

MIND, TECHNOLOGY, AND SOCIETY

Seminar Series

UC MERCED, Fall 2016

Emily Treat

Games for Change

Exploring Social Impact through Games

Explore processes and best practices for addressing social impact issues through games.

Working as a VP of Production Services, Emily is extending her expertise to oversee social impact game projects at the Games for Change Lab. Drawing from her designer-producer background, she works closely with impact partners, designers, developers, and other team members to produce and advise on high-quality games that meet the standards and mission of Games for Change.



MONDAY,

October 03, 2016

3:00 PM - 4:30 PM

COB 114

Please contact Jeff Yoshimi (jyoshimi@ucmerced.edu) for more information.