GAME ON
EMERGING INTERACTIVE TECHNOLOGY
FOR RESEARCH AND TEACHING

TUESDAY, NOVEMBER 1
4:00–5:00 P.M.
JONES ROOM, WOODRUFF LIBRARY

TANINE ALLISON and Mellon Faculty Fellow DANIEL REYNOLDS, assistant professors in film and media studies, discuss the uses of video games for teaching and research in the humanities. Allison’s research examines how first-person shooter games open up new representations of war that are lacking in cinema, and she uses these games in class to explore violent media, gaming cultures, and the military-industrial-entertainment complex. Reynolds researches the relationships between media and the mind, focusing on what film and video games can tell us about perception and consciousness.

Introduced by MATTHEW H. BERNSTEIN, Goodrich C. White Professor and Chair, Department of Film and Media Studies.

All are welcome.