

Games have an untapped potential to move and motivate people to become agents of change. For Assistant Professor Theresa Devine and her students on the West campus of ASU, this is the mission that drives the Studio 4 Gaming Innovation.

In this studio they explore the intersection of science, technology, play and art to create games that transform our world.

Strategy:

We will become a leader in game innovation by:

Collecting:

- * games that pioneered change in games
- * games that change the world
- * significant independent developer (indie) games
- * art about games or that use the game medium to create art

Researching:

- * the history of games
- * a critical analysis of games

Producing:

- * Games that innovate and inspire
- * Games that transcend boundaries
- * Games that are works of art

Tactics:

The lab will involve the students in:

1. Research projects that explore the past or present of games
2. Documenting the collection and researching possible acquisitions
3. Critical analysis of current games and play
4. Building transcendent games

Studio

gaminginnovation.com

Theresa Devine is an Assistant Professor in the New College of Interdisciplinary Arts and Sciences. She has a dual appointment in the Divisions of Humanities, Art, and Cultural Studies and Mathematics and Natural Sciences. In addition to teaching computer science and interdisciplinary art classes, she is leading the Studio 4 Gaming Innovation.