


by Maura Smale 3 years ago

# CUNY Games Festival 2015

A conference of game-based learning in higher education. Our second year -- at the CUNY Graduate Center on Friday, January 16, 2015!



We've archived the CUNY Games Festival tweets at [#cgf2015](https://storify.com/mauraweb/cuny-games-festival-2015.html)! [storify.com/mauraweb/cuny-...](https://storify.com/mauraweb/cuny-games-festival-2015.html)  
[pic.twitter.com/g4Zyi3EWJs](https://pic.twitter.com/g4Zyi3EWJs)

 CUNY GAMES NETWORK @CUNYGAMES · 3 YEARS AGO

jgrou Jennifer Grouling  
@jgrouling

Inspired by [#cgf2015](https://twitter.com/cgf2015), I had [#ENG605](https://twitter.com/ENG605) do a role-play where famous people in R/C presented curriculum changes to a WPA. [#bsuenglish](https://twitter.com/bsuenglish) [#wayfun](https://twitter.com/wayfun)

 3 YEARS AGO

pum **Nicole Pagowsky**  
@pumpedlibrarian

Here is [@rawdeal85](#)'s & my slides (+ my recorded portion) from CUNY Games Fest [#cgf2015](#) on gen ed, info lit, & badges [tiny.cc/cunygames](http://tiny.cc/cunygames)



@CunyGames · 3 YEARS AGO



**Olivia Miller**  
@livie\_leigh

Finally got around to updating my [#cgf2015](#) presentation! [speakerdeck.com/olmiller/but-w...](http://speakerdeck.com/olmiller/but-w...)



3 YEARS AGO

Briar **Brian S. Chung**  
@BrianSChung

Happy about the response to my talk w/ [@whereisgj](#) on art school methodology / teaching game design at [#cgf2015](#) - thx for hosting [@CunyGames](#)!



3 YEARS AGO



**Carlos Hernandez**  
@WriteTeachPlay

We'll be playtesting boardgame prototypes with [#nycplaytest](#) at the TriBeCa Whole Foods starting at noon. Join us, [#cgf2015](#) !



3 YEARS AGO



**CUNY Games Network**  
@CunyGames

CUNY Games Festival game day & prototype playtesting TODAY 12-6! All are welcome! Info: [gamesfest2015.commonsgc.cuny.edu/2015/01/13/day...](http://gamesfest2015.commonsgc.cuny.edu/2015/01/13/day...)



3 YEARS AGO



**Olivia Miller**  
@livie\_leigh

There was definitely a kind and accepting vibe at [#cgf2015](#).



3 YEARS AGO





**Olivia Miller**  
@livie\_leigh

I had such a great experience at [#cgf2015](#)! I got some great ideas for instruction and great feedback about my game clip archive dream!

3 YEARS AGO



**ShawnAlexanderAllen**  
@aNuChallenger

I enjoyed CUNY games festival 2015. Talks about subverting social biases & art school approach to teaching game design were great. [#cgf2015](#)

3 YEARS AGO



**Lilavati Dev**  
@LilavatiDev

Dear Diary, Today, tried to convince Socratics to refuse reconciliation with Sparta. Numbers were against us, esp. the taxicabs. [#cgf2015](#)

3 YEARS AGO



**Hostos Hive Co-Op**  
@TheHostosHive

We had a great time at the CUNY Games Festival today -- Listened to a lot of wonderful presentations and met some great people! [#cgf2015](#)

3 YEARS AGO



**Lydia Willoughby**  
@Willoughbrarian

“[@CunyGames](#): Library games! With G. Letnikova, [@livie\\_leigh](#), [@Willoughbrarian](#) and [@kellyblanchat](#). [#cgf2015](#)” loved all the questions & hive

3 YEARS AGO



**Nancy Foasberg**  
@nfoasberg

Pretty great conference, but next year someone has to present on Spyfall, aka Burkean Parlor: The Game [#cgf2015](#)

3 YEARS AGO

virtu **Juan Rubio**  
@virtualrubio


Second year #CGF2015 (@ CUNY Graduate Center in New York, NY) [swarmapp.com/c/lfOUOhrLN7](http://swarmapp.com/c/lfOUOhrLN7)

 3 YEARS AGO



**CUNY Games Network**  
@CunyGames

Thanks everyone for a great conference! See you next year! #cgf2015

 3 YEARS AGO



**Nancy Foasberg**  
@nfoasberg

Great ideas from @kellyblanchat and @Willoughbrarian about using hashtags to teach controlled vocabulary #cgf2015

 3 YEARS AGO



**Claibourne**  
@Claibourne

TagsExplorer- cool way to set up competition in info lit class #cgf2015

 3 YEARS AGO



**Iris Finkel**  
@infoflux

Finally: anno-tweeted bibliography! #cgf2015

 3 YEARS AGO



**Iris Finkel**  
@infoflux

Info lit games . Advanced search in twitter. I did not know. This game is working for me.  
#cgf2015

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Tamrah Cunningham, NYU: Students in the game-based interdisciplinary Learning Communities retain more info, use it later. [#cgf2015](#)

 3 YEARS AGO

snicl [Scott Nicholson](#)  
@snicholson

Credit to Olivia Miller [@livie\\_leigh](#) at [#cgf2015](#) presenting the need for the tagged video game clip teaching archive. Good stuff!

 3 YEARS AGO



[Claibourne](#)  
@Claibourne

Hashtags can be useful in library instruction- topics for example-one can have a class hashtag-  
[#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Tamrah Cunningham, NYU: Common Assignment case study = analysis, design, & project description of student's work in all 3 courses. [#cgf2015](#)

 3 YEARS AGO



[CUNY Games Network](#)  
@CunyGames

MT [@game\\_of\\_infolit](#): We're presenting "Social Media as Game Strategy: Twitter in the [#infolit](#) Instruction Session" at [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Tamrah Cunningham, NYU: Interdisciplinary approach w/ 3 courses--English composition, computer programming, & computer systems [#cgf2015](#)

 3 YEARS AGO

snicl [Scott Nicholson](#)  
@snicholson

Really Good Idea: a tagged set of video game clips using controlled vocab for game design students/teachers as a library database [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Tamrah Cunningham, NYU: Learning Community (LC) of students who do storytelling in role playing & action adventure games. [#cgf2015](#)

 3 YEARS AGO



[Claibourne](#)  
@Claibourne

Librarians can provide some metadata to video games [#cgf2015](#)

 3 YEARS AGO



[Iris Finkel](#)  
@infoflux

Game design librarian! Would be so cool, & aspects of collection would apply for other disciplines. Olivia Miller ideal candidate! [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Tamrah Cunningham, NYU talks about how programming video games can be used to help students strengthen their writing skills. [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Samuel & Rajagopal: Designing Akount will help introductory accounting students engage & understand & learn key concepts. [#cgf2015](#)

 3 YEARS AGO

snicl [Scott Nicholson](#)  
@snicholson

That's right, it's Assassin's Creed + Library Metadata + Controlled Vocabulary at [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

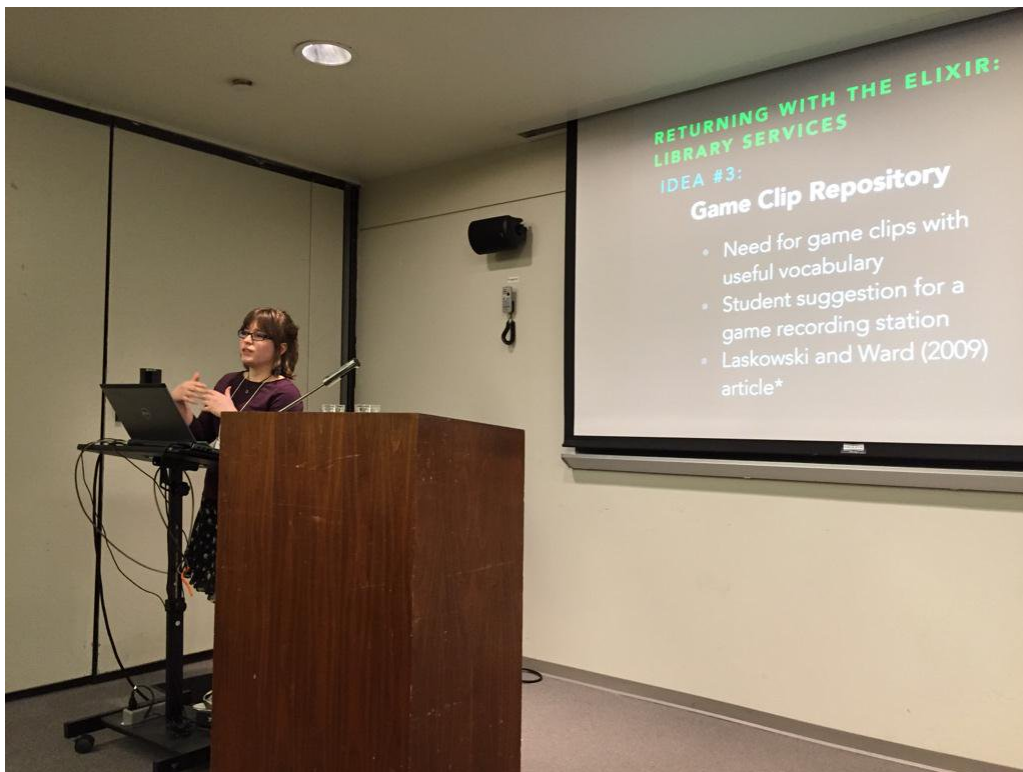
Sajay Samuel, Penn State, is a professor of accounting & saw his students needed a new approach to learn accounting. Trying games! [#cgf2015](#)

 3 YEARS AGO


Krist [Kristin Gorski](#)  
@KristinGorski

Samuel & Rajagopal: Akount uses the lemonade-stand business narrative where debits/credits are NOT the focus; at prototype phase. [#cgf2015](#)

 3 YEARS AGO



My [@livie\\_leigh](#) dropping knowledge at [#cgf2015](#) [pic.twitter.com/cI0UEhHPAA](https://pic.twitter.com/cI0UEhHPAA)

 TREY PIEPMEIER @TREY · 3 YEARS AGO



Claibourne  
@Claibourne

#cgf2015 Olivia millers article- need to find-game clip repository could be handy



3 YEARS AGO

Krist

Kristin Gorski  
@KristinGorski

Learning accounting without rules with game Akount from Sajay Samuel, Penn State & Ravikiran Rajagopal, Mesotes LLC. #cgf2015



3 YEARS AGO

snicl

Scott Nicholson  
@snicholson

LOL! Speaker at #cgf2015 asked who are librarians, almost everyone in the room raised their hand at this gaming conference!



