

COLLEGE OF CREATIVE STUDIES
TRANSDISCIPLINARY FELLOW
TRACY FULLERTON
GAME DESIGN

WEDNESDAY MAY 29, 2019

**From Page to Play: Translating Thoreau's
Walden in a Videogame**

9:30AM - 11:30AM

MultiCultural Center (MCC) Theater

Talk followed by Q&A with Professors Alenda
Chang (Film & Media) and Richert Wang (CCS
& Computer Science)

**Game Design Workshop and
Student Game Demonstrations**

2:00PM - 4:00PM

Digital Arts and Humanities Commons (DAHC)

**Events open to all students
Light refreshments provided**



Tracy Fullerton is an experimental game designer, professor and director emeritus of the USC Games program. Her research center, the Game Innovation Lab, has produced many influential independent games, and her recently released project *Walden, a game*, was awarded Game of the Year and Most Significant impact by Games for Change and has been on exhibit around the world.