

Old Dominion University  
College of Arts & Letters  
Colloquium Series

Presented by  
Humanities Institute

# Gaming the Curriculum

Friday, September 20, 2013

3:00 - 5:00 PM

Batten Arts & Letters 9024

This colloquium will address the roles that ARGs, computer games and other forms of play might serve - for better or worse - in developing undergraduate and graduate curriculum and how the turn to play is influencing curriculum design, student engagement and evaluation, etc.

Presenters are:

**Mark Fluehr & Bill Weldon** from

RevQuest of Colonial  
Williamsburg

**Kevin Moberly**, English

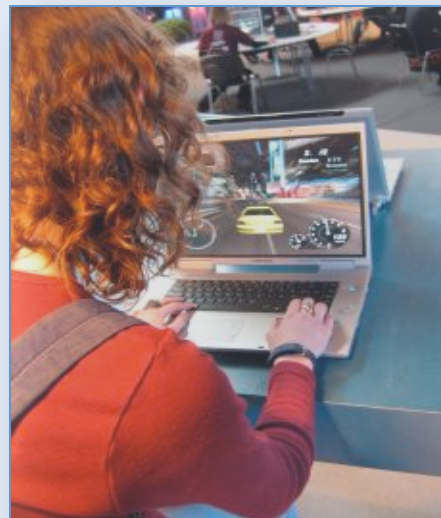
Department, ODU

**Richard Landers**, Psychology

Department, ODU

**Amy Adcock**, Instructional

Design and Technology, ODU



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Contact Stacey Parks ([sparks@odu.edu](mailto:sparks@odu.edu)) in BAL 3041 for more details.