

## Video Game Research Lunchtime Colloquium Series

- Series is open to all Virginia Tech faculty, staff, and students interested in research dealing with video games, immersive virtual environments, and related technologies.
- Sessions include featured presentation, followed by Q&A and a “workshop” session to discuss research directions and collaborations (workshop participation optional).

### Schedule and Featured Presenters:



**26 February, 12:30-1:30 p.m., 123A Burruss Hall**

**Colloquium Focus: Virtual Worlds**

Featured Presenter: Dr. Dmitri Williams

2009 VT G.A.M.E.R. Lab Virtual Guest Scholar (*via videoconference*)

Annenberg School for Communication, University of Southern California

Presentation: “The mapping principle and other oddities: Recent findings from the Virtual Worlds Exploratorium”



**26 March, 12:30-2:00 p.m., 043 Shanks Hall**

**Colloquium Focus: Games and Education**

Featured Presenter: Dr. Michael A. Evans

Department of Learning Sciences and Technologies, School of Education, Virginia Tech

Presentation: “Projective identities and semiotic domains: How seventh grade science is taught with Spore”



**9 April, 12:30-2:00 p.m., 043 Shanks Hall**

**Colloquium Focus: Game Effects**

Featured Presenter: Dr. James D. Ivory

Department of Communication, Virginia Tech

Presentation: “Bringing people to the lab and the lab to people: Directions in laboratory research on video games’ effects”



**30 April, 12:30-2:00 p.m., 043 Shanks Hall**

**Colloquium Focus: Final Group Workshop Session (No Featured Presenter)**

Colloquium session attendees will meet to discuss future directions in video game-related research, scholarship, and teaching at Virginia Tech and the potential role of interested individuals and academic units on campus.

- No registration or RSVP necessary to attend sessions. Walk-ins welcome.
- No food or drink will be provided at sessions, but attendees are welcome to bring their own snacks or lunches to 043 Shanks sessions (no food or drink in 123A Burruss Hall).

Contact colloquium convener James D. Ivory ([jjivory@vt.edu](mailto:jjivory@vt.edu)) with questions. The VT G.A.M.E.R. Lab (<http://www.comm.vt.edu/gamerlab>) is part of the Communication Research Facility hosted by the Virginia Tech Department of Communication.