3 YEARS AGO

Krist

Kristin Gorski  
@KristinGorski

Jim McElwaine, Queens C.: Launching soon, research project which needs open-source games for non-linear music scoring #cgf2015



3 YEARS AGO

Shos

Shoshana Kessock  
@ShoshanaKessock

I came for an idea about a LARP that explored human trafficking thanks to a talk I saw at #cgf2015 - making notes now.



3 YEARS AGO

Krist

Kristin Gorski  
@KristinGorski

Jim McElwaine, Queens C.: Case example of game LImbo, sounds that say "good move" or "bad move" determined by players' choices #cgf2015



3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Jim McElwaine, Queens C.: Tools like GarageBand promote non-linear music composition. Gamers' actions determine music that results [#cgf2015](#)

 3 YEARS AGO



[Claibourne](#)  
@Claibourne

Good to see librarian moving from the IL standards to metaliteracy [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Jim McElwaine, Queens C.: Avant garde composers (1930s), cut-and-break by DJs (1970s) made music non-linear, changeable over time [#cgf2015](#)

 3 YEARS AGO



[CUNY Games Network](#)  
@CunyGames

Library games! With G. Letnikova, [@livie\\_leigh](#), [@Willoughbrarian](#) and [@kellyblanchat](#). [#cgf2015](#)

 3 YEARS AGO

Willc [Lydia Willoughby](#)  
@Willoughbrarian

[#cgf2015](#) gamify: how to choose & narrow your research topic. Galina Letnikova at LaGuardia CC.

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Jim McElwaine of Queens College is talking about non-linear music composition for computer game scores. [#cgf2015](#)

 3 YEARS AGO



Krist [Kristin Gorski](#)  
@KristinGorski

Gamification discussion: Students say, "Give me a quest!" perceived more positively by teachers than "Give me extra credit!" Same? [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Gamification discussion: Additional quests through redo's work well, enforces skill building through repetition, fair to students [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Gamification discussion: Flipping grading scale from 0-100 to 100-0. Does it game grading scale enough to lesson focus on grades? [#cgf2015](#)

 3 YEARS AGO



[Nancy Foasberg](#)  
@nfoasberg

Chloe Smolarski's Games of York--a class based around nonlinear storytelling in a disaster scenario. Sounds great. [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Gamification discussion: Extrinsic & intrinsic motivation are very different things. Bring in self-determination theory for balance [#cgf2015](#)

 3 YEARS AGO



[Olivia Miller](#)  
@livie\_leigh

Where my librarians at? See you in 202 at 4! [#cgf2015](#)

 3 YEARS AGO

Willc [Lydia Willoughby](#)  
@Willoughbrarian

[#cgf2015](#) gamify your grading: scale your grades from the bottom up.... start with 0 points, and earn A as you "achieve/unlock" assignments

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Suzanne Kissel, Elucian: Design progression of course to include challenges, tasks, feedback on mastery levels (NOT assignments) [#cgf2015](#)

 3 YEARS AGO

Willc [Lydia Willoughby](#)  
@Willoughbrarian


[#cgf2015](#) 1 revelation of my day: "game" & "play" are drrrrty words 2 some administrations & curriculum cmtes. rhetoric must fit audience.

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Suzanne Kissel, Elucian: Use Bartle Test of Gamer Psychology to figure out who your students are, learn how they learn best [#cgf2015](#)

 3 YEARS AGO

 [Claibourne](#)  
@Claibourne

[#cgf2015](#) Kissel-gameful design paradigm-using gaming motivational design

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Suzanne Kissel, Elucian: Gameful Design Paradigm--integrating some of the motivation techniques that game designers use so well [#cgf2015](#)

 3 YEARS AGO



**Iris Finkel**  
@infoflux

Games of York-digital storytelling project. Character development, use media, twitter to add to story... Final: ready, set, present [#cgf2015](#)



3 YEARS AGO

Krist

**Kristin Gorski**  
@KristinGorski

Suzanne Kissel, instructional designer from Elucian, is now speaking about using course elements for online course design [#cgf2015](#)



3 YEARS AGO



**Claibourne**  
@Claibourne

Gaming thinking can help in retention- telling the student where she stands [#cgf2015](#)



3 YEARS AGO

Krist

**Kristin Gorski**  
@KristinGorski

Thomas Heinzen, William Paterson U. How 2 retain college students? They said: We need 2 know how we're doing! Design feedback loop [#cgf2015](#)



3 YEARS AGO

Krist

**Kristin Gorski**  
@KristinGorski

Thomas Heinzen, William Paterson U.: Points do matter. Students respond 2 "fat points"; it motivates them, perceived as more fair. [#cgf2015](#)



3 YEARS AGO



**Claibourne**  
@Claibourne

Thomas Heinzen- fat points used embedded in course- make the course total huge- students think it's fair [#cgf2015](#)



3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Thomas Heinzen, William Paterson U.: Maximum points which can be attained in Tetris is 999,999 <--example of "fat points" [#cgf2015](#)

 3 YEARS AGO

Willc [Lydia Willoughby](#)  
@Willoughbrarian

[#cgf2015](#) idea: ask the students to reflect on whether or not they think the grading system is "fair." i want to add this to gamified syllab

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Thomas Heinzen: Learning about "fat points"-excessive points-in video games & how they can be applied to student academic behavior [#cgf2015](#)

 3 YEARS AGO

Shos [Shoshana Kessock](#)  
@ShoshanaKessock

Was super excited to share the use of LARP in exploring serious issues at [#cgf2015](#) - now listening to a discussion of human trafficking.

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Andrew Battista, NYU: Nicole Pagowsky says badges are for instructional design, feedback, and goal setting, NOT used as rewards [#cgf2015](#)

 3 YEARS AGO



[Claibourne](#)  
@Claibourne

U do AZ used badges to say how a course fulfilled info lit requirements- feedback and defining goals [#cgf2015](#)

 3 YEARS AGO

mau **Maura Smale**  
@mauraweb

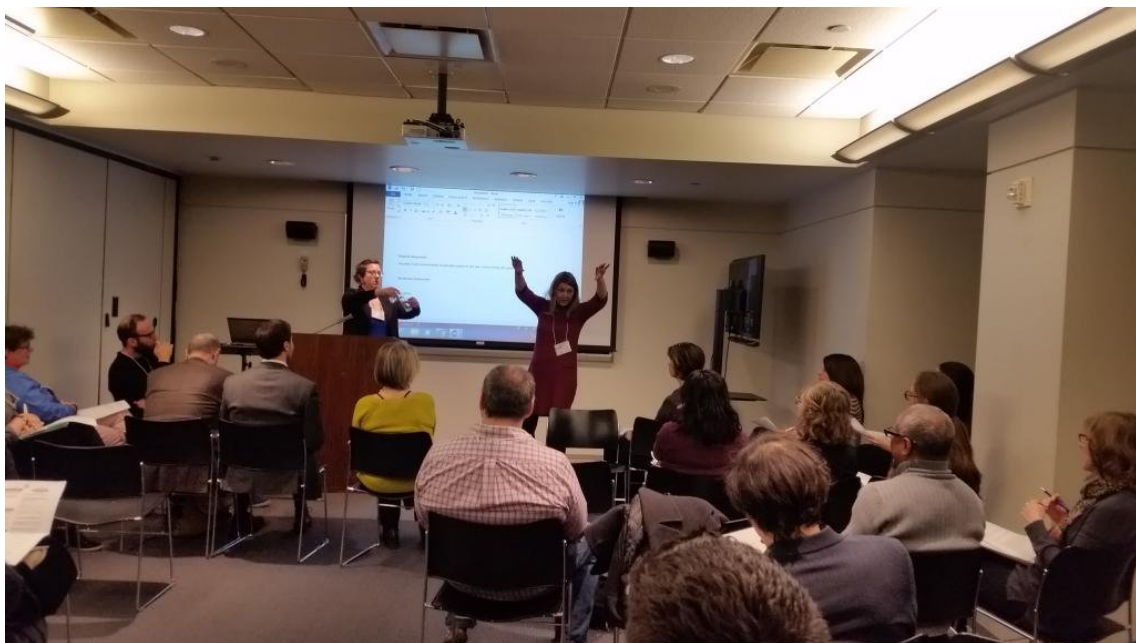
Listening to @pumpedlibrarian on video in IL in Gen Ed badging presentation w/ @rawdeal85 at #cgf2015 ! #ohourmodernworld

