Living Game Worlds IV

InterPlay: Multiplayer Games & Virtual Worlds

Call for Sponsorship

For Information Contact:
Celia Pearce, Dir., EGL: celia.pearce@lcc.gatech.edu
Elizabeth Mynatt, Dir., GVU: mynatt@cc.gatech.edu

Living Game Worlds is an annual symposium presented by the Experimental Game Lab (EGL) in the Digital Media Program of the School of Literature, Communication and Culture and the GVU Center of the Georgia Institute of Technology. Each year, Living Game Worlds brings together luminaries from academia, industry and the arts to explore topics related to research, design and cultural practices of digital games. (For information on previous Living Game Worlds events, please visit: http://gameworlds.gatech.edu/ )

Living Game Worlds IV will focus on the theme of networked play and engage dialogues on the rapidly growing domain of online games and virtual worlds. The symposium, which is expected to draw 200 people plus an additional 50 via Second Life stream, will explore various aspects of networked play from an historical, cultural, technological and design perspective, as well as looking at current and future trends such as user-created content and use of virtual worlds in the workplace.

Dates, Location & Featured Speakers
NEW DATES: December 1-2, 2008
Georgia Institute of Technology, Atlanta, Georgia and streamed online and in Second Life.
Keynotes: Raph Koster, Chris Klaus.
Pioneers Panel: Pavel Curtis, Richard Bartle, Randy Farmer

Themes
Historical & International Perspectives
Productive Play, including use of games in the workplace
Learning Communities
Infrastructures, Architectures and Experience
Augmented + Alternative Reality Games
New Directions
Game Creation Environments

Confirmed Sponsors
• Turner Broadcasting
• Georgia Department of Economic Development - Georgia Film, Music & Digital Entertainment
**Sponsorship Levels**
Living Game Worlds IV offers three levels of Sponsorship. All contributions are tax deductible.

- **Platinum $5000**
  - Primary Placement on Web Page and Printed Materials
  - 6 Passes
  - Major Display/Individual PR/Recruitment Table in Conference Lobby/Reception Area
  - Participation in VIP Dinner for 6

- **Gold $2500**
  - Secondary Placement on Web Page and Printed Materials
  - 4 Passes
  - Small Display in Conference Lobby/Reception Area
  - Participation in VIP Events for 4

- **Silver $1000**
  - Tertiary Placement on Web Page and Printed Materials
  - 2 Passes
  - Printed Materials on Silver Sponsor Table
  - Participation in VIP Events for 2

**Speakers**
- Raph Koster, AreaE, Evening Keynote
- Chris Klaus, Kaneva, Daytime Keynote
- Richard Bartle, Essex University (creator of first MUD)
- Pavel Curtis (creator of LambdaMOO)
- Chip Morningstar (co-creator of LucasArts Habitat)
- Randy Farmer (co-creator of LucasArts Habitat)
- Joe Garlington, Walt Disney Imagineering
- Bob Moore, Multiverse
- Jason Ellis, IBM
- T.L. Taylor, Copenhagen IT University/Author *Play Between Worlds*
- Jonathan Stevens, Indie MMOG Conference
- Blake Lewin, Turner Broadcasting
- Yasmin Kafai, UCLA
- Jacki Morie, USC Institute for Creative Technologies
- Tom Boellstorff, UC Irvine/Author *Coming of Age in Second Life*
- Janet Murray, Georgia Institute of Technology
- Amy Bruckman, Georgia Institute of Technology
- Jay Bolter, Georgia Institute of Technology
- Ian Bogost, Georgia Institute of Technology
- Ali Mazalek, Georgia Institute of Technology
- Michael Nitsche, Georgia Institute of Technology
- Brian Green, Near Death Studios (creator Meridian 59)
- Lisbeth Klastrup, Copenhagen IT University
- Rhonda Lowry, Turner Broadcasting
- Justin Achilli, White-Wolf/CCP
- Peter Smith, University of Central Florida
- Celia Pearce, Georgia Institute of Technology (Symposium Producer)