looking for a place to store chairs which need to be removed until we are allowed more than 30% occupancy rate.

We are also preparing the GI for the Senate renewal which means that, every five years, the GI community must ask the UW Senate for permission to continue existing. No joke, without the Senate approval, the GI will not be allowed to operate. Renewal documentation is due early December and the entire process should be completed by March 2021. You will be hearing more about this in the coming weeks and months as we will be asking for information and help from all our members.

But, there are also things that are not changing this term; notably, the GI admin staff. I must have done something right as we have been lucky to retain all of our staff from the S20 term. This means I don’t have to attempt to train anyone over Teams ... Yay for me! ... And so:

- **Marisa Benjamin** continues as Research Communications Officer advertising your respective and collective research to the world.

- **Pam Schmidt** has graduated from her MA program and is continuing her role as Research Project Facilitator taking over more and more of the project and GI management as Neil and I prepare documentation for GI’s upcoming Senate renewal.

- **Grace Van Dam** continues her role as Operations Coordinator and is responsible for any and all GI-related inquiries, coordination of access to GI space, website updates, What’s Happening @ GI newsletter, a new inventory tracking system, on/off-boarding of GI members and a whole lot of other things. She’s also taking a few courses this term as she is nearing completion of her BSc program.

- Our friendly neighbourhood Slack and Discord ghosts: **Cayley MacArthur** and **Jenn Rickert** are still serving our community on these platforms curating the online GI-goings-on there.

- Our friendly neighbourhood IT ghosts: **Lori Paniak** and **Jameson Schildroth** are here for any IT related support.

Wishing you a good and productive term, I encourage you to reach out to any of us if you have questions/concerns/ideas or if you just want to chat.

See you around (virtually or in our own masked persons),

A

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**Announcements:**

1. **COVID-19 testing centre to open on UW campus.**
   
   Located in the Health Services Building, and scheduled to open on October 1st.
   
   This assessment and testing centre will start as only available for UW students and employees, and is an addition to the [Campus Check-In](#) tool as a safety measure for the University community.
2. **Preparing the GI space for returning students**: We will be releasing a Google form shortly for those who need to return to the GI regularly. For more information about who qualifies for access during Phase 3 of campus reopening, please see the pdf attached to this email.

3. **Virtual Town Hall**: our Fall 2020 Town Hall will take place during the last week of September, and is mandatory for all GI members. Please be on the lookout for an exact time and date which will be coming shortly.

4. **GI Staff Office hours for this term**: The weekly schedule remains the same as last term. You can connect with us on either the #gi-admin-office-hours chat in Slack, or the #cubicle-chats-text on Discord! DM's and emails are always open.

Welcome to another academic year! Fall semester tends to be the busiest and we know that working from home, asynchronously, has not been easy. In the hopes of uplifting our spirits and reminding us of our amazing Games Institute ecosystem, we prepared a special issue of *Instant Replay*: a virtual highlight reel with summaries and anecdotes of what took place during Spring 2020. Read it online, here: [https://uwaterloo.ca/games-institute/about-games-institute/instant-replay-spring-2020](https://uwaterloo.ca/games-institute/about-games-institute/instant-replay-spring-2020)
| NEW TERM, NEW SOCIALS 📢 |

As we start to form our routines for the term, check out the gi-announcements channel on Discord and let us know what events you want to see and what days work for you! Polls will close next week and events will start on the Last Week of September!
[ANNOUNCEMENTS]: Virtual Town Hall happening first week of October that is mandatory for all GI members. Please monitor your emails for upcoming details.

[EVENTS]: Some fun events being offered online!

Choose your fighter. How are you feeling at the start of the term? (CHI writing friends, we're looking at you 😌...)

I am:
- ☐ Early bird
- ☐ Night owl
- ✔ Permanently exhausted pigeon

I'm so tired my tired is tired

I'm so tired my tired is tired

I'm so tired my tired is tired

I'm so tired my tired is tired

I'm so tired my tired is tired

I'm so tired my tired is tired
1. **Discord Writing Hour**  
   *Sept. 23rd, 1-2pm*  
   Marisa is hosting a super casual writing hour this Wednesday during her regular Discord office hours, 1-2pm, on Office Chats. Calling all those looking for some solidarity as we battle through writer's block and/or productivity "blahs".

2. **Two-Factor Authentication Required**  
   *Effective Nov. 3rd 2020*  
   This means for many campus systems, including Office 365, workday, Quest, LEARN, Concur and Unit 4, 2FA will be required. To activate this service visit this [link](#).

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**GI Events**

- **GI Virtual Town Hall** - *Date TBD*  
  Fall 2020 Town Hall will take place during the first week of October, and is mandatory for all GI members. Please monitor your emails for upcoming information.

**Virtual Events**

- **Picture a Scientist** - Pre-Release Viewing and Panel for new Documentary  
  *Panel on Wed. Sept 23rd at 4PM EDT* - once you RSVP you'll receive the film viewing link form  
  - *Picture a Scientist* follows researchers who are writing a new chapter for women scientists. "In cramped laboratories and spectacular field stations, we meet scientific luminaries who provide new perspectives on how to make science itself more diverse, equitable, and open to all."

- **Hidden Expert: Storytelling with a Twist**  
  *Online event on Wednesday, September 30th* - registration required  
  - Join LabX and host/comedian Chris Duffy for a night of stories, laughs, and games! Hidden Expert is storytelling with a twist. One theme, four storytellers, countless interpretations. Hidden among the storytellers is an expert in the evening’s theme. The game is simple: It's up to you to figure out the theme and guess the expert.
"We've already had a great deal of activity happen in our research world this Fall – despite the fact that it feels like August was only yesterday. Take a look at the updates below, presented in order of recency. If this is any indication of how the rest of the term is going to go, I'm going to be very busy trying to keep up with amplifying our news to the world!" - Marisa

- **First Person Scholar** announces new Editor in Chief and Co-managing Editors
- **Lindsay Meaning** analyzes the video game "Kim" in article published in Loading...
- **Study by Gustavo Tondello and Lennart Nacke** shows personalized gameful systems lead to higher task performance
- **Lennart Nacke** talks Gameful User Experience in keynote speech at Mensch und Computer 2020
- **Two GI teams among finalists at CHI Play 2020 Student Game Design Competition**
**ANNOUNCEMENTS**: Urgent Job opportunity from Dr. Oliver Schneider

**EVENTS**: GI Virtual Town Hall - TUESDAY, OCTOBER 6TH @ 12:30 - 2:00 pm EST. Please note this is mandatory for all GI members.

**SLACK/DISCORD DIGEST**: #social-celebration...🐻 Fat Bear Week 2020 is upon us;✨new✨ Save Point Social dates on Discord

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This week's Side Quest includes prizes! A Xbox Game Pass is up for grabs. If you want it, here's how you can enter for a chance to win:

- Send an email to Agata (ajantkiewicz@uwaterloo.ca) or DM her in Slack/Discord/Teams and - in 50 words or less - describe what Agata does in her job. If you need a hint, her very long, fancy title has her as Associate Director, Strategic Planning and Administration. Submissions with made up job responsibilities will be accepted; humour is encouraged!
- Agata will VeRy subjectively choose her favourite submission and award the prize.
- Deadline Oct. 10.

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**Announcements:**

Short-term job opportunity from Dr. Oliver Schneider:

"I am urgently looking for someone to help us with the UIST website. I need someone familiar with **front-end web development** and who can write a script that takes JSON data exported from one app and converts it into a format that a website framework (Mini-Conf) can read, and then help me integrate it into our static Bootstrap website".

Monetary compensation involved. Please either reach out to Oliver directly (via slack or email) or connect
with us and we'll put you in touch.

