

Spring 2011 Video Game Research Lunchtime Colloquium Series

- The annual series is open to all Virginia Tech faculty, staff, and students interested in research dealing with video games, virtual environments, simulations, and related technologies.
- Sessions include featured presentation, followed by Q&A and discussion.

Schedule and Featured Presenters:



Wednesday, 23 February, 1:00-2:00 p.m., 1000 Torgersen Hall
Colloquium Focus: Effects of Violent Game Content

Featured Presenter: Dr. Christopher J. Ferguson
2011 VT G.A.M.E.R. Lab Virtual Guest Scholar (*via videoconference*)
Associate Professor of Psychology, Texas A&M International University

Presentation: "Going 'Postal:' Youth Violence Predicted by Depression and Antisocial Traits, not Video Game Violence"



Wednesday, 6 April, 1:00-2:00 p.m., 043 Shanks Hall
Colloquium Focus: Demographic Representations in Virtual Worlds

Featured Presenters: Rommelyn Conde, Courtney Long, Rachel McDonnell, and Frank Waddell
M.A. Students, Department of Communication, Virginia Tech

Presentation: "Virtual Demographics: Analyzing Sex and Race in Massively Multiplayer Worlds"



Wednesday, 27 April, 1:00-2:00 p.m., 043 Shanks Hall
Colloquium Focus: Games and Education

Featured Presenter: Dr. Michael A. Evans
Assistant Professor, Department of Learning Sciences and Technologies,
School of Education, Virginia Tech

Presentation: "Mission: Evolution - Leveraging Digital Video Games to Engage Tenth Graders in Evolutionary Biology"

- 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 1000 Torgersen Hall).

Contact colloquium convener James D. Ivory (jivory@vt.edu) with questions.
The VT G.A.M.E.R. Lab (<http://gamerlab.org>) is hosted by the Virginia Tech Department of Communication.