

Undergraduate Videogame Research Symposium

Hosted by the Interdisciplinary Writing Program

Event Summary and Theme

The NAU Undergraduate Videogame Symposium (UVS) is a research forum to discuss the ever-expanding prevalence, creativity, and rhetoric in a popular media format within a traditional academic setting. The NAU UVS draws a connection between video games and academia. It is designed to create a truly interdisciplinary discussion by drawing in topics from different majors tied to a broad subject—video games. We seek to encourage discussion on all aspects of video games including theory, educational implications, engineering, design, narrative construction and the social consequences of gaming practices.

Our Commitments

- **Interdisciplinary scope:** the UVS will draw interest and create conversations among academic majors. It will provide students an opportunity to network with each other across disciplines about a common theme, videogames.
- **Research, writing, design, presentation:** the IWP core values are key in the symposium. Participants are expected to research their desired topic, write a proposal incorporating their research, design a presentation that fits within the allocated time limit, and present their findings in a professional manner. This practice allows students to practice research, writing and presentation skills that will help with future job interviews in all fields
- **Student engagement:** the UVS will draw student interest by providing a research forum to discuss a media format that many students are passionate about. It will encourage conversations about complex aspects of learning and playing in good games.
- **Learning:** participants and attendees are expected to teach and learn about the topics presented at the symposium. We will expand critical analysis and thought on video games and their connection to all disciplines.

Topic Areas

Listed topics are intended as a sampling not as a complete list. Our [Facebook](#) page includes more examples.

Identity and gaming
Physics and gaming
Gender and gaming
Sociology and gaming

Literacy and gaming
Business and gaming
Race and ethnicity and gaming
Engineering and gaming

Computer Science and gaming
Narratives and gaming

Music and gaming
Ludology

Selection Criteria

The following selection criteria provide students with criteria to consider as they write their proposals. This will aid students in producing proposals that will be accepted by the Symposium's selection committee.

1. **Connectivity:** the proposal draws an in-depth and analytical connection between video games and academic topics. We seek original proposals that use prior research to draw innovative and thought-provoking conclusions.
2. **Research:** the proposal includes a working bibliography that supports the discussion outlined in the abstract. We suggest examining the Symposium Resources at www.nau.edu/iwriting (under Rhetoric Symposium > Symposium Resources).
3. **Scope:** the abstract and discussion remain focused on one or two topics as determined by the proposal's author(s).
4. **Quality and depth:** the abstract displays in-depth knowledge backed by relevant research. The abstract and any supporting materials are presented in a professional manner (proper formatting, clear and concise writing, fulfills submission criteria).

Participation and Presentation Types

Presentations will last between 6 and 30 minutes will vary dependent on the type of presentation. The number of speakers in any given presentation will vary dependent on the presentation type. Read through the presentation types to determine where your proposal fits best.

Ways to Participate

1. **Individual students:** Individual students interested in presenting a paper that explores the rhetoric of gaming, specifically addressing any of the areas listed above, or other topics. Presentations will last between 6-8 minutes.
2. **Panel discussions:** Groups of 3 to 5 students interested in discussing any of the variety of topics listed above or other topics. Panel discussions will last around 30 minutes and each member of the panel is expected to cover a brief overview of the topic.
3. **Narrated gameplay:** Individual students interested in playing a game while narrating their gameplay and how it relates to any of the above or other topics. Gameplay will

last between 3-5 minutes followed by a presentation lasting around 7 minutes for a total of 10-12 minutes.

4. **Student-designed games:** Individuals or groups interested in demonstrating and discussing a game they are currently designing. The demonstration and discussion will include the game design, where it is in development, and how they would like to discuss the game academically. Demonstration will last between 5-10 minutes and discussion will take around 5-10 minutes for a total of 10-20 minutes.

Presenter Guidelines

The UVS is not intended for business promotions (if participating with a student-designed game session, a small marketing plug is acceptable). For outcomes, we seek learning and networking opportunities for participants wherein all who attend will leave with increased knowledge and new connections.

If accepted into the symposium, the presenter is expected to attend and participate; subsequent details involving scheduling will follow after acceptance. If presenters intend to utilize copyrighted material, they are responsible for ensuring they have the proper permissions and licensing for using said material.

How to Submit

All submissions should be e-mailed to iWriting@nau.edu. Submissions will adhere to the following criteria:

E-mail

- The e-mail subject line should read "UVS Submission".
- Personal information
 - Full name(s)
 - Year in school
 - Major(s)
 - Contact information (if you have a preferred e-mail address, please include)

Attachment

Content:

- Include personal information from e-mail
- Title of presentation
- Topic area(s)
- Abstract (350 words maximum)
- Working Bibliography with at least two sources that inform your topic (even for narrated game play)

Optional:

- Separate attachment of presentation materials (PowerPoint, images, etc.)

Attachment format

Specifications:

- Acceptable file extensions (Mac and PC friendly)
 - .pdf, .doc, .docx, .pages
- Font
 - Style: Times New Roman
 - Size: 12 (body), 14 bold (headers)
 - Color: Black

Review and Selection Process Timeline

January 23 rd , 2014	Proposal workshop (optional)
January 29 th , 2014	Proposal workshop (optional)
January 31 st , 2014	Deadline for proposal submissions (11:59 p.m.)
February 10 th , 2014	Selection decisions for proposals announced
February 24 th , 2014	Deadline for presenters to confirm participation
February 28 th , 2014	Symposium Schedule Released
March 29 th , 2014	Undergraduate Video Game Symposium

Inquiries

Please direct any questions to iWriting@nau.edu .

For more information see our website or Facebook page at:

[Rhetoric Symposium](#)

[Rhetoric Symposium Resources](#)

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