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.