

Session 2A: Teaching and Learning About Cultural and Environment Challenges of Globalization
Friday 4:00 PM Tropicana 1
Session Chair: Deborah Kessler, Bradley University

NOTE: There should be time to actually try out some of the games with the audience

Session: 2A

Panel Proposal: Student-created Tabletop Games as Environmental Advocacy

Faculty mentor: Natalia Andrievskikh, Clinical Assistant Professor, Expository Writing Program, New York University

In today's climate emergency, it is more vital than ever to keep expanding the repertoire of genres that can be used to advocate for the environment and educate broader audiences about the consequences of our everyday choices. This undergraduate student panel will address tabletop boardgames as an advocacy genre and present two student-created and professionally designed games that educate players about climate change in an interactive format. As a form that is highly participatory and situational, board games can make persuasive arguments in a non-didactic way, shape players' understanding of complex challenges, and move players to real-world action. In the context of climate emergency education specifically, games "have shown to be a viable means to facilitate experimental learning and thereby increase the level of personal and emotional engagement of the game's participants" (Gerber et al. 2020). Games "make complex and interrelated problems tangible and are thus suitable to be applied in the context of environmental problems and sustainable development" (Gerber).

Part 1 of the presentation will invite the audience to consider board games as advocacy and argue that the social interactive learning that happens during the process of critical play facilitates argument-making for advocacy and change. In parts 2 and 3, student speakers will share an overview of the research they have done in the process of creating their two games: *City 2070*, devoted to imagining possible futures of urban sustainability, and *Dish It Up*, which explores affordability of sustainable food choices and challenges players to consider the environmental footprint of their diets. Part 4 will be an interactive presentation of the games themselves with an invitation to play test and discuss. Both games have been created by students with guidance from professional game designers (graduate students in the NYU Game Design MFA program) and professionally printed out with support of a Green Grant from the NYU Office of Sustainability.

Faculty Mentor's Bio:

Natalia Andrievskikh, PhD, is a Clinical Assistant Professor and a Writing in the Disciplines consultant at NYU, where she has taught since 2017. She is the co-author of *The Afterlife of Discarded Objects: Memory and Forgetting in a Culture of Waste* (Parlor Press, Visual Rhetoric Series, 2019). Natalia is a recipient of New York University's 2021 Teach/Tech Award and Teaching Innovation Award. Her research interests include ELL pedagogy, multimodal composition, and visual and material rhetoric.

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The Casino's not the Only Place to Play! Benefits of Developing a Cooperative Board Game in a University Environment. the Answer of a University Lecturer to the Challenges of Globalization in Higher Education

Andras Mate Kiss, V. Rab

University of Pécs

Higher education has faced many challenges in recent years. These challenges are mostly related to the need for (post) modernity, which can be described as a constant adaptation to change. What can a university instructor do to equip his students, beyond the profession, with skills such as the ability to act and make decisions effectively? How can we socialize them for cooperation and social responsibility?

Within the framework of a university research seminar, the lecture presents a board game which was developed for the market and can be tried by the participants of the conference. The name of the game is *KORFÚ. Don't just survive. Make your region prosper too!* The development of the cooperative board game, which solves problems and supports decision-making skills, has been going on for eight semesters.

The game can be adapted for different settlements while keeping its original mechanics.

The development of this game is a good illustration of how the universal challenges of globalization can be addressed at the local level.