Events:

**GI Events**

**GI Virtual Town Hall - TUESDAY, OCTOBER 6TH @ 12:30 - 2:00 pm EST**

- Fall 2020 Town Hall will take place during the first week of October, and is mandatory for all GI members.
- Please monitor your emails for the TEAMS invite
- If you cannot attend due to teaching or other research responsibilities, please email games.institute@uwaterloo.ca

**UW Events**

**W3+ Meet and Greet**

*Wednesday, September 30, 12:00 –1:00 pm - hosted on Microsoft Teams*

- Click this link to join the meeting at noon on Wednesday.
- On behalf of the Waterloo Womxn and Nonbinary Wednesdays (W3+) organizing committee, W3+ is using this Meet and Greet to (re)connect with each other and launch their new Teams space that will host ongoing conversations throughout the year.
- Whether you’re new to campus or a familiar face, writing a dissertation or emails to your colleagues, or just looking to meet new friends while learning how to use Microsoft Teams—please join us!

**Virtual Events**

**Hidden Expert: Storytelling with a Twist**

*Online event on Wednesday, September 30th - registration required*

- Join LabX and host/comedian Chris Duffy for a night of stories, laughs, and games! Hidden Expert is storytelling with a twist. One theme, four storytellers, countless interpretations. Hidden among the storytellers is an expert in the evening’s theme. The game is simple: It’s up to you to figure out the theme and guess the expert.

**"Mental Health and Medical Ethics in Times of Crisis"**

*Part of the Online Series "CoVid-19: Critical/Creative Studies in Music, Image, and Text", Thursday, October 1st at 5PM EDT - registration required*

- The headlining dialogue of the fall quarter features New York Times bestselling Susannah Cahalan in dialogue with Lisa Mendelman, Assistant Professor of English and Digital Humanities at Menlo College, and Dominic Sisti, Director of the Scattergood Program for the Ethics of Behavioral Health Care and Assistant Professor in the Department of Medical Ethics & Health Policy at the University of Pennsylvania.
- The conversation responds to how our ongoing public health crises extend from the physical to the psychological and emotional—from the psychic traumas of a raging virus and police brutality to the stress, grief, and rage wrought by systemic racism, extended isolation, economic collapse, and other institutional failures.
From last week, here is everything that has happened so far in September:

- First Person Scholar announces new Editor in Chief and Co-managing Editors
- Lindsay Meaning analyzes the video game "Kim" in article published in Loading...
- Study by Gustavo Tondello and Lennart Nacke shows personalized gameful systems lead to higher task performance
- Lennart Nacke talks Gameful User Experience in keynote speech at Mensch und Computer 2020
- Two GI teams among finalists at CHI Play 2020 Student Game Design Competition

At long last, our Slack has a welcome mat/foyer/front porch/motion-activated-confetti-bomb otherwise known as #welcome-party 🎉 Everyone who joins us on Slack will be prompted to introduce themselves to the group, and we can get to know each other better, virtually. Since it’s been a long time coming, we encourage everyone to take part in introducing yourselves (be as short as you like, or as creative as you like!) to capitalize on that fresh-start new-term feeling.

Breaking news from #social-celebration... 🐻 Fat Bear Week 2020 is upon us. Starting tomorrow, invested bear fans worldwide will see how their brackets fare as some of Alaska’s fattest and floofiest bears go head-to-head in chonky winter preparedness. Visit https://explore.org/fat-bear-week to learn all about it, meet the bears, download a bracket, and view live cams. Post your brackets in #social-celebration and let’s get ready to grumbleeeeee!
[ANNOUNCEMENTS]: Come get your CHI Play tickets

[EVENTS]: 1. GI Town Hall!!
   2. Action Collaborative on Preventing Sexual Harassment in Higher Education

This week's Side Quest includes prizes! A Xbox Game Pass is up for grabs. If you want it, here's how you can enter for a chance to win:

- Send an email to Agata (ajantkiewicz@uwaterloo.ca) or DM her in Slack/Discord/Teams and - in 50 words or less - describe what Agata does in her job. If you need a hint, her very long, fancy title has her as Associate Director, Strategic Planning and Administration. Submissions with made up job responsibilities will be accepted; humour is encouraged!
- Agata will VeRy subjectively choose her favourite submission and award the prize.
- Deadline Oct. 10.

[ANNOUNCEMENTS]

1. A little birdie (or rather, our Slack ghost) has let us know that due to the entirely virtual format of CHI Play this year, tickets are going for the really price of $15.00 USD. To celebrate this opportunity, we can sponsor a bunch of tickets (not sure how many, ask agata) for those who normally do not work in HCI and would like to learn more. Tickets will be bought on a **first come first serve basis.** Please email Grace Van Dam @ games.institute@uwaterloo.ca if you’re interested!

2. With the start of the new term, members of the University community are **noticing a marked increase in**
targeted spear phishing attempts, seemingly from individuals within the University. In order to help protect yourself and the University:

- Don’t rush through your emails - check for spelling, grammar, and tonal flags that could indicate a fraudulent sender.
- Take your time and look at the real/underlying URL by hovering over the hyperlink before clicking on anything.
- Enable 2-Factor Authentication on your accounts (if you haven’t already) to protect your own account from being compromised and used to phish others. [Note: This will be mandatory come November so don’t wait!]

If it looks suspicious....

- Do not open any attachments or click on any links.
- Do not respond.
- Suspected spear phishing attempts should be forwarded as an attachment to the Security Operations Centre at soc@uwaterloo.ca.

Questions or concerns?

- Contact the IST Service Desk, helpdesk@uwaterloo.ca or ext. 44357.
- Learn more about spear phishing and cyber security best practices:
  - https://uwaterloo.ca/cyber-awareness/

[EVENTS]

**GI Events**

**GI Virtual Town Hall - Tomorrow, Tuesday October 05th**

- The meeting link is: https://uwaterloo.webex.com/uwaterloo/j.php?MTID=m6468462c6c90c476e51d3cab14917379
  - Password is: scrabble
- **For GI students**: Please consider the Town Hall mandatory.
- **GI faculty**: Please attend the Town Hall and encourage your students to do so as well.
- If you cannot attend the Town Hall due to a teaching our class conflict, please email Grace Van Dam at games.institute@uwaterloo.ca

**GI SavePoint Socials**

1. First "Coffee N' Chill" of the term | WEDNESDAY, October 07th @9am | Discord

**UW Events**

**Cryptography, Security, and Privacy (CrySP) Speaker Series on Privacy**

Zoom event on Tuesday, October 06th @1:30PM EDT/EST

- In her recent best-selling book Algorithms of Oppression, Dr. Safiya Noble challenges the idea that “Big Tech” offers an equal playing field for all forms of ideas, identities, and activities.
- Her work argues that the combination of private interests, along with the monopoly status of a relatively small number of internet companies, leads to a limited understanding of how racism is created, maintained, and disseminated in
everyday digital engagements.

**Virtual Events**  
**Action Collaborative on Preventing Sexual Harassment in Higher Education: 2020 Public Summit**  
*Monday October 19th - Tuesday October 20th, @11am EDT/EST*  
- Building on the discussion at [last year’s Summit](#), the 2020 Summit will be hosted virtually by the University of Wisconsin System and will serve as an opportunity to gather evidence-based information, engage in a dialogue, and gain diverse perspectives on how to effectively combat sexual harassment.  
- This day-and-a-half event will feature a combination of panel discussions, expert presentations, and a poster session through which attendees can share research and novel ideas and practices currently being explored or implemented.

