Welcome to DiGRA 2014!

We are thrilled that you are participating in the first of the annual DiGRA conferences. This year’s theme <Active Verb> the <Noun> of Game <Plural Noun> represents the playful and open nature of our field. It, like all Mad Libs, illustrates that without context, words can take on ironic and humorous meanings.

We believe that DiGRA is a place where we provide context to our words and research. It is where the blanks are filled in. We hope that the mountain air of Snowbird Utah will inspire you not only to explore the vast beauty of the great outdoors, but also the curious and interesting words we use to describe our research. Let’s play!

Jose Zagal and Roger Altizer, your DiGRA 2014 conference chairs.
The Entertainment Arts and Engineering Program is the #2 ranked games program in the United States. Boasting world-renown faculty, award winning student games, published student games (bringing tens of thousands of dollars to the student creators), and now a cutting edge Therapeutic Games and Apps lab (The Gapp). The EAE program at the University of Utah has graduated leaders in games, published cutting edge research, and partnered with local and international companies to research and develop games.

EAE is proud to show off the State of Utah and its “Silicon Slopes” by hosting DiGRA.
Tracy Fullerton, M.F.A., is a game designer, educator and writer with fifteen years of professional experience. She is currently an Associate Professor in the Interactive Media Division of the USC School of Cinematic Arts and Director of the USC Game Innovation Lab. In December 2008, she was installed as the holder of the Electronic Arts Endowed Chair of Interactive Entertainment. Tracy is the author of Game Design Workshop: A Playcentric Approach to Designing Innovative Games. This design textbook is in use at game programs worldwide. Recent credits include faculty adviser for the award-winning student games Cloud, and fIOw; and game designer for The Night Journey, a unique game/art project with media artist Bill Viola. She is currently designing a game based on Henry David Thoreau’s experiment in living at Walden Pond. Also, she is leading a team of designers to create a suite of college knowledge games collectively known as Collegeology Games.

Michael Mateas

Dr. Mateas is recognized internationally as a leader in computationally-focused design and analysis approaches in playable media. He is currently a faculty member in the Computer Science department at UC Santa Cruz, where he holds the MacArthur Endowed Chair. He founded and co-directs the Expressive Intelligence Studio, one of the largest technically-oriented game research groups in the world, and is also the founding director of the Center for Games and Playable Media at UC Santa Cruz. His research interests include interactive storytelling and autonomous characters, procedural content generation, AI-based interactive art, and software studies. He received his Ph.D. in Computer Science from Carnegie Mellon University.
**JOHN DEAN**

A games industry veteran, Jon has been making digital entertainment for more than twenty-five years. Most recently he was a Vice-President at the World’s #1 videogame company, Electronic Arts, was General Manager of their Salt Lake and Raleigh/Durham development & production studios, and Executive Producer of many hit games for EA and EA SPORTS. Jon has worked on games for PCs, handhelds, consoles and mobile, including Starfox, Tetris Blitz, NASCAR, Monopoly Hotels, Tiger Woods PGA Tour, Risk Factions, NFL Blitz, Aliens and Nerf N-Strike. Last year Jon co-founded a new company in Utah, XacFAQ, Inc, to focus on developing apps for smartphones, tablets and other connected devices such as Google Glass. XacFAQ has built a technology platform that allows content owners to quickly and easily deliver that content to connected consumers, with the entire development and live service managed by XacFAQ.

**MARIANNA DI PAOLO**

Marianna Di Paolo is an Associate Professor in the Department of Anthropology (University of Utah) and a Research Associate of the National Museum of Natural History (the Smithsonian). She was the founding Chair of the University of Utah’s Department of Linguistics, currently an Adjunct Associate Professor in that department. As a sociolinguist her research focusses on sociophonetics; variation and change in Western American English and Shoshoni; and on the documentation and revitalization of the Shoshoni language. She has been a member of the Advisory Board of Linguist-List, the Committee on the Status of Women in Linguistics of the Linguistic Society of America (LSA), and since 2003 has served on the Utah State Supreme Court Committee on Model Utah Jury Instructions—Civil.
DiGRA STUDENT MIXER  
Sunday, August 3 | 5:00–6:00pm | El Chanate

OPENING RECEPTION  
Sunday, August 3 | 7:30–10:00pm | Creekside Patio

OPEN PLAY ROOM  
Sunday – Tuesday | 8:00pm–12:00am | Ballroom 3  
Boardgames and more!

THE BLANK ARCADE  
Monday, August 4 | 10:15am – 7:00pm | Wasatch Room

BLANK ARCADE COCKTAIL HOUR  
Monday, August 4 | 6:00pm – 7:00pm | Wasatch Room

INTEL LUNCH  
Tuesday, August 5 | 1:00pm – 2:30pm | Location TBA  
Prize drawing and lunch

DiGRA ANNUAL GENERAL MEETING & CLOSING REMARKS PRESENTED BY UNITY  
Wednesday, August 6 | 8:30–9:30am | Location TBA  
Prize drawing and breakfast will be served

TRAM LUNCHEON presented by Utah Governor’s Office of Economic Development  
Wednesday, August 6 | 1:00pm | Ballroom Lobby  
Box lunch picnic at the top of the mountain
Intel® Buzz Workshop 2014 Series
San Francisco • Seattle • London • Stockholm

Be Mobile
Eventbrite.com: search “buzz”

Tackle Developers’ Biggest Challenges in Gaming

Featuring:
- Technical Sessions
- Developer Showcase
- Prizes & Giveaways
- Networking
- Panels

@IntelSoftware
#BuzzWorkshop
software.intel.com