



Mapping the Collective: A Creative Territories Symposium

Tuesday, November 11th

Pervasive Media Studio – Watershed BS1 5TX

Programme

10:00 Arrival, Coffee & Welcome

10:30 – 11:30

- *The Creative Territories Project*
Patrick Crogan - Principal Investigator, DCRC
- *Bristol Games Hub: Project report year one*
Tom Rawlings - Project partner, Bristol Games Hub

Break

11:45 – 12:45

- *The Indie Revolution: Current Trends and Directions*
Celia Pearce - IndieCade & Northeastern University, Boston

Lunch - 12:45 – 13:30

13:30 – 14:45

- *Introduction*
Helen Kennedy, Co-investigator, Brighton University
- *Where's the White Guy? - Thinking and Designing with and for Difference*
Jen Jenson - York University, Toronto

Break

15:00 – 15:45

- *Situating value and creative networks*
Jon Dovey, REACT

Refreshments

16:15 – 17:15

- *Panel Discussion: Indie game collaboration models and potentials*
Brian McDonald, Glasgow Caledonian University and Global Game Jam (UK), Stefan Werning, Utrecht University, and Ella Romanos, Strike GameLabs. Chair: Esther MacCallum-Stewart, DCRC

17:15

- Closing plenary discussion

17:30 Drinks!



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