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**SLACKING AT THE DISCORS**  
Not yet a member? Join our Discord here and start your social adventure with us today!

| Virtually Where? 🧐 |  
So if you were around in the summer, you may remember us kicking off a little contest called “Virtually There” (you can check out this [PDF for details](#)). We even extended it through the end of August...but what happened next?  
Well, in short, life! Things around here (and probably for you) got pretty crazy leading into the Fall term, and regretfully, the contest was overlooked in favour of more pressing tasks. However, we’re back and so is the contest.  
**A big thank you** to everyone who submitted on time for the original date! You’ll be receiving an “earlybird” prize for your dedication within the coming weeks. We have not forgotten you! All original submissions will also be included in the larger pool of prizes when the contest is over. The contest then will be extending through the end of the Fall semester. Keep an eye out in next week’s WH@GI email, alongside Discord&Slack for further details. The rules remain the same, but the dates will be updated.

| GI Save Points Return Hot&Fresh for Fall 🍂❤️ |  
The legacy of the traditional GI social “Coffee&Toast” returns once again this semester in its digital format on Discord! Wednesday mornings join us over in “The Save Point 🏆” voice at 9am EDT/EST to 10am to touch base, take pause, and hang out with your fellow GI members. Webcams not required, hot beverages encouraged, and PJs are likely.  
We’re also instituting bi-weekly gaming sessions on Friday afternoons starting at 4pm. Want to play *Overwatch* or *Among Us* with some GI folks or encourage people to try out some fun multiplayer game you’re obsessed with? Want to do a D&D one-shot and want a time to organize around? This slot is very open ended so we welcome all kinds of participation. Multiple games and groups can use the same time slot, the point is simply to have a time already set up. You know that thing we always do when we say “Hey we should get coffee sometime” but it never happens because you never set a time? Well, it’s time to game, and it’s every other week at 4pm.  
We encourage members to continue in the channel if they wish to blow off steam and roll into a virtual pub crawl on Fridays as well, should the vibe strike 🥂.
[ANNOUNCEMENTS]: Announcing "The Agata" contest winner soon! And; CHI Play tickets still available.

[EVENTS]: Keeping Well at Work 2020 series

[POWER-UPS]: Check out this is a knowledge mobilization game made to debunk misinformation about COVID-19.

The Games Institute welcomes new member Rachel Woo to our community! We asked her some questions so we could get to know her better. Following the same format from our introductory email two weeks ago, meet Rachel:

Rachel Woo (she/her)

Rachel Woo is pursuing a Master of Science from the School of Public Health and Health Systems. "My research centres around AR games and their applications for health!"

Pretend you’re recruiting someone to collaborate with you or fund your next project. What would you say?

It is extremely important to learn how AR can be implemented in an effective, compassionate, and health promoting way, particularly as digital and real life become increasingly integrated.

If you could solve one major problem in the world, what would it be?

I would like to solve environmental fragmentation and destruction. One solution to this problem could be that natural resources and systems to get international rights as humans do.

And in case you haven’t had a chance to reach out to the other new members yet, here’s a reminder about who they are and what they’re working on (an abridged version of our earlier email):

• Alê Luz (she/her) is pursuing a PhD in Computer Science: “My research focus is to bring a fun experience to diagnosis and treatment of illnesses in children. I also have a special interest in accessibility and good design that is inclusive and accessibility.”

• Alice Peng (she/her) is a third year Game Design student currently studying at Sheridan college.
“I am currently not working on any research as I am an undergrad/assistant, but my personal focuses and interests are in educational gamification and UI/UX. I am currently working on the GIx WIN project as a designer to translate the technical information of a COVID vaccine into a game.”

- **Arielle Grinberg (she/her)** is pursuing a Management Sciences PhD. Her research involves “Online collaborative spaces for heterogeneous groups (I think!)” She first joined the GI in the summer of 2019 working as a research assistant, but now she’s “playing with the top dogs as a PhD candidate! So excited to be onboarded full-time and be working with Mark on my own projects.”

- **Dr. Beth Caravella (she/her)** is an Assistant Professor of Visual Studies, Writing Department @ York University (earned PhD in Writing & Rhetoric at George Mason University): “My research focuses on digital rhetorics, and specifically visual rhetorics. Currently I am interested in how video games use visual cuing to develop habits in players, both inside and outside of the game itself. My research also includes aspects of digital storytelling, especially interactive narratives, data visualization, and utilizing gameful design as a means of enhancing gamification practices.”

- **Dakota Pinheiro (he/his/him)** is a 2nd Year PhD with Department of English Language and Literature. “My research focuses on American literature, my current project being an investigation of post-2016 American literature and discourse (especially since the Covid pandemic) using the frameworks offered by protest literature from the 1930s. This project will primarily examine the demands that subjects living under American neoliberalism are subjected to, and the ways that systemic shocks and catastrophes unsettle/reinforce the stability of the subject/state relationship.”

- **Ekaterina (Kat) Durmanova (she/her)** also goes by Kat, Ekat or Ekaterina. She is a “brand-new” Master’s student working towards a degree in Systems Design Engineering under Lennart Nacke in the Faculty of Engineering and as part of the HCI Games Group. “At the moment my research focus is still fairly broad! I am really interested in how games can improve physical and mental health, building healthy habits using gamification, and accessibility.”

- **Dr. Katja Rogers (she/her)** will also respond to “Kat” or “Kate” or most variations thereof. She is joining as a postdoctoral researcher with Lennart, though plans have been delayed due to COVID-19 but she hopes to move to Canada soon! “My key interests are game audio and embodied interaction in VR. I am currently exploring these interests through research projects on effects of audio feedback on players, asymmetric VR contexts, and different types of realism in games. In the future I am planning to study how all of these aspects (embodied interaction, audio, realism, ...) in VR experiences can help with stress recovery from climate change anxiety.”

- **Dr. Leah Zhang-Kennedy (she/her)** is an Assistant Professor in Interaction Design and User Experience Research at the Stratford School of Interaction Design and Business, University of Waterloo. “My research focuses on human-oriented security and privacy. Previously, I investigated cybersecurity education and literacy for adults and children through multimedia tools. My current interests are in the user experience aspects of security and privacy.”

- **Mel Edens Chen** is pursuing a Master of Systems Design Engineering. Mel “just started so I am not sure of the details” but identifies these research interests: Gamification of Finance, Gamification of Crypto, and Gamification of learning engineering skills.

- **Triskal DeHaven (he/him/his)** is pursuing a Systems Design Engineering PhD, under the supervision of Dr. Lennart Nacke. “My area of research focus is currently concerned with virtual reality, accessibility, and Games User Research. I completed my masters in Human Centered Interactive Technologies, where my master's thesis delve into the accessibility of virtual reality
controls and applications, which is a highly unexplored area at the moment. I have since gotten involved with various organizations to enhance my knowledge on my research areas, including but not limited to; CHI PLAY, GamesUR NA Summit, and AbleGamers.”
**Other Virtual Events**

**Action Collaborative on Preventing Sexual Harassment in Higher Education: 2020 Public Summit**

*Monday October 19th - Tuesday October 20th, @11am EDT/EST*

- Building on the discussion at [last year’s Summit](#), the 2020 Summit will be [hosted virtually by the University of Wisconsin System](#) and will serve as an opportunity to gather evidence-based information, engage in a dialogue, and gain diverse perspectives on how to effectively combat sexual harassment.
- This day-and-a-half event will feature a combination of panel discussions, expert presentations, and a poster session through which attendees can share research and novel ideas and practices currently being explored or implemented.

**Rendering Worlds: New Regimes of Imaging**

*Friday, October 23 @ 10AM PDT/PST - registration required*

- Organized by Stanford University and University of California - Davis, this event brings together a transatlantic group of scholars to discuss the social, historical, technical, and aesthetic entanglements of our computational images.

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**The Contagious Game:** Made for a Canadian audience, this is a knowledge mobilization game made to debunk misinformation about COVID-19.