 3 YEARS AGO


Krist **Kristin Gorski**  
@KristinGorski


Andrew Battista, NYU: Shows video of Nicole Pagowsky from U. of Arizona's badge-based info literacy initiatives; positive response #cgf2015

 3 YEARS AGO



Great micro Athens @ReactingTTPast at CUNY Games #cgf2015 - now we have to figure out a micro for next year! [pic.twitter.com/7vv9Q5YtG4](https://pic.twitter.com/7vv9Q5YtG4)

 BETHANY HOLMSTROM @BDHOLMS · 3 YEARS AGO

 **Claibourne**  
@Claibourne

#cgf2015 an integrative curricula-what r the secrets? People don't like change-badges can help claims u of Arizona

 3 YEARS AGO



**CUNY Games Network**  
@CunyGames

. @rawdeal85 & @pumpedlibrarian on some challenges of information literacy, often considered of secondary importance for students #cgf2015

 3 YEARS AGO

Krist **Kristin Gorski**  
@KristinGorski

Andrew Battista, NYU: Tough 2 teach information literacy bcuz librarians have limited student contact, not graded, hard 2 assess #cgf2015

 3 YEARS AGO



**Claibourne**  
@Claibourne

#cgf2015 the tunic of extension for students who need more time- they can use it once in the semester

 3 YEARS AGO

Krist **Kristin Gorski**  
@KristinGorski

Next up: Andrew Battista, NYU talking on digital badges & general education revision related to information literacy #cgf2015

 3 YEARS AGO

**NARRATIVE, STORYTELLING, AND GAMES**

**USING SHIGERU MIYAMOTO'S THE LEGEND OF ZELDA IN LITERATURE CLASS** Chamutal Noimann, Borough of Manhattan Community College

**THE LEGEND OF ZELDA: HOW LINK HELPS COLLEGE STUDENTS OBTAIN WRITING AND LIFE SKILLS** Beth Greene, University of North Carolina, Charlotte

**ROLEPLAYING GAMES IN ESL LEARNING** Timothy Woods, St. John's University

**GAMES OF YORK, A STORYTELLING PROJECT** Chloe Smolarski, Independent

**LIBRARY GAMES**

**APPROPRIATE FOR TEACHING** J. Lee, The Sh...

**COM**

**TACKLING THE ACTION ROLEPLAYING GAME** Kessock, Phi...

**REAL-WORLD GAMING AND THE ISSUE OF HUMANITY** Katie Ahearn, Courtney, Tea...


**BASE-JUMPING: CONNECTING PARTICIPANTS** Syracuse Univ...

**GAMES OF YORK, A STORYTELLING PROJECT** Chloe Smolarski, Independent

**NON-LINEAR C**


#cgf2015 [pic.twitter.com/FFmX1BG22y](https://pic.twitter.com/FFmX1BG22y)

IRIS FINKEL @INFOFLUX · 3 YEARS AGO

 **CUNY Games Network**  
@CunyGames

Friendly reminder to presenters: please send us links to your presentations so we can add them to the conference website! #cgf2015

3 YEARS AGO

 **Iris Finkel**  
@infoflux

Link can teach things not taught in high school. #cgf2015

3 YEARS AGO

Kristin **Kristin Gorski**  
@KristinGorski

Andrew Parker, NYC College of Tech: Rewards for students' persistence, like "Night Owl" achievement 4 doing homework late at nite #cgf2015

3 YEARS AGO





**Iris Finkel**  
@infoflux

legend of Zelda 4) story control/ flow what should Link do next? Make connection to game play and projects... [#cgf2015](#)

3 YEARS AGO

snicl

**Scott Nicholson**  
@snicholson

So many good things about using LARP concepts to change the world from [@ShoshanaKessock](#) at [#cgf2015](#) Flexible, engaging, accessible.

3 YEARS AGO



**Iris Finkel**  
@infoflux

Legend of Zelda 3) organization - to make sense of narrative... [#cgf2015](#)

3 YEARS AGO

Krist

**Kristin Gorski**  
@KristinGorski

Andrew Parker, NYC College of Tech: Students need persistence 2 complete math sets, can be discouraged by multiple failed attempts [#cgf2015](#)

3 YEARS AGO



**Iris Finkel**  
@infoflux

Legend of Zelda 2) decision making - which way to go... [#cgf2015](#)

3 YEARS AGO

Krist

**Kristin Gorski**  
@KristinGorski

[@GetGameFramed](#) You are very welcome! :) Lots of insights & a-ha moments to share from this talk. [#cgf2015](#)

3 YEARS AGO



Iris Finkel  
@infoflux

Legend of Zelda 1) critical thinking - strategizing on a course project and on a course for yourself on life [#cgf2015](#)

3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Andrew Parker, NYC College of Tech: Game achievements recognize gamers' tries, encourage to keep going & consider alternative acts [#cgf2015](#)

3 YEARS AGO




Andrew Parker from NYC College of Technology presenting on using XP & rewards in online homework for math [#cgf2015](#) [pic.twitter.com/bFq5CzwyX](https://pic.twitter.com/bFq5CzwyX)

HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO



Eventuality: the game [#cgf2015](#) [pic.twitter.com/OoVhyqN4UA](http://pic.twitter.com/OoVhyqN4UA)

 CUNY GAMES NETWORK @CUNYGAMES · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Andrew Parker, NYC College of Technology, will speak about mathchievements, XP, and rewards in online homework [#cgf2015](#)

 3 YEARS AGO



[Iris Finkel](#)  
@infoflux

Literary devices built into Leg of Zelda [#cgf2015](#)

 3 YEARS AGO




[Claibourne](#)  
@Claibourne

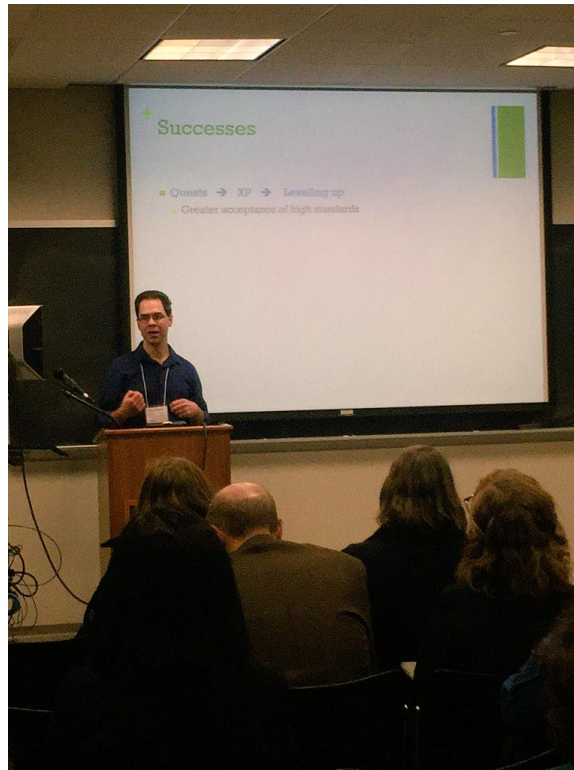
[#cgf2015](#) games as text-video games - Bernard stiegler-remember-

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Learning about video game walkthroughs, working memory, and video games as texts from Kimberly Garcia, CUNY Graduate Center [#cgf2015](#)

 3 YEARS AGO



Douglas Maynard from SUNY New Paltz presenting on the gamification of a seminar-style psychology course [#cgf2015](#) [pic.twitter.com/iEc0jX2C65](https://pic.twitter.com/iEc0jX2C65)

 HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Maynard, SUNY New Paltz: Make more quests available for choice, check w/ students regularly, level-up emails are time intensive [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Maynard, SUNY New Paltz: Students could check an "honesty box" if they didn't do the week's reading, so teacher knew [#cgf2015](#)

 3 YEARS AGO



[Iris Finkel](#)  
@infoflux

Legends of Zelda - Narratives, Storytelling, and Games [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Maynard, SUNY New Paltz: More discussion about assignments, greater acceptance of higher standards, anonymous leaderboards [#cgf2015](#)

 3 YEARS AGO



[Claibourne](#)  
@Claibourne

[#cgf2015](#) upper division Psychology class-XP points system and achievement badges- SUNY New Paltz- quests included

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Maynard, SUNY New Paltz: Team quest (review the violent games literature--100 XP); achievement badges (e.g., Avatar Trailblazer) [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Maynard, SUNY New Paltz: In-class quests resulted in XPs (experience pts) related to writing assignments, discussion participation [#cgf2015](#)

 3 YEARS AGO


rawc [Andrew Battista](#)  
@rawdeal85

[@cathlenamartin](#) I'm at the [@CunyGames](#) [#cgf2015](#) - you would love this place!

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Maynard, SUNY New Paltz: Used polyhedral dice, levels, no real or avatar names on the leaderboard, level-up emails; Blackboard=CMS [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Doug Maynard, SUNY New Paltz, will talk about gamification in a seminar-style psychology course [#cgf2015](#)

 3 YEARS AGO

AKin [Alexander King](#)  
@AKingTweets


I am ridiculously interested in the logical argument game 'Exeunt Omnes' by Adam Hasvers, so much potential as a dialogue engine [#cgf2015](#)

 3 YEARS AGO

colu [Colum Higgins](#)  
@columhiggins

[@TheHostosHive](#) [#cgf2015](#) Fantastic quote from a Hostos College student "create Math instead of just learning it"

 3 YEARS AGO

 [Nancy Foasberg](#)  
@nfoasberg

Poster at [#cgf2015](#) about letting students construct the syllabus. Students vote on rules and requirements.

