

FUTURE PLAY

Interrogating history through the lens of science fiction



Design Talk + Q&A

Thursday May 3rd, 5:30-6:30 at the TESC library
Facilitated play to follow

How can games help us understand history?

What is the value of using science fiction to explore the past?

How do you translate a historical event into a game?



Jason Morningstar is a game designer who lives and works in Durham, North Carolina, USA. In addition to tabletop and live action roleplaying games, he

has also made games for clients like Google and the University of North Carolina at Chapel Hill. His collaborations include the #feminism collection, Fastaval nominee Old Friends with Ole Peder Giæver, and the popular Love in the Time Of... games with Matthijs Holter.

Beyond roleplaying, Jason consults on the use of games for teaching and learning, most recently with the University of California, University of Michigan, Kaiser-Permanente Health Care, and the Innovation Learning Network.

In addition to design, Jason has written extensively on game-related topics. His articles have appeared in the anthologies Analog Game Studies, States of Play and Unframed.