**Racial Equity Board Games Panel, October 21st**

A story about the intention and collaboration behind the upcoming Racial Equity Board Games Panel was featured on UWatwaterloo’s Homepage. Read about how and why we are partnering with the Research, Equity, Diversity and Inclusion (REDI) Council and the Council for Responsible Innovation and Technology (CRIT) to launch the University of Waterloo’s first Racial Equity Board Game Showcase, under the guidance of University of Waterloo’s Office of Research and with consultation from the Equity Office

Link: [https://uwaterloo.ca/stories/board-games-inspire-racial-equity](https://uwaterloo.ca/stories/board-games-inspire-racial-equity)

**Interview with GI members Ashley Rose Mehlenbacher and Brad Mehlenbacher featured in Waterloo Stories**

"Q and A with the experts: trusting public figures during COVID-19" was published in Waterloo stories, featuring GI members Ashley Rose Mehlenbacher and Brad Mehlenbacher, professors of rhetorical studies. They share insights into how leaders can more effectively communicate complex scientific and technical
information and help people trust them and the information they are providing.
**ANNOUNCEMENTS:** CHI PLAY tickets available

**EVENTS:** TOMORROW - Racial Equity Boardgames Panel and Showcase

**SLACK/DISCORD DIGEST:** Discord Halloween Party; *Virtually There* Extended

Aaaaaaand, the winner of the very needy 'love-Agata' contest is ... 🎉<insert drumroll>🎉 ... **Sabrina Sgandurra** for showing me how little I know the DnD-world since I had to have her 50-word submission translated by Pam to understand Sabrina's version of my job description. See, I like learning things. It's a problem, really ...

**SABRINA SGANDURRA**
Agata is a level 20 Cleric. She can care of everything and has the power to do everything with 100% success rate with “divine intervention”. Failure doesn’t matter; she seems to fix/revive whatever comes her way – including us lowly fighters. She’s OP, but can be underappreciated. She needs a raise.

Thanks to all of those who participated! Honourable mentions to Rina Wehbe for her artwork and to Alessandra Luz for the poetic nature of her submission. See below to ponder in wonder!

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<table>
<thead>
<tr>
<th>RINA WEHBE</th>
<th>ALESSANDRA LUZ DE MEDEIROS FERREIRA</th>
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<tr>
<td></td>
<td>Who is Agata Antkiewicz for the Games Institute?</td>
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Agata is the Queen Bee of the Games Institute. Named so because much like a hive of bees, the GI needs organizational and structural leadership to run. Although her job is likely more frustrating than herding cats, Agata ensures that GI residences have all necessary resources, equipment, funding, and administrative rights they need. Moreover, she also assists GI members in missions ranging in difficulty from: navigating university administration, policy, and paperwork, to finding their pods! As if that wasn’t enough, Agata also practices advanced magic to keep the Institute running by executing a large quantity of tasks the typical human cannot begin to phathom. That aside, she is integral to the heart of the GI because she cares beyond what is expected of the "Associate Director, Strategic Planning and Administration". Thanks from this humble worker bee.

[ANNOUNCEMENTS]

1. A little birdie (or rather, our Slack ghost) has let us know that due to the entirely virtual format of CHI Play this year, tickets are going for the really (once in a lifetime) price of $15.00 USD. **The GI has decided that we will fund 15 CHI tickets for students who are 1) not going to CHI; or 2) Not from HCI and would like to learn more on a first come first serve basis.** Please email Grace Van Dam
@ games.institute@uwaterloo.ca if you're interested!

For those considering this event but don't know much about it, talks include:

- How a Live Streamer's Choice in Played Game Affects Mental Health Conversations
- A Cheating Mood: The Emotional and Psychological Benefits of Cheating in Single Player Games
- Toxic Behaviour in Team-based Competitive Gaming: The Case of League of Legends

To find out more about presentation topics and times check out the event page here.

[EVENTS]

| GI SavePoint Socials | 1. First "Coffee N' Chill" of the term | WEDNESDAY, October 21th @9am | Discord
| 2. Afternoon Gaming | FRIDAY, October 30th @4pm | Discord |

<table>
<thead>
<tr>
<th>UW Events</th>
<th>Racial Equity Board Games Panel</th>
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<tr>
<td><strong>Wednesday October 21, 1-3pm, registration required</strong></td>
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<tr>
<td>• REDI Council, the Games Institute, and CRIT are hosting a panel event on October 21, 2020 with games and race studies researchers including Drs. Kishonna Gray, Lai-Tze Fan, and Aynur Kadir</td>
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<tr>
<td>• The panel will raise awareness for the upcoming Racial Equity Board Games Showcase and allow interested participants to learn about the possibilities, expectations, and issues surrounding the design of anti-racist board games</td>
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<tr>
<td>• Submissions for the showcase will open this upcoming winter and will be evaluated based on criteria set by a group of game studies and anti-racism scholars.</td>
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| **Keeping Well at Work 2020 Series** |
| **Wednesday October 14th - Friday October 23 - registration required** |
| • The event will include multiple sessions over a two-week period in the morning and an afternoon, including workshops and activities you may attend from the comfort of your own home or your office. Please consider taking part in this important event on self-care. |
| • Workshops include: |
| ○ The Power of Mindfulness and Gratitude |
- Eating Well Every Day: Tips for Balanced Eating at Home and at Work
- Building Resiliency
- Managing Anxiety
- Staying Positive: Developing Your Career During these Challenging Times
- Chair Yoga and Mindful Breathing
- Healthy and Sustainable Wellbeing
- Everyday Accessibility Tools for Everyone
- Eye Strain and Visual Demands in a Work from Home Environment
- Coping with Isolation and Loneliness

**Other Virtual Events**

**Action Collaborative on Preventing Sexual Harassment in Higher Education: 2020 Public Summit**  
*Monday October 19th - Tuesday October 20th, @11am EDT/EST*  
- Building on the discussion at last year’s Summit, the 2020 Summit will be hosted virtually by the University of Wisconsin System and will serve as an opportunity to gather evidence-based information, engage in a dialogue, and gain diverse perspectives on how to effectively combat sexual harassment.  
- This day-and-a-half event will feature a combination of panel discussions, expert presentations, and a poster session through which attendees can share research and novel ideas and practices currently being explored or implemented.

**Rendering Worlds: New Regimes of Imaging**  
*Friday, October 23 @ 10AM PDT/PST - registration required*  
- Organized by Stanford University and University of California - Davis, this event brings together a transatlantic group of scholars to discuss the social, historical, technical, and aesthetic entanglements of our computational images.

**Finding Nature in the Games We Play**  
*Thursday November 5 @12:30 EST - registration required*  
- What if starting up a game could offer us as meaningful a natural experience as going outdoors? Games, especially digital ones, are frequently dismissed as frivolous, arcane, or violent, and people tend to picture those who play them as antisocial boys sitting hunched indoors.
• But research shows that games are played by nearly everyone, often together with others, and increasingly, that they are played wherever we go.
• This talk contends that games today offer unique and playfully persuasive opportunities not only to engage directly with environmental issues, but also to foster moments of empathy, loss, care, experimentation, and optimism—ways of seeing and dealing with our troubled world anew.

Though we missed adding links for Indigenous Peoples Day, we would still like to show our support for the #landback movement both nationally and locally, with the space we have. If you would like to learn more about the local Kitchener Land Back Camp in Victoria Park:
  • O:se Kenhionhata:tie website
  • O:se Kenhionhata:tie on Facebook

If you would like to support the camp in their efforts, visit their website for more information.
Games Institute Podcast returns with a surprise
The Games Institute Podcast returns with another episode now featuring a surprise experimental format... for the first time ever, you can watch this episode on YouTube! Catch up with your hosts on how we've been adjusting to the pandemic circumstances, find out about how Toben's PhD research is evolving, and hear us chat about role-playing games.