 3 YEARS AGO



**Nancy Foasberg**  
@nfoasberg

"@jgrouling: Used my rhetorical skills to get a law passed in Ancient Athens during a history class role play #CGF2015" me too!

 3 YEARS AGO



**Trey Piepmeier**  
@trey


Where my web developers at? #cgf2015

 3 YEARS AGO

jgroul

**Jennifer Grouling**  
@jgrouling

Found a citation game at #cgf2015. Totally going to use in FYC classes.

 3 YEARS AGO

jgroul

**Jennifer Grouling**  
@jgrouling

Used my rhetorical skills to get a law passed in Ancient Athens during a history class role play #CGF2015

 3 YEARS AGO



**CUNY Games Network**  
@CunyGames


Huge shoutout to all of the awesome posters/demos, we'll clearly need a bigger room next year! #cgf2015

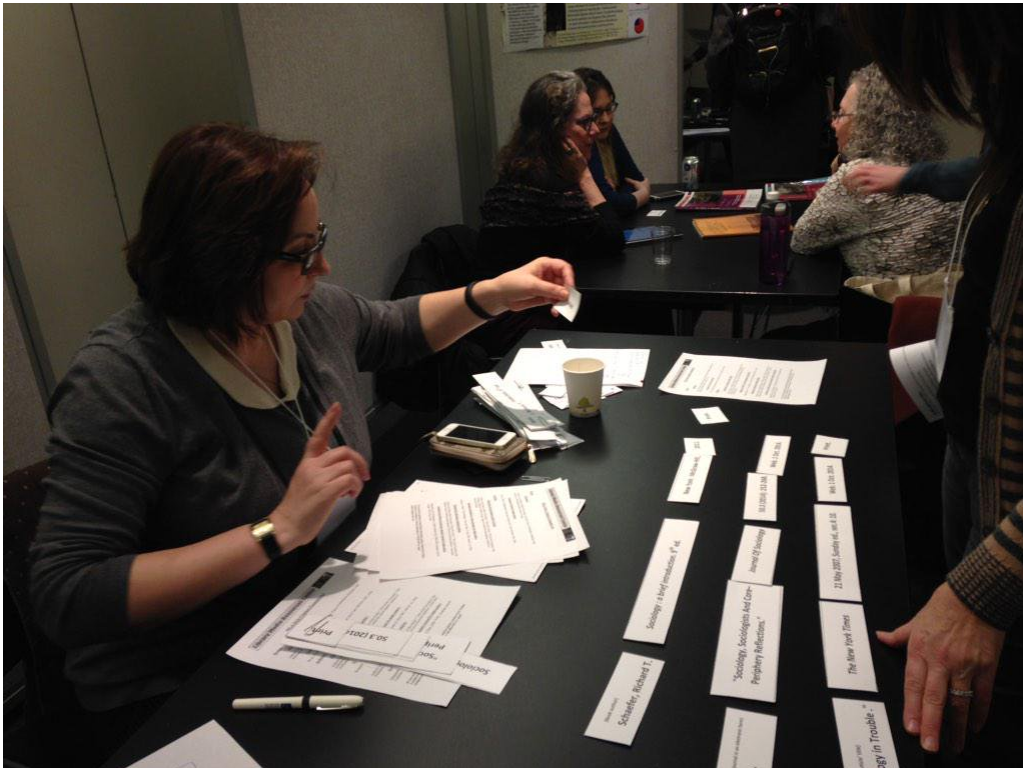
 3 YEARS AGO






Bond Raiders! Game-framed math & science from [@TheHostosHive](https://twitter.com/TheHostosHive) #cgf2015  
[pic.twitter.com/DgkB4bK1Jp](https://pic.twitter.com/DgkB4bK1Jp)

 CUNY GAMES NETWORK @CUNYGAMES · 3 YEARS AGO



Citation gaming! [#cgf2015 pic.twitter.com/a9h2xoGLzn](https://pic.twitter.com/a9h2xoGLzn)

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AKin [Alexander King](#)  
@AKingTweets

Fascinating exhibit about using Unity for data visualization. I think theres a lot of rich territory in the games/data intersection [#cgf2015](#)

 3 YEARS AGO



Board member Rees Shad showing one of the games we designed for the [@NSF](#) funded [@GetGameFramed](#) initiative at [#cgf2015](#) [pic.twitter.com/14vI2x7Xxc](https://pic.twitter.com/14vI2x7Xxc)

 HOSTOS HIVE CO-OP [@THEHOSTOSHIVE](#) · 3 YEARS AGO

Krist [Kristin Gorski](#)  
[@KristinGorski](#)

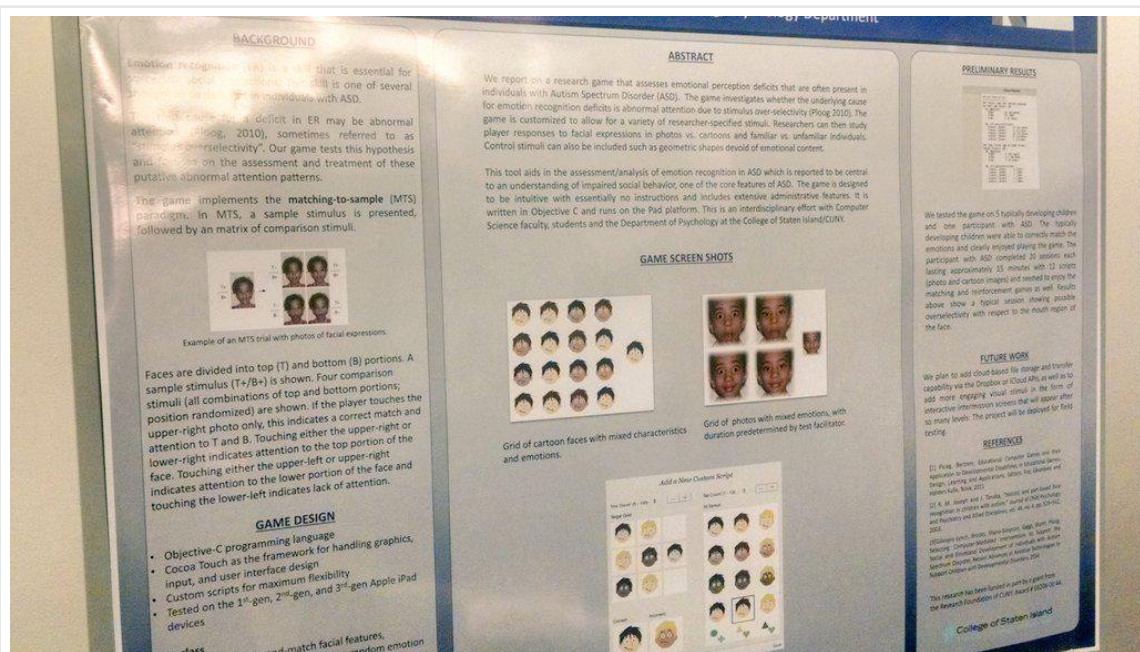
[@tpizza](#) You're very welcome! :) Learned much from your talk & happy to share the info. More incubators for game-making are needed! [#cgf2015](#)

 3 YEARS AGO

Logi [LogicalDash](#)  
[@LogicalDash](#)

I heard it was hard to hang games on walls the way you do paintings. But isn't that what arcade cabinets do? [#cgf2015](#)

 3 YEARS AGO



Almost ready to present my poster for today. The presentation and demo session will last from 1 - 2:30 PM. [#cgf2015](#) [pic.twitter.com/Pym18EwQNG](https://twitter.com/Pym18EwQNG)

ED PEPPE @SPEPOFFICIAL · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie: Groups that support NYC game making: Playtest Thursdays, The Sheep's Meow, Code Liberation Front, Baby Castles. [#cgf2015](#)

3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie, NYU: Games from the incubator include Sunburn, Gemini, Rooftop Cop, Soft Body, The Splits. Look for them! [#cgf2015](#)

3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie: Incubator experience--Pushing the games business side even harder would have been less fun but more important. [#cgf2015](#)

3 YEARS AGO



Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie, NYU: Real office space, big monitors, robust community, helpful legal & business partners=energizing headspace. [#cgf2015](#)

 3 YEARS AGO

AKin [Alexander King](#)  
@AKingTweets

Great rundown of [@NYUGameCenter](#)'s Incubator program, hope other programs replicate its framework [#cgf2015](#)

 3 YEARS AGO




[Muzzy Lane](#)  
@MuzzyLane

.[@profseitz](#) demoing Gov in Action - time to win an election! [#gbl](#) [@MHEducation](#) [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie, NYU: Students admitted to the incubator were paid a full-time living wage for their time in the program. [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie, NYU: Many industry game companies involved in incubator--game & tech companies, gaming media coverage. [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie, NYU: 3-month incubator provided time, space, guidance, resources = understand & thrive in games biz realities. [#cgf2015](#)

 3 YEARS AGO

**Muzzy Lane**

@MuzzyLane

.@profseitz Use games to engage and get students to top of Blooms taxonomy #gbl #cgf2015



