

Old Dominion University
College of Arts & Letters
Colloquium Series

Presented by
Humanities Institute

Gaming the Curriculum

Friday, September 20, 2013

3:00 - 5:00 PM

Batten Arts & Letters 9024

This colloquium will address the roles that ARGs, computer games and other forms of play might serve - for better or worse - in developing undergraduate and graduate curriculum and how the turn to play is influencing curriculum design, student engagement and evaluation, etc.

Presenters are:

Mark Fluehr & Bill Weldon from

RevQuest of Colonial

Williamsburg

Kevin Moberly, English

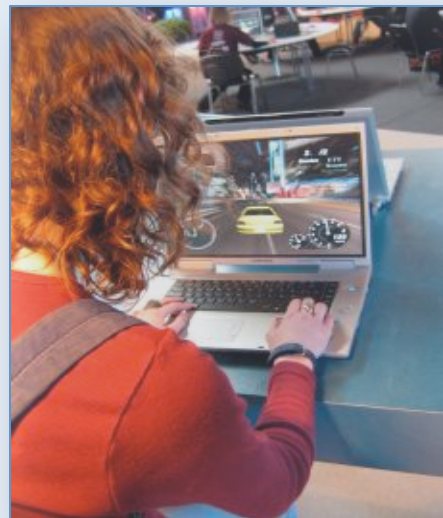
Department, ODU

Richard Landers, Psychology

Department, ODU

Amy Adcock, Instructional

Design and Technology, ODU




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Contact Stacey Parks (sparks@odu.edu) in BAL 3041 for more details.