Games Institute Podcast -- COVID Update

Read the story behind the Racial Equity Board Games Panel and Showcase
Learn about the motivations and intentions driving the launch of the Racial Equity Board Games Panel (on October 21) and Showcase (coming this Winter). Originally published for the University of Waterloo's homepage, the story behind the Racial Equity Board Games Panel is now a permanent fixture in our Research Spotlights Blog, telling the story of the Games Institute's collaboration with CRIT and the REDI Council.

https://uwaterloo.ca/games-institute/blog/post/racial-equity-board-games-panel-october-21st

Not yet a member? Join our Discord here and start your social adventure with us today!

| VIRTUALLY EXTENDED 🎈 |
Did you remember that contest we totally had back in the end of Spring term?? Well, if you happened to miss the Town Hall 🏫, you might be wondering what happened to the contest & the prizes (especially if you’ve submitted one!). The timing of the contest proved to be difficult to fully engage with due to end of term responsibilities and start of Fall term complications. As a result, we’ve extended the contest to run through December 2020! As a special thank-you to those who submitted in the spring, we’ll be giving out automatic “secret achievement” prizes. If you’re one of those folks, be sure to keep an eye on your email! Otherwise new entrants can check out the official guidelines and rules for updated timelines, but entries are now being accepted until December 1st, 2020 via the Google Form or by email to jrickert@uwaterloo.ca.
| LET’S GET SPOOKY 🎃 |

Spooktober is officially underway and we’re quickly approaching what would be our *definitely epic* tradition of Halloween treats and costume dress-up. Just because we’re all at home doesn’t mean we can’t still celebrate the most spine-tingling of the holidays as a community! So we’ve hung up cobwebs and ghoulies all around the digital space to set the mood for the days leading up to our ghastly gala. So dust off your costume of choice and log into “面色鬼魂The Spooky Point” on our Discord server for games, movies, and supernaturally stellar socializing on **Friday, October 30th, 2020** at 4pm EDT.

A GI Halloween party wouldn’t be complete without a costume contest either, so be sure to either gear up on the day or send us in a photo or social media link to jrickert@uwaterloo.ca by **November 1st, 2020**! Be sure to mention the Halloween party in your email subject line and give us your favourite Halloween, Horror, or Autumn fun fact or trivia question. Additionally, please include whether or not you authorize use of your submission on GI social media🦇.

|It’s the most wonderful time of the year... for HCI conferences 👻| |

’Tis the season of the virtual conference, and as a result, a large portion of the HCI students in the GI are attending back-to-back conferences over the next few weeks! Check out #topic-conferences on Slack to hear what’s catching their ears during CSCW (Computer Supported
Cooperative Work, October 19-21), UIST (User Interface Software and Technology, October 20-23), CHIPLAY (it’s like CHI, but for games & play, November 2-5), ISS (Interactive Surfaces & Spaces, November 8-11), and/or VRST (Virtual Reality Software and Technology, November 1-4).

Interested in learning a lot and cheering on the gang during CHIPLAY? [Insert thingy here about how the GI is sponsoring a handful of students to attend cause it’s so dang cheap! And how to apply for it. Idk the details (sorryyy).] Are you also attending some virtual conferences? Please share the goodness with us in #topic-conferences! The best thing about the GI (well, one of many things) is the interdisciplinarity and ability to learn from one another - something we can definitely still do at a distance.
[ANNOUNCEMENTS]: GI digital backgrounds; Maker Space Lab construction has begun!

[EVENTS]: GI Halloween Event this Friday; UW THRIVE workshops for mental health next week

[POWER UPS]: Check out all the spooky content including some game bundles, last year's Halloween panel, and other horror related content GI members have created!

[RESEARCH UPDATES]: Podcast recommendations from our Discord community

[SLACK/DISCORD DIGEST]: "Virtually There" contest update; GI Halloween Costume Contest!

Halloween is coming up, and though it won't look the same this year, we are excited to see everyone what looks everyone comes up with for any distanced celebrations! (Also, reminder to submit your spooky costume looks for the Halloween Contest!)

To help us promote our Halloween costume party, Pam has agreed to let us feature her newest spooky makeup look from yesterday (image on the left), featuring her cat, Louis, and one from two years ago (image on the right):
Announcements:

1. **GI Background Bundle:**
   As requested, we have created a [GI Digital Background Bundle](#). If you miss being in the GI as much as we do, you can now pick from your favourite labs and workspaces to have your meetings.

   If anyone would like to submit art or photographs to this collection, email submissions to Grace at games.institute@uwaterloo.ca.

2. **Fishing emails regarding Covid-19 benefits from the University are being sent out. Please be vigilante.**

3. A little birdie (or rather, our Slack ghost) has let us know that due to the entirely virtual format of CHI Play this year, tickets are going for the really (once in a lifetime) price of $15.00 USD. **The GI has decided that we will fund 15 CHI tickets for students who are 1) not going to CHI; or 2) Not from HCI and would like to learn more on a first come first serve basis.** Please email Grace Van Dam @ games.institute@uwaterloo.ca if you're interested!

   For those considering this event but don’t know much about it, talks include:
   - How a Live Streamer’s Choice in Played Game Affects Mental Health Conversations
   - A Cheating Mood: The Emotional and Psychological Benefits of Cheating in Single Player Games
   - Toxic Behaviour in Team-based Competitive Gaming: The Case of League of Legends

   To find out more about presentation topics and times check out the [event page here](#).

4. **GI Masks are officially here! More info on how to get yours will be coming soon :) Stay tuned!**

5. Even though we're physically away from the GI, lot's has been going on. Check out the preliminary construction on the new "Maker Lab" funded by Dr. Oliver Schneider's CFI grant!
Events:

**GI SavePoint Socials**

1. *"Coffee N' Chill" of the term* | WEDNESDAY, October 28th @9am | Discord

2. **GI Halloween Haunt** | FRIDAY, October 30th @4pm | Discord

3. **Afternoon Gaming** | FRIDAY, November 13th @4pm | Discord

Join us for an afternoon of Spooktacular games, movies, and supernatural stellar socializing; what we do will be up to you! We’ve already started to prepare for the season, and have hung up cobwebs and ghoulies all around the digital space to set the mood for the days leading up to our ghastly gala.

On top of games and chats, a GI Halloween party wouldn’t be complete without a **costume contest** either, so be sure to either dress up on the day of, or **send us in a photo or social media link to jrickert@uwaterloo.ca by November 1st, 2020**! Be sure to mention the Halloween party in your email subject line and give us your favourite Halloween, Horror, or Autumn fun fact or trivia question. Additionally, please include whether or not you authorize use of your submission on GI social media.

**UW Events**

We encourage you to join us for **Thrive Week 2020 from November 2- 6**. Check out [Thrive events here](#).

We are in the midst of a global pandemic and are dealing with multiple challenges both individually and as a society. Employees have been asked to work in ways like never before, while juggling families and personal lives. During this time, it is normal to feel overwhelmed, stressed, anxious, and experience difficulties. Please know that you are not alone. When you are faced with these challenges, we encourage you to reach out to your colleagues, supervisors and friends.

**Thrive** is a series of events focused on building a culture of wellbeing and normalizing mental health struggles for University of Waterloo students and employees (including CUPE). It is also a mindset that encourages one to flourish.

Check out some of the Thrive Week events:

- **Mindful Morsels: Thrive through cooking** (Students and Employees)
  
  Join us and our special guest **award-winning Chef Javier**, for a virtual home cooking event on November 2 and 6. You will also receive tips on healthy, mindful eating and its connection to mental wellness from **Nicole Pin, Dietitian** at Food Services.
• **Student Mental Health Research Conference:** The Committee on Student Mental Health will be hosting the University of Waterloo's inaugural [Student Mental Health Research Conference](#) on November 5.