3 YEARS AGO

Krist

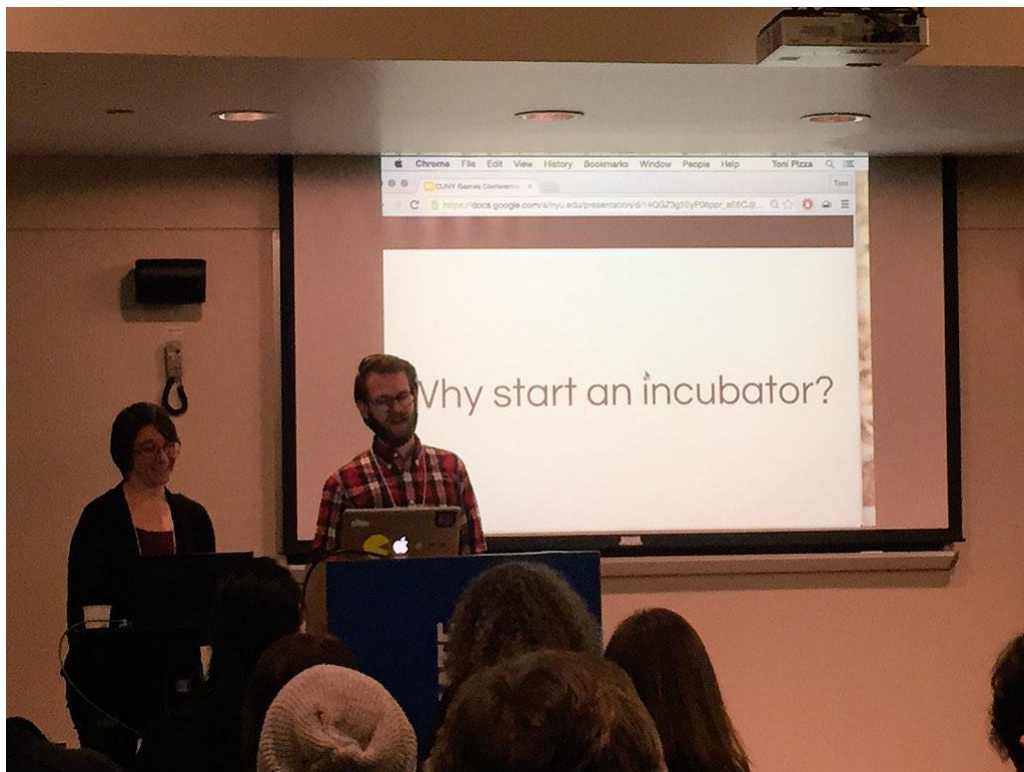
**Kristin Gorski**

@KristinGorski

Pizza & McKenzie, NYU: Why join the incubator? Get commercial experience, learn the game-selling business, become entrepreneurial. #cgf2015



3 YEARS AGO



Toni Pizza and Dylan McKenzie from NYU presenting about how an incubator united industry and the academy at #cgf2015 [pic.twitter.com/M1gE1c98dO](https://pic.twitter.com/M1gE1c98dO)




HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Pizza & McKenzie, NYU: Why start an incubator? It helps new games visions & voices have a space & needed support to create. [#cgf2015](#)

 3 YEARS AGO

 [Muzzy Lane](#)  
@MuzzyLane


Time for [@profseitz](#) to talk about Government in Action - game for Intro AmGov course [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Up next: "How an incubator united industry & the academy" from Toni Pizza & Dylan McKenzie from NYU [#cgf2015](#)

 3 YEARS AGO

 [Muzzy Lane](#)  
@MuzzyLane

Learning about teaching kids biz using stock market games - gives a frame of reference [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Rocio Rayo is Executive Director of the Hostos CC HIVE Cooperative. Games for learning initiatives w/ students, alum, faculty. [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski


Rocio Rayo: Students created paper prototypes, iterative game-design process, presentations + feedback=More learning opportunities [#cgf2015](#)

 3 YEARS AGO




Krist [Kristin Gorski](#)  
@KristinGorski

Games as study aids discussion: Collaborate game-making groups turned into study groups. They learned customized content w/ peers. [#cgf2015](#)

 3 YEARS AGO


snicl [Scott Nicholson](#)  
@snicholson

Interesting idea inspired by [#cgf2015](#) - have students mod and improve learning games designed by last semester's students. Repeat.

 3 YEARS AGO



Our Executive Director Rocio Rayo answering questions after her presentation at the CUNY Games Festival [#cgf2015](#) [pic.twitter.com/0yixsCGV1O](https://pic.twitter.com/0yixsCGV1O)

 HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Rocio Rayo: Had a 0% drop rate in remedial math class when students created math games which helped them study. Big breakthrough! [#cgf2015](#)

 3 YEARS AGO

AKin [Alexander King](#)  
@AKingTweets

Loving Rocio Rayo's talk on game study aids for helping remedial math students. Also she's a hilarious presenter [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Rocio Rayo: They built the games based on the information they needed to know = deeply learning content & passing Regents exam. [#cgf2015](#)

 3 YEARS AGO


Krist [Kristin Gorski](#)  
@KristinGorski

Rocio Rayo: Students created math/sci games that taught themselves what they needed 2 know & was just for them. This engaged them! [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Rocio Rayo: Remedial CC students wanted studying, not games. So, how about a game about studying? (A ha!) This engaged them. [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

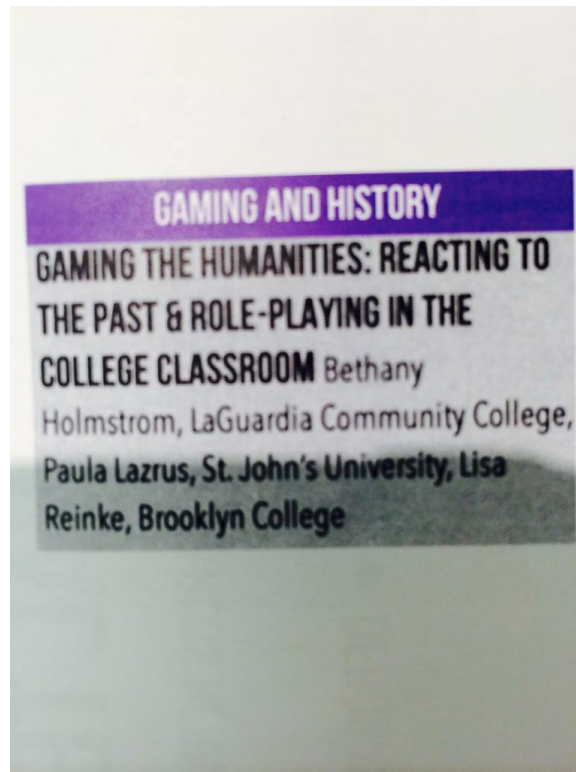
Rocio Rayo, Hostos CC: Math & science don't have to be horrible, painful to learn. They can be fun. Teaching new attitudes [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Students didn't associate fun, game-based learning with "real" learning of math. Games = waste of time, want serious learning [#cgf2015](#)

 3 YEARS AGO



Playing a game! [#cgf2015](#) [pic.twitter.com/7TEGalbA0I](http://pic.twitter.com/7TEGalbA0I)

 IRIS FINKEL @INFOFLUX · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

In a math class w/ math games: "This is too fun! I can't learn this way! I have to pass this class, graduate!" Games = stress?!?!? [#cgf2015](#)

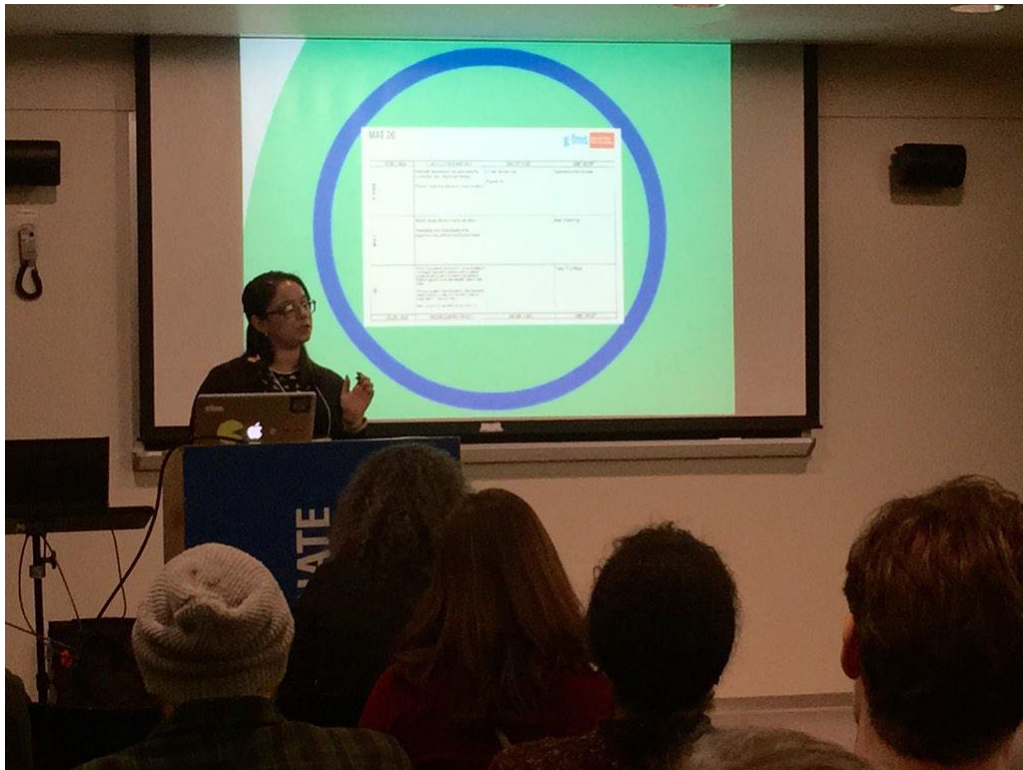
 3 YEARS AGO



CUNY Games Network  
@CunyGames

Dealing with student resistance: "this is too fun, it can't teach me math, it has to be serious!"  
[#cgf2015](#)

3 YEARS AGO



Our executive director Rocio Rayo presenting on using game design as a study aid at the CUNY Games Festival [#cgf2015](#) [pic.twitter.com/cidYutw2wD](https://pic.twitter.com/cidYutw2wD)

HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO


Krist [Kristin Gorski](#)  
@KristinGorski

Hearing about game design as a study aid from Rocio Rayo from Hostos Community College  
[#cgf2015](#)

3 YEARS AGO



Glad to see signs in multiple languages at [#cgf2015](#) [pic.twitter.com/HguokMy0qN](https://pic.twitter.com/HguokMy0qN)

 SCOTT NICHOLSON @SNICHOLSON · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Finished presenting at [#cgf2015](#) Thnx 2 the audience 4 thought-provoking & insightful questions! Inspired, thinking of next game versions!

