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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