• **Noon Hour Concert: Noondaagochige:** A recital by Olivia Shortt, Saxophonist. Did you know that music can have such positive effects on your mood and mental health? Enjoy the noon hour concert series and listen to some amazing musical talent.

• **Resiliency Campaign:** Read stories of challenge, belonging and resiliency from your classmates and colleagues and consider sharing your own. These stories contribute to a sense of belonging and a culture where adversity is normalized and expected.

Check out other events on the [Thrive events page](#).

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With the help of our Halloween Queen (Marisa Benjamin), please see below for all of our spooky recommendations for this years festivities:

- **GI Friday Night at Freddy's Panel**
- **GI Alum Alexandra Orlando: Canadian Horror Games**
- **FPS Horror Game Articles**
- **Thrills and Chills Humble Bundle**
- **Steam's House of Horrors**

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[Check out game Podcast recommendations from our Discord community](#) and then watch the latest episode of the Games Institute Podcast on YouTube!
Watch Dr. Stacey Scott’s Lasting Impact Award talk at CSCW 2020: “Territoriality in collaborative tabletop workspaces” by Stacey D. Scott, M. Sheelagh T. Carpendale, and Kori Inkpen

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| WHO NEEDS BUILDINGS WHEN YOU HAVE A SERIES OF TUBES? |
| WHERE? | When? |
| submissions: December 1, 2020 | prize announcement: December 15, 2020 |
| voting: December 14, 2020 | WHERE? |
| December 15, 2020 |

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[EVENTS]: This week is Treaties Recognition Week; sign up for last minute THRIVE; and two upcoming talks by GI members!

[SLACK/DISCORD DIGEST]: Check out a recap from last week's Virtual Halloween celebrations!

A big congratulations to GI members Arden Song and Rina Wehbe for winning this year’s costume contest taking home $25 each for some serious chilly-day gaming! We loved both of their submissions so much we just couldn’t decide! Check them out for yourself:

**Arden Song:**

(“creds to @philrogak (Instagram) for doing awesome makeup”)

**Rina Wehbe:**
Dressed up but didn’t submit? Please share your costumes with us (via email or tag us on social media!) so we can have a collection of all the ghastly garb we missed out on! And don’t forget, you can still enter the Virtually There contest (details | enter) if you’re itching to win some free gaming moneys 🎮.

[ANNOUNCEMENTS]:

1. In tandem with the 2020 Treaties Recognition week that UW, we are attaching an infographic regarding Land Treaties in Ontario and will be putting the following resources onto our website:

   Six Miles Deep Booklet: Land Rights of the Six Nations of the Grand River
   Six Nations of the Grand River: Land Rights and Resources Booklet
   Treaties in Ontario Infographic (PDF)
   Indigenous Voices on Treaties (Video series)
   We Are All Treaty People free online course and resources from the University of Toronto
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Check out other events on the [Thrive events page](#).

**Treaties Recognition Week**

*November 2-6, 2020*

- 2020 will be the first year the University of Waterloo officially participates in [Treaties Recognition Week](#) (November 2-6). To contribute to the broader goals of
education, reflection, and action, the Indigenous Initiatives Office is excited to host a series of virtual events and videos throughout this important week.

- These events and engagement opportunities are the start of what we hope will be ongoing learning about where we live and work, and the importance of treaty rights and relationships.

Other Virtual Events

**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

**Anti-Blackness and Technology** *our thanks to Dr. Gerald Voorhees for sharing this event via Twitter
November 18, 3:30-5:00PM PST
Featured experts:
- Safiya (@safiyanoble) Noble, UCLA
- Ruha (@ruha9) Benjamin, Harvard
- Andre (@DocDre) Brock, Georgia Tech
- Charlton (@cmcilwain) McIlwain, NYU

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Not yet a member? Join our Discord here and start your social adventure with us today!

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**SPOOKY CELEBRANTS 🎃**

On Friday afternoon we celebrated Halloween in virtual style on our Discord server. Ghouls, goblins, and GI
members gathered together around the virtual campfire in “The Spooky Point 🎃🏕” to partake in some quality internationally-attended Murder Mystery Trivia and JackBox shenanigans. Did you know that there’s a special cutscene if you win the game with the knife? Well, we experienced it and Cayley is officially a master of random factoids (and of getting away with in-game murder, apparently 😁).

We haunted with the best of them for over three hours before finally calling it quits and retiring to our crypts. There may not have been candy, but there were some sweetly sassy sessions with all in attendance that made up for it. It was an absolute blast and were excited to see all those who were able to make it whether for 5 minutes or the full 3 hours. What we may lose in not being able to party in person, we make up for in virtually gathering with those members of our community who aren’t within the KW boundaries, which was absolutely spooktacular!

If you missed it, don’t worry! We’ll be having another virtual-fest for the Holiday season in December too. You can always pop by on Wednesday mornings or bi-weekly Friday afternoons for more everyday hangout sessions too. You never know what might happen at “The Spooky--,” er, “The Save Point 🎃🔥” 😊

| MASQUERADE BALLIN 🎅 |
A big congratulations to GI members Arden Song and Rina Wehbe for winning this year’s costume contest taking home $25 each for some serious chilly-day gaming! We loved both of their submissions so much we just couldn’t decide! See pics in Side Quest.

Dressed up but didn’t submit? Please share your costumes with us (via email or tag us on social media!) so we can have a collection of all the ghastly garb we missed out on! And don’t forget, you can still enter the Virtually There contest (details | enter) if you’re itching to win some free gaming moneys 🎮.
[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.

[ANNOUNCEMENTS]:

1. New COVID Safety guidelines: increase in police security due to non-compliance of campus precautions.
   - Failure to follow University guidelines and public health regulations is a non-academic offence under Policy 71 – Student Discipline
   - Penalties range from letters of reprimand to temporary bans from campus activities
   - You can find these guidelines on the Health and Safety page of the University’s COVID-19 website.
| 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/T89i5HBT0LO](https://youtu.be/T89i5HBT0LO)  
• 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/T89i5HBT0LO).  
• 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 |

**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** Carolin 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
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".
[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/

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
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- 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.
[ANNOUNCEMENTS]: Online Training Opportunities from the Equity Office and CCDI

[EVENTS]: Alex Fleck Talk for the Digital Scholars Lecture Series

[POWER-UPS]: Steam hosting Latinx Game Festival!

GI Holiday Care Packages!

Are you dreaming of the holidays like us!? This year feels longer than most and we know you'd probably love a little pick me up to get you through the rest of the days between now and the end of fall term, so we'd like to help!

While we might not be able to unwind around some digitally projected fireplaces and delicious coffee and snacks this year, we're still going to offer some cheery goodness for the holidays. So, prime your addresses for some serious holiday care package delivery straight from the GI!

Please use the following form below to submit your request for a holiday package! Not in the region, or even in Canada? Don't worry, we'll still ship to you! For those who are local, we will have the option of delivery or local centralized meetups. Please see the form for further details. Application Form: https://forms.gle/Rdv74jVpoyySMqnB8

Get ready to deck your...desk, with goodies in time for the much needed break we know you all deserve, by signing up for your own GI Holiday Care package by **December 2nd**! We will not be able to guarantee care packages after this date, so be sure you register early.

We look forward to bringing you some cheer!
[ANNOUNCEMENTS]:

1. ALL HANDS ON DECK! If you have not yet submitted your renewal statements PLEASE DO SO ASAP. All your experiences are valuable, and necessary, to the senate renewal document DUE NEXT WEDNESDAY!

