

# Redefining Video Games

KIVA Lecture Hall @ ASU West

April 30, 2011

It is clear that video games have become a huge part of our world and have a tremendous influence in our society. Pioneers of the industry are redefining the medium and shaping the influence. This event is showcasing the wide variety of thoughts, discussion and research of those who will shape and influence the future of video games.

# TEDx ASU West

**x = independently organized TED event**

## Attend

Why should you attend TEDx ASU West? Because spreading ideas that matter is important and a passion in the New College of Interdisciplinary Studies at ASU West. New College is interdisciplinary in its orientation and recognizes that the problems our society confronts today are often large and complex, requiring multiple perspectives in order to discover solutions.

The most recent initiative of the New College is to establish the **Studio 4 Gaming Innovation**. This new game lab will connect students and researchers to discover what games and art can contribute to broadening perspectives and creating solutions. This event will help to fund this endeavor.

[studio4gaminginnovation.com](http://studio4gaminginnovation.com)

## Contact

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## Speakers

Ashish Amresh  
Brenda Brathwaite  
Monica Casper  
Ellis Copeland  
Cody Furr  
James Gee  
Bill Guschwan  
Barry Moon  
Joshua Persson  
Kyle Pulver  
Judd Ruggill  
Thomas P Seager  
Russell Skakolsky  
Nick Pfisterer  
Steve Helms Tillery  
David Wessman  
Mesa Community College Dancers

[www.tedxasuwest.com](http://www.tedxasuwest.com)