 3 YEARS AGO



[Nancy Foasberg](#)  
@nfoasberg

Jed Shahr: I knew Dog Eat Dog rpg was successful when my students tried to kill me. [#cgf2015](#)

 3 YEARS AGO

Willc [Lydia Willoughby](#)  
@Willoughbrarian

Templates from game crafter for easy analog game production. [#cgf2015](#)  
[thegamecrafter.com/help/templates](http://thegamecrafter.com/help/templates)

 3 YEARS AGO





**Olivia Miller**  
@livie\_leigh

Definitely going to pass on info gathered in the Language and Composition session to @GCPride's TESOL program! #cgf2015

3 YEARS AGO



Rocio Rayo, Rees Shad, Catherine Lewis Cannon, Jennifer Grouling-Snider, & John Collins answering Q's at #cgf2015 [pic.twitter.com/NPDTUfUmwh](https://pic.twitter.com/NPDTUfUmwh)

HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO



**CUNYGCDI**  
@cunygcdi

The CUNY Games Festival is going on now at @GC\_CUNY! See @CunyGames #cgf2015 to learn more about game-based learning in higher ed #digitalgc

3 YEARS AGO



toni pizza  
@tpizza

Heep! So far I've seen @aNuChallenger @BrianSChung and @whereisgj at #cgf2015! I heart game people.



3 YEARS AGO

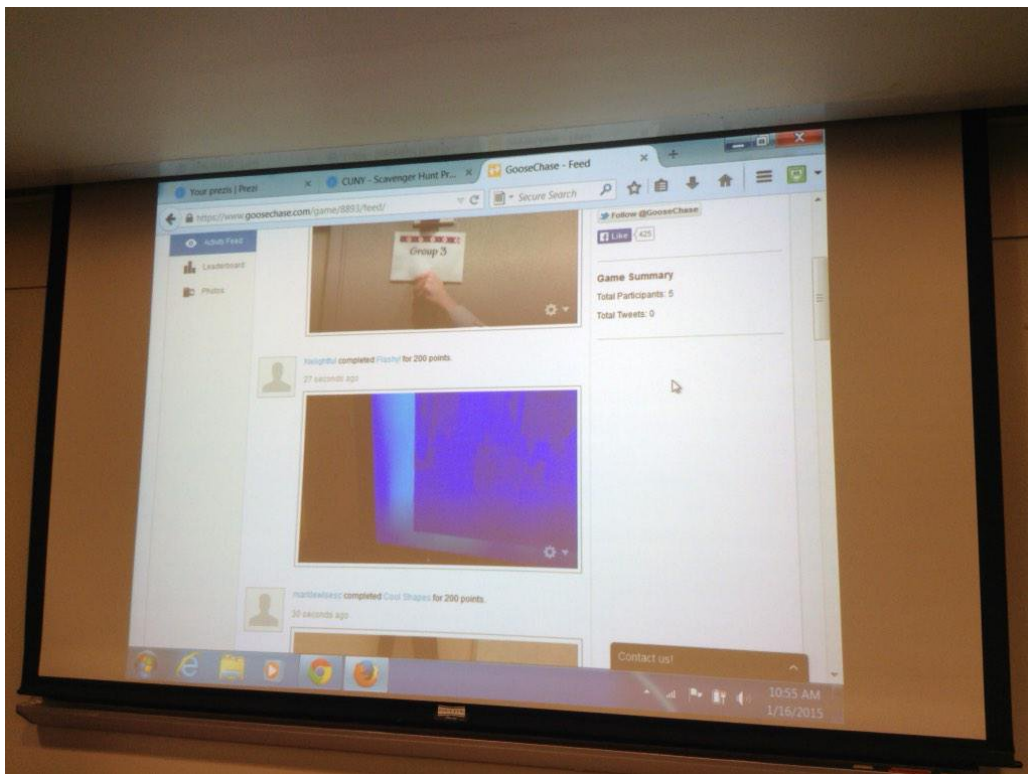
snicl

Scott Nicholson  
@snicholson

Embracing failure theme for playtesting: "Our groups first prototype was a success in terms of failure, which was a good thing." #cgf2015



3 YEARS AGO



Everyone in this session is going on a scavenger hunt! #cgf2015 [pic.twitter.com/O4QjP1KHXI](https://pic.twitter.com/O4QjP1KHXI)



CUNY GAMES NETWORK @CUNYGAMES · 3 YEARS AGO



**Iris Finkel**  
@infoflux

Assignment to design analog games in English seminar. Students designed board games  
[#cgf2015](#)

 3 YEARS AGO

snicl

**Scott Nicholson**  
@snicholson

When doing a game design project with students, have the play games that aren't roll-and-move to get them thinking beyond that. [#cgf2015](#)

 3 YEARS AGO

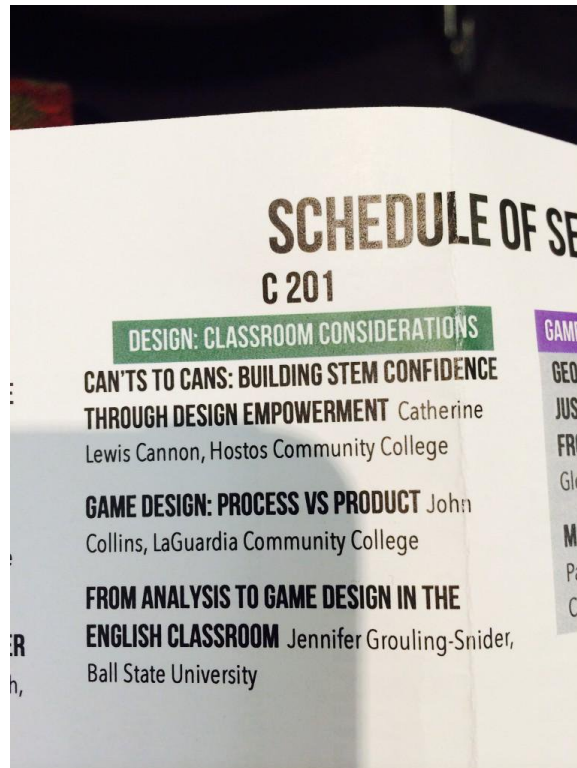
Tasti

**TASTER project**  
@TasterProject

[#cgf2015](#) is today's fav hashtag. The next-best thing to being at the Cuny Games Festival

 3 YEARS AGO






Credit to presenters in session on Design: classroom considerations! [#cgf2015](#)  
[pic.twitter.com/SigGbA73QQ](http://pic.twitter.com/SigGbA73QQ)

 IRIS FINKEL @INFOFLUX · 3 YEARS AGO




CUNY Games Network  
@CunyGames

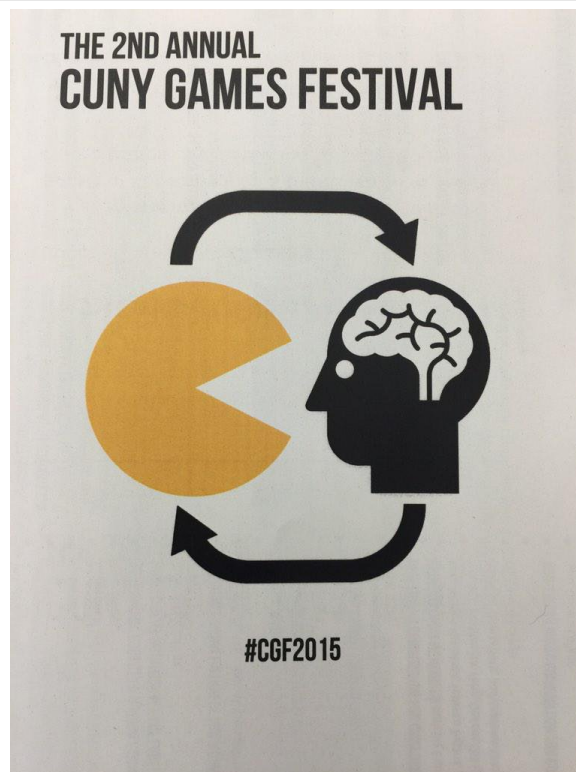
Ah, the classic free web tools issue: free becomes not free and/or disappears. [#cgf2015](#)

 3 YEARS AGO




Jennifer Grouling-Snider from Ball State University presenting about using game design in English courses [#cgf2015 pic.twitter.com/yhai4Jyad9](https://twitter.com/yhai4Jyad9)

 HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO




We are currently live tweeting from the Second Annual Cuny Games Festival [#cgf2015](#)  
[pic.twitter.com/BxpKonBpcV](http://pic.twitter.com/BxpKonBpcV)

 HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO



Game design in the English Classroom at Ball State. English + game design = my jam! [#cgf2015](#)  
[pic.twitter.com/q9mAxZallT](http://pic.twitter.com/q9mAxZallT)

 CARLOS HERNANDEZ @WRITETEACHPLAY · 3 YEARS AGO



**Iris Finkel**  
@infoflux

Games in senior English seminar "Narrative, Games, and Literacy" [#cgf2015](#)

 3 YEARS AGO

AKin **Alexander King**  
@AKingTweets

Great presentation from John Collins on using game design, rather than game play, to aid in education. Really insightful! [#cgf2015](#)

 3 YEARS AGO

Willc [Lydia Willoughby](#)  
@Willoughbrarian

[#cgf2015](#) Glenn Albright: campus gatekeepers respond/help students [#mentalhealth](#) triage training w game virtual role play.