2. To support you in your learning related to equity, diversity, inclusion and Indigenous initiatives, the following list offers available online training opportunities from the Equity Office and the Canadian Centre for Diversity and Inclusion (CCDI) for December, 2020.

   • **EQ201 Taking Responsibility in the Anti-Racist Movement**: Tuesday, December 1, 2020 – 1:00pm to 4:00pm
   • **EQ204 Anti-Blackness at the Intersections Workshop**: Thursday, December 3, 2020 – 1:00pm to 3:00pm

You can register for any of the above sessions through the Human Rights, Equity and Inclusion Training Calendar available here: [https://uwaterloo.ca/human-rights-equity-inclusion/events/tag/46](https://uwaterloo.ca/human-rights-equity-inclusion/events/tag/46). For workshops through CCDI please select the option for ‘Employer Partner’. You will then be able to select the University of Waterloo from a dropdown list of employer partners to access a free registration pass.

3. Work Accountability-Buddies: Anyone have goals related to communicating your research to the public? The non-profit organization Informed Opinions has a lot of great training resources geared towards amplifying the diverse voices of women as experts in the media landscape.

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<td>Women’s Entrepreneurship Week (WEW) Speaker Series</td>
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• Tuesday, November 24th, between 12:00 p.m. and 12:45 p.m. (Panel Discussion)
  ○ Women Entrepreneurship Panel Featuring:
    ▪ Aileen Agada, Founder & CEO, BeBlended.
    ▪ Iris Redinger, Founder & CEO, Materials Future Inc.
    ▪ Mylene Tu, Co-founder & CEO, Lumaki Labs Inc.
    ▪ Stephanie Mills, Founder & CEO, CodeGem.
    ▪ Athulya Nambari, Founder & CEO, Olnaire.
    ▪ Moderator: Jodi Szimanski, Director, Strategic Communications, Faculty of Mathematics

• Thursday, November 26th, between 6:00 p.m. and 8:00 p.m.
  ○ Movie Screening – "She Started It!", an award-winning documentary on women tech entrepreneurs by Nora Poggi and Insiyah Saeed.

• Friday, November 27th, between 12:30 p.m. and 1:15 p.m.
  ○ Key Note Speaker Folake Owodunni "Entrepreneurship for those who don’t feel like entrepreneurs"
  ○ Co-Founder of Emergency Response Africa, Folake Owodunni, joins us in a conversation on navigating through stereotypes and imposter syndrome as a woman in entrepreneurship. Emergency Response Africa is on a mission to provide fast, safe and affordable emergency medical care across Africa, beginning in Nigeria.

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• 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 who served as SFU’s vice-president, research and international and oversaw the evolution of cutting-edge research, innovation, and international engagement across eight faculties.
• Panelists:
  ○ Dr. Sheila Cote-Meek, from the Teme-Augama Anishnabai, is the inaugural Vice-President Equity, People and Culture at York University where she leads a team that includes the Centre for Human Rights, Equity and Inclusion, Labour Relations and Human Resources.
  ○ Dr. Wesley Crichlow is a professor of criminology, Chair President’s University Equity Diversity and Inclusion Taskforce, Director for Youth Transitioning From Care to University and the first past Associate Dean of Equity, at Ontario tech University.
  ○ Dr. Danika Goosney joined NSERC in February 2019 as Vice-President, Research Grants and Scholarships Directorate. In 2006, she moved to Ottawa and joined CIHR, where she held key director general positions within the Research, Knowledge Translation and Ethics Portfolio for almost a decade. In 2015, she was named one of Canada’s emerging leaders as a member of the Governor General’s Canadian Leadership Conference. Prior to joining NSERC,
Dr. Goosney was the Associate Vice-President, Tri-agency Institutional Programs Secretariat, at the Social Sciences and Humanities Research Council.

- Dr. Malinda Smith is the inaugural vice provost (Equity, Diversity, and Inclusion) at the University of Calgary, co-author of The Equity Myth (2017), and co-editor of Nuances of Blackness in the Canadian Academy (forthcoming 2021).

**Cities and Computers: Our Urban-Machinic Imaginaries**

*Friday, December 4th @ 9AM PST - registration required*

- This event brings together an interdisciplinary group of scholars interested in interrogating the many shifting registers of the terms 'cities' and 'computers' and how they get historically, mediatically, aesthetically, metaphorically, and conceptually interlocked, or mapped on to each other.
- Talking about their latest work would be Shannon Mattern (New School), Brian House (Lewis & Clark), Yuriko Furuhata (McGill), and Ranjodh Singh Dhaliwal (UC Davis and Universität Siegen). May Ee Wong and Tobias Smith (UC Davis) will co-moderate the round-table.

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1. **Latinx Games Festival** A video game industry event exploring the opportunities, trends and future of Latinx game development. Online from Long Beach, California! Check out [Steam](https://steam.com) for the games included.

2. Ekaterina queued the Lucio Bot in Discord's #random-mashup channel to play "Lofi Video Game" music and we fell in love. Check it out on Spotify! [Video Game LoFi](https://open.spotify.com/playlist/4dkNj7wRg3oRQ5Q0oZBqGr)

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**Dr. Neil Randall receives a CFI grant to launch the The Storyboard Lab:**

The Storyboard Lab will provide the infrastructure necessary to advance research on designing narratives using large interactive displays. Housed at the Games Institute, the interdisciplinary research from this lab will explore and determine best
practices for developing innovative narratives, simulations, and wayfaring applications using large interactive displays, as well as producing research about user behaviour and the design of user interfaces for this technology. Read more about the lab at this link: https://uwaterloo.ca/games-institute/news/dr-neil-randall-receives-cfi-grant-launch-storyboard-lab

Read the Racial Equity Board Games Showcase Submission and Design Guidelines:

Are you considering preparing a game for the Racial Equity Board Games Showcase? Make sure you read the submission and design guidelines first. GI alum Dr. Steve Wilcox has also contributed design tips. Everything is available at this link: https://uwaterloo.ca/games-institute/racial-equity-board-games/submission-and-design-guidelines
[ANNOUNCEMENTS]: The GI is hosting a conference!

[EVENTS]: Last Save Point Socials of the term

GI Senate Renewal has us like...

Alexa turn my feelings off
[ANNOUNCEMENTS]:

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4. The Inaugural Games and Narrative Conference, 2021

Next Year (we know, we know) The GI is launching a new conference series! The Inaugural Games and Narrative Conference, asks: Is gameplay fundamentally distinct from narrative? Do we always subtly try to narrativize our game experience? Does game narrative rely on the techniques of filmic and literary narrative? Does its creation of storyworlds make its narrative form distinctive and original? How do the narratives employed in videogames reflect and shape our sense of gender, race, sexuality and national identity?

Please find the CfP attached and a link to the webpage here. Deadline for proposal submissions is January 15th!

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*last ones of the term!*
**UW Events**

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- Register for Alex's talk, "Communities in Care in Platform Construction: Understanding Video Game Preservation in 2020" on December 3rd at 4pm

**Other Virtual Events**

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**Tolstoy, Dostoevsky, and Infectious Art - An Online Conversation**  
*Thursday, December 17 @4PM EST - registration required; free!*

- Why do Tolstoy and Dostoevsky so often use imagery related to viral infection and inoculation in their works? Why do they connect this imagery to art itself? And what can we gain by reading their works today, precisely in our own time of global pandemic?  
- For this event, Irina Erman, Elizabeth Geballe, and Laurel Schmuck come together to discuss these questions.  
- Their conversation will be organized around the close reading of selected quotes from Dostoevsky’s and Tolstoy’s works, and will also touch on 19th-century science of inoculation, the issue of “brain fever” as a physical and metaphorical infection, and the difference between good and bad infections.