 3 YEARS AGO



[CUNYAcademicCommons](#)  
@cunycommons

Can't attend the 2nd Annual [@CunyGames](#) Fest today? Follow and participate online with the [#cgf2015](#) hashtag!

 3 YEARS AGO

#C

[#cgf2015](#) Glenn Albright: depression mental health of students is real concern that prevents learning & interrupts. [pic.twitter.com/xrh1EilZn5](http://pic.twitter.com/xrh1EilZn5)

 LYDIA WILLOUGHBY @WILLOUGHBRARIAN · 3 YEARS AGO



[CUNY Games Network](#)  
@CunyGames

Good question: are students more excited about the game technology or the content? Hook of the narrative can draw them in. [#cgf2015](#)

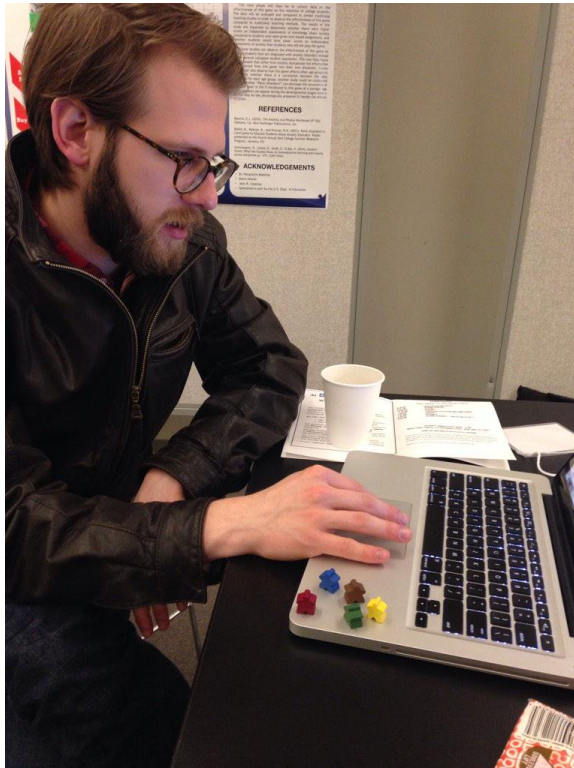
 3 YEARS AGO



[Iris Finkel](#)  
@infoflux

Game design for deaf education- first step, learn about deaf culture, etc. Next, systematically, design, play & evaluate [#cgf2015](#)

 3 YEARS AGO



.@DylanPM, the Meeples, and I are prepping to talk about the @NYUGameCenter Incubator at #cgf2015! [pic.twitter.com/YlpoHxnbjJ](https://pic.twitter.com/YlpoHxnbjJ)

 TONI PIZZA @TPIZZA · 3 YEARS AGO

aNu! [ShawnAlexanderAllen](#)  
@aNuChallenger

Overloading a game making it be perceived as message driven makes it less likely to effect change. 40-45% = "golden rule" #cgf2015

 3 YEARS AGO

snicl [Scott Nicholson](#)  
@snicholson

Too much emphasis on the look & presentation of a student game design project reduces the strength of design activities #cgf2015

 3 YEARS AGO





**Claibourne**  
@Claibourne

#cgf2015 - don't be too aggressive about the message or students are turned off



3 YEARS AGO



John Collins from LaGuardia Community College presenting about game design: process vs. product #cgf2015 [pic.twitter.com/ULWXuthyhm](https://pic.twitter.com/ULWXuthyhm)



HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO

snicl

**Scott Nicholson**  
@snicholson

I agree with the lesson from #cgf2015 that student game design is about the process of making the game, not the final product.



3 YEARS AGO



Students as designers. You can "headfake" students into learning by making games. #cgf2015  
[pic.twitter.com/BseLrwZRMc](https://pic.twitter.com/BseLrwZRMc)

 CARLOS HERNANDEZ @WRITETEACHPLAY · 3 YEARS AGO

Willc [Lydia Willoughby](#)  
 @Willoughbrarian

“@infoflux: Hive will be designing templates so students focus on content and eliminate issues with presentation #cgf2015” gr8 practice!

 3 YEARS AGO

Krist [Kristin Gorski](#)  
 @KristinGorski

Jed Shahrar: Spaceteam app is great to help college ELs understand their English fluency levels; game challenges created insights #cgf2015

 3 YEARS AGO





**Claibourne**  
@Claibourne

Tattooed grandparent #cgf2015 - example of countering stereotype

3 YEARS AGO



**Iris Finkel**  
@infoflux

Hive will be designing templates so students focus on content and eliminate issues with presentation #cgf2015

3 YEARS AGO



Here at the Cuny Graduate Center for the second annual Cuny Games Festival #cgf2015  
[pic.twitter.com/NkuHrrWLZR](https://pic.twitter.com/NkuHrrWLZR)

HOSTOS HIVE CO-OP @THEHOSTOSHIVE · 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Jed Shahr: Through repetition of game play, students understood the rules & explained to their peers; supported English practice [#cgf2015](#)

 3 YEARS AGO

Krist [Kristin Gorski](#)  
@KristinGorski

Jed Shahr: Games & media used with ELs -- Dog Eat Dog, The Invention of Hugo Cabret, Bananagrams, [#cgf2015](#)

 3 YEARS AGO

LACI [nell eckersley](#)  
@LACNYCnell

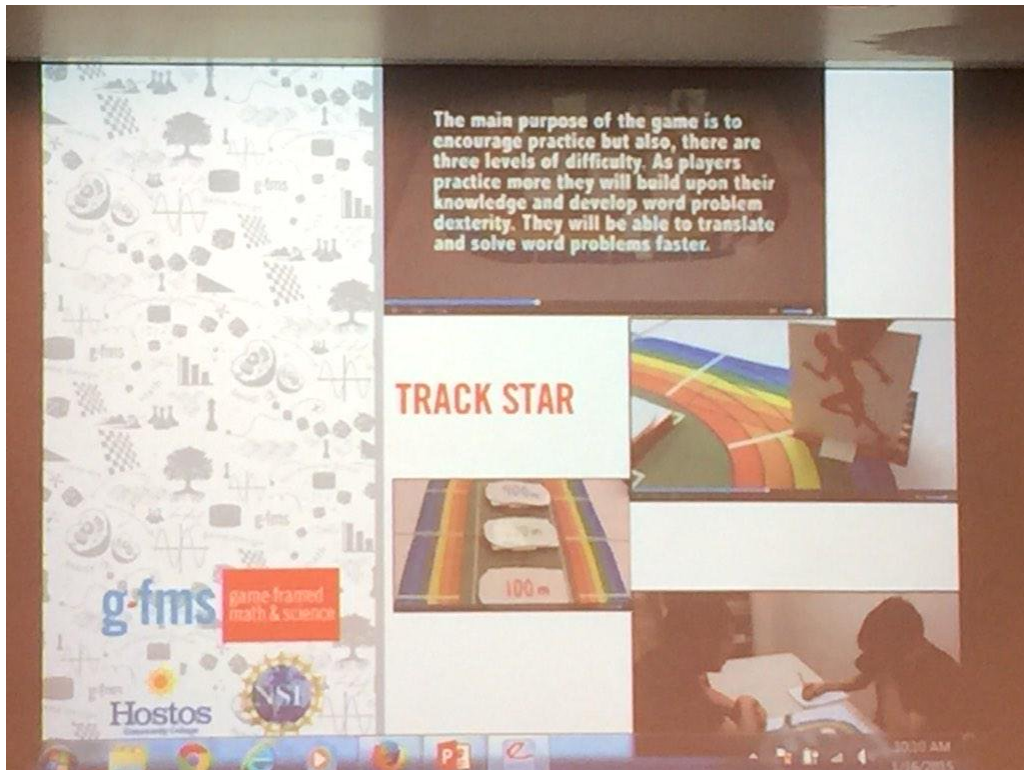
[#cgf2015](#) [#edtech](#) Learning about Taleblazer [docs.google.com/document/d/1qB...](https://docs.google.com/document/d/1qB...)

 3 YEARS AGO

aNu [ShawnAlexanderAllen](#)  
@aNuChallenger

[#cgf2015](#) is CUNY (City University of NY) games festival, btw.

 3 YEARS AGO



Using game design to demonstrate stem mastery. #CGF2015 [pic.twitter.com/GvwazxCgjC](https://pic.twitter.com/GvwazxCgjC)

MICHAEL GRADIN @THEMAKA · 3 YEARS AGO

aNu! [ShawnAlexanderAllen](#)  
@aNuChallenger

Please stop saying your game is like Apples to Apples, that doesn't mean anything to someone who hasn't played it... Like me. #cgf2015

3 YEARS AGO



[Iris Finkel](#)  
@infoflux

Linear Equation Death Match! #cgf2015

3 YEARS AGO




[Iris Finkel](#)  
@infoflux

Use video to communicate game design process, purpose, audience... #cgf2015

3 YEARS AGO



Catherine Lewis Cannon presenting about the [@NSF](#) funded G-FMS initiative that we designed games for at [#cgf2015](#) [pic.twitter.com/8nNTfAJa2P](https://pic.twitter.com/8nNTfAJa2P)

 HOSTOS HIVE CO-OP [@THEHOSTOSHIVE](#) · 3 YEARS AGO



[Claibourne](#)  
[@Claibourne](#)

Embedding done by obfuscation or intermixing message [#cgf2015](#)

 3 YEARS AGO



[Iris Finkel](#)  
[@infoflux](#)

Hive cooperative provided support- wrote book and designed games for program at Hostos [#cgf2015](#)

 3 YEARS AGO

#c

[#cgf2015](#) students play games when they get a grade for playing. Competency in games needed to complete gameplay. [pic.twitter.com/twdX1qa3qt](https://pic.twitter.com/twdX1qa3qt)

 LYDIA WILLOUGHBY @WILLOUGHBRARIAN · 3 YEARS AGO



**Iris Finkel**  
@infoflux

Game framed math & science for developmental classes. Hostos [#cgf2015](#)

 3 YEARS AGO



**Claibourne**  
@Claibourne

[#cgf2015](#) Imbedding message in game

 3 YEARS AGO



**Iris Finkel**  
@infoflux

Game design at Hostos [#cgf2015](#)

 3 YEARS AGO

Krist **Kristin Gorski**  
@KristinGorski

Jed Shahr, Dept. of Academic Literacy at Queensborough Community College, is talking about games, English learners & teaching ESL [#cgf2015](#)

 3 YEARS AGO

Thet **Hostos Hive Co-Op**  
@TheHostosHive

Our executive director Rocio Rayo will be presenting about game design as a study aid today at the Cuny Games Festival [#cgf2015](#)

 3 YEARS AGO



**Nancy Foasberg**  
@nfoasberg

Nice idea to start [#cgf2015](#) with a game; even better to use that game to make a point about uses of bad games!

 3 YEARS AGO



**Beth Greene**  
@AbutterflyBeth

After losing my house in Thunderstorm, I'm ready for the first presentation [#cgf2015](#)

 3 YEARS AGO

AKin

**Alexander King**  
@AKingTweets

Our table determined Thunderstorm was deterministic before the end of the first turn, but still played it through till the end, ha [#cgf2015](#)

 3 YEARS AGO



Nice swag bags! [#cgf2015](#) [pic.twitter.com/VXqOShS09c](https://pic.twitter.com/VXqOShS09c)

 OLIVIA MILLER @LIVIE\_LEIGH · 3 YEARS AGO





CUNY Games Network  
@CunyGames

OH at [#cgf2015](#) "You tell me which Zelda talk you're going to and I'll go to the other one."



3 YEARS AGO



Olivia Miller  
@livie\_leigh

Thunderstorm provided a nice ice breaker! [#cgf2015](#)



3 YEARS AGO

Logi

LogicalDash  
@LogicalDash

At [#cgf2015](#) playing Thunderstorm



3 YEARS AGO

Willc

Lydia Willoughby  
@Willoughbrarian

.@CunyGames [#cgf2015](#) bad games can be fun, good games be boring. Task is to find just enough "game" to make a) learning b) fun.



3 YEARS AGO

Krist

Kristin Gorski  
@KristinGorski

To find tweets from the 2nd Annual CUNY Games Festival, search [#cgf2015](#) | Surrounded by people playing THUNDERSTORM!



3 YEARS AGO



Reacting to the Past  
@ReactingTTPast


Are you going to the CUNY Games Festival today? There's an [#RTTP](#) panel you won't want to miss. [#cgf2015](#) [#highered](#)



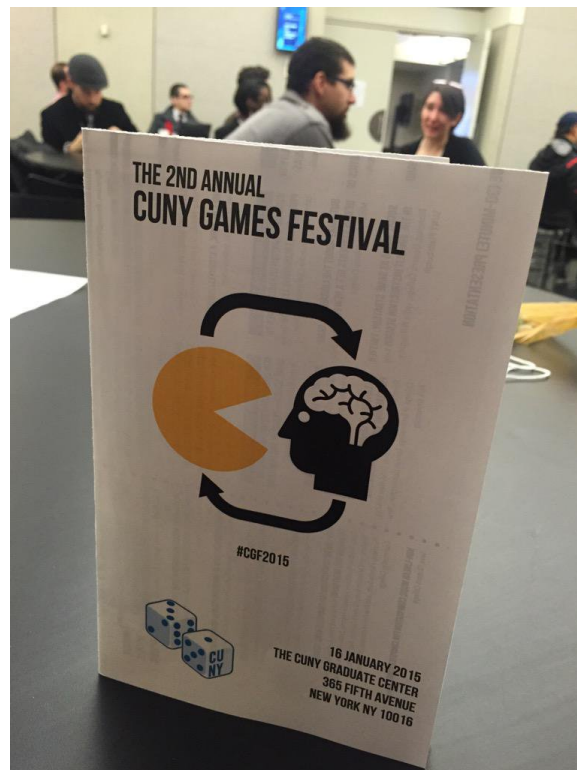
3 YEARS AGO




Playing Thunderstorm, a quick icebreaker game! [#cgf2015 pic.twitter.com/TWw2Tjbxu](https://twitter.com/TWw2Tjbxu)

 CUNY GAMES NETWORK @CUNYGAMES · 3 YEARS AGO





We love the program design! [#pacman](#) [#cgf2015](#) [pic.twitter.com/AplosfyF5i](http://pic.twitter.com/AplosfyF5i)

 PEATIX @PEATIXUSA · 3 YEARS AGO



CUNY games festival attendees are filling up! We can't wait to learn from the lineup of speakers today [#cgf2015](#) [pic.twitter.com/h08TkQzMgj](http://pic.twitter.com/h08TkQzMgj)

 PEATIX [@PEATIXUSA](#) · 3 YEARS AGO

AKin [Alexander King](#)  
[@AKingTweets](#)

At the [@CunyGames](#) Festival Conference, excited for the first session to start! The gift bags of board game pieces are adorable [#cgf2015](#)

 3 YEARS AGO



[John Theibault](#)  
[@jtheibault](#)

Today's [#chtf](#): [#cgf2015](#) CUNY Games Festival. Was there for first year's. Sorry to be missing this one.

 3 YEARS AGO




"@CunyGames: The programs and swag are ready! #cgf2015 [pic.twitter.com/z3mMdba0Zr](https://pic.twitter.com/z3mMdba0Zr)" Looks great, wish I could be there this year!

 ANASTASIA SALTER @ANASALTER · 3 YEARS AGO



The programs and swag are ready! [#cgf2015 pic.twitter.com/G1pAH77gwV](https://twitter.com/G1pAH77gwV)

 CUNY GAMES NETWORK @CUNYGAMES · 3 YEARS AGO

snicl [Scott Nicholson](#)  
@snicholson

Gearing up to present at [#cgf2015](#) on "Base Jumping from the Ivory Tower: Connecting to the Community through Participatory Game Design"

 3 YEARS AGO



[Olivia Miller](#)  
@livie\_leigh

I'm also looking forward to getting some inspiration on working game based learning into my info lit. instruction sessions [#cgf2015](#)

 3 YEARS AGO



**Olivia Miller**  
@livie\_leigh

Excited to talk about my ideas for cool library services for game design students! Happy [#cgf2015](#)!

3 YEARS AGO



**Ed Peppe**  
@SPepOfficial

Three years of work between me and 2 CUNY CSI professors has lead up to [#cgf2015](#):  
"Designing a Research Game to Assess Emotion Recognition"

3 YEARS AGO

mau

**Maura Smale**  
@mauraweb

Mostly tweeting from [@CunyGames](#) today during the CUNY Games Festival. Follow along at [#cgf2015](#) !

3 YEARS AGO

fcro

**Francesco Crocco**  
@fcrocco

[#cgf2015](#) ready for the conference tomorrow!

3 YEARS AGO

pum

**Nicole Pagowsky**  
@pumpedlibrarian

See [@rawdeal85](#) give our talk, "Digital Badges & Gen Ed Revision: Recognizing Learning Across an Integrative Curriculum," 2mrw at [#cgf2015](#)!

3 YEARS AGO



**CUNY Games Network**  
@CunyGames

We're starting to see tweets about tomorrow's conference. Pls use hashtag [#cgf2015](#) when you tweet so we can archive it later!

3 YEARS AGO



CUNY Games Network  
@CunyGames

See you tomorrow at the CUNY Games Festival conference of game-based learning in higher ed!  
[cunygames.org](http://cunygames.org) #cgf2015

3 YEARS AGO



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In town for the CUNY Games Festival on Friday? Stick around for game day and playtesting on Saturday 1/17! [gamesfest2015.commonsgc.cuny.edu/2015/01/13/day...](http://gamesfest2015.commonsgc.cuny.edu/2015/01/13/day...) #CGF2015

3 YEARS AGO