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**Google Stadia's Allen Bevans guest lectures on Games in the Cloud for Dr. Lennart Nacke's UX class**

- Allen Bevans, User Experience (UX) Research Manager for Stadia at Google, presented "Building User Experiences for a cloud-native gaming platform" for Dr. Lennart Nacke's Design and User Experience of Interactive Games class, DAC 305.  
- Allen Bevans provided insights gained from his experience working as a games user researcher and UX researcher first at Electronic Arts, then Google play, to his current position with Google Stadia, the
cloud gaming platform.

[ANNOUNCEMENTS]: Inaugural Games Narrative Conference 2021 CfP;

[EVENTS]: Lots of GSA events!

The new "Maker Space" Haptics Lab funded by Dr. Oliver Schneider's CFI is coming along nicely!! Happy salivating :)

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1. **The Inaugural Games and Narrative Conference, 2021**

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Please find the CfP attached and a link to the webpage here. **Deadline for proposal submissions is January 15th!**

2. **Most academic and student service buildings will be locked beginning Tuesday, December 8 to January 10, 2021,** with some exceptions. Find out which buildings will remain open and when: [http://ow.ly/75Ti50CERok](http://ow.ly/75Ti50CERok)

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**UW Events**

**UPCOMING GSA EVENTS:**
December 8: #PoliticsToday Episode 2: Critical Engagement in Community Development @2:00pm
We have started a new speaker series called #PoliticsToday that will focus on political issues and engagement in Waterloo Region and the broader political sphere. In Episode 2, we will be joined by local journalist, activist, and graduate student Fitsum Areguy to discuss his experience as a writer and organizer, his take on critical engagement in community development in Waterloo Region, as well as how to have a social impact. Registration details

December 10: Community Meet & Greet @1:00pm
Come meet graduate students from different departments and faculties across campus in our community meet and greet. This event will be hosted on Zoom. Registration details

December 11 & 14: Gingerbread House Kit Pick Up & Decorating Contest!
Register to pick up a free gingerbread house to decorate and enter our gingerbread house decorating contest! Registration and event details

December 14-18: Community Stroll
Join in on our community stroll at your own pace. You will be given two trail map options to choose from, a playlist of local artists, and an information pack on Canadian wildlife during winter. You will also have the opportunity to be connected to a strolling pal. Registration details.

December 16: Building Your (Remotely) Part 2: Centre for Career Action Tips and Resources @10:00am
Our BYC(R) series continues with a webinar presented by Centre for Career Action’s (CCA) Career Advisor, Kira Bruschke. This session is open to all grad students and provides specific emphasis on supports for international grad students. Learn about how to job search, network, and find employment and professional events in a remote environment and how the CCA can be a resource. Ask questions at the session or submit them in advance to gsa-international@uwaterloo.ca. Registration Details

December 18: Movie Night @7:00pm
Grab a snack, find a comfy place to sit, and join us at our virtual movie night! We will be watching “Spider-Man: Into the Spider-Verse. Registration details

Other Virtual Events

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**ANNOUNCEMENTS**: Minimal staff support; Pod renewals!

**EVENTS**: GI Holiday Party this Friday!

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**ANNOUNCEMENTS**: 

1. **MINIMAL STAFF SUPPORT FROM DECEMBER 18 TO JANUARY 4TH.** If you consider your request urgent, additionally DM us however there is no guarantee that we’ll get to it quickly.

2. **Pod Renewals are in effect** - please fill out the form by December 18th to continue having access to GI infrastructure.

3. **The Inaugural Games and Narrative Conference, 2021**

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**EVENTS**: 

| Games Institute Events | Join us for fun, games, and social decompression on Friday, December 18th from 2-4pm EST in The Save Point 🛖 on Discord! **Be sure to RSVP to the calendar invite so you don’t miss it!** We’ll show off the fruits of our labours (see the festive activities you can take part in listed below for more details), share in each others’ company around a digital fireplace, and bring some much needed cheer into the final days of 2020. |
UPCOMING GSA EVENTS:

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RESEARCH UPDATES

Research during COVID-19: VR Exergames for Older Adults Living with Dementia, ft. John Muñoz
John Muñoz is a Postdoctoral fellow with the Intelligent Technologies for Wellness and Independent Living (ITWIL) Lab. His research involves developing virtual reality (VR) exercise games (Exergames) for people living with dementia.

Sneak preview into the interview...

Marisa Benjamin: The circumstances surrounding COVID-19 introduced many obstacles for researchers. What are some of the challenges you faced that are unique to your research?

John Muñoz: Our end-users are people in long-term care facilities, which is likely the most vulnerable population in the pandemic. Before COVID-19, we managed to do a few playtests, but when the lockdowns started, accessing people became very challenging since there are a lot of risk factors associated with going into facilities and working directly with participants. We are also collaborating with an independent VR development company, VR Vision, that was suddenly facing a lot of uncertainty. They did not know how they would be able to adapt to COVID, so there was also the fear that they would not be able to stay with the project. When you need to find a way to survive, research isn’t your top priority. We had to find strategies for both progressing the research with participants and maintaining the collaboration with the company.

Read the full interview at this link.

From our International research network:

Fempower.tech publish "A call for respect, inclusion, fairness, and transparency in SIGCHI" for the Feminisms in Design special issue of ACM’s Interactions magazine

Fempower.tech are a group of intersectional feminists who aim to raise awareness of feminist issues in HCI and technology, generally. The article advocates for structural change in SIGCHI that recognizes the interlocking nature of marginalizations. As many GI members are actively involved in the international SIGCHI community, we benefit from and support Fempower.tech’s work to advance equity, diversity, and inclusion in research spaces.

SLACKING AT THE DISCO(RD)

Not yet a member? Join our Discord here and start your social adventure with us today!

Join us for fun, games, and social decompression on Friday, December 18th from 2-4pm EST in The Save Point on Discord! Be sure to RSVP to the calendar invite so you don’t miss it! We’ll show off the fruits of our labours (see the festive activities you can take part in listed below for more details), share in each others’ company around a digital fireplace, and bring some much needed cheer into the final days of 2020.

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<td>To get ready for next Friday, we’re starting things a little early with a few initiatives:</td>
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<td>The Great Holiday Heist 🎁</td>
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No one knows where the story will end up, so take 5 minutes, or 50 minutes, and add your flair to the mysterious holiday tale. One person telling a story can be exciting... But what happens when 140 people tell bits and pieces of a story at random, without knowing what came before? Hilarity. Insanity. Nonsense. And more! We would like everyone to have a chance to participate before the story is revealed on December 18th, so if you can, please take action as soon as possible. The absurdity that is surely to come out of this story game is entirely dependent on the honor system of not revealing to yourself any of the previously written text. Your patience and curiosity will be greatly rewarded! 😊

• | The GI-dian BAKE OFF!🍪 |
Let’s be real, no one wants to really do any work any more, and you know what’s a perfect procrastination tool to get you through that last round of marking? Baking.🎂

Get out and share your favourite holiday baked goods (or you know, your favourite recipes) and share them on both Slack and Discord for your peers to see (and possibly make them themselves!)

Be sure to bring your baked goods to the party so we can live vicariously through each other’s sweet skills. No time to make anything? Want to just get store-bought? Whatever the result, we encourage you to BYOBaked goods (or recipes) in time for the party. Tag us on Instagram or Twitter with any scrumptious shots too.

• | Swapping Smiles🌟- It’s like secret Santa, but free!|
At the party, we’ll be matching up members in a draw secret Santa style to send some joy to their fellow GI member--be it in meme, music playlist, cat fail gif collection--whatever you think might make their day a little brighter. If you know you will not be able to attend the party, but still want to participate in this draw, send an email to jrickert@uwaterloo.ca or reply to this email by the 18th!