

## Game On: Contemporary Board Games Study Day

**Saturday 1 April**

**10.00-16.30**

We are entering a golden age of board game design according to Matt Leacock, *Pandemic* designer. Discover more about this exciting board game renaissance. Hear from game designers and academics, see early treasures from the Museum's collection and join in the board game jam.

The day will be hosted by James Wallis, leading games designer and Director of the games consultancy, *Spaaace*.

### Speakers Biographies

#### James Wallis

James Wallis is a games designer, lecturer and consultant who has been active in the UK games community for over thirty years. He runs the games consultancy *Spaaace*, which has worked on tabletop games for clients including *Shell*, *Greenpeace*, *Carlsberg*, *Experian* and *Dyson*. His own titles include *Once Upon a Time* (Atlas Games) and *The Extraordinary Adventures of Baron Munchausen*, released in a new edition this year by Fantasy Flight Games.

James lectures in game design and interactive storytelling at London South Bank University; his academic work and one of his games have been published by MIT Press, and he is a columnist for *Tabletop Gaming* magazine. He chairs the GameCamp series of events and has run his board-game design workshop all over Europe. In the 1990s, he was director of Hogshead Publishing, the largest publisher of RPGs in the UK, and in



the 1980s, he held the Guinness World Record for playing *Advanced Dungeons & Dragons* non-stop (84 hours).

Twitter: @JamesWallis

### **Ian Livingstone CBE**

Ian Livingstone is one of the founding fathers of the UK games industry. He co-founded iconic games company Games Workshop in 1975, launching *Dungeons & Dragons* and *Warhammer* in Europe. He co-authored *The Warlock of Firetop Mountain* with Steve Jackson in 1982, writing 14 titles in the *Fighting Fantasy* gamebook series which has sold over 18 million copies worldwide. He designed *Eureka*, the first computer game published by Domark in 1984. He joined the Domark board in 1992, overseeing a merger that created Eidos plc in 1995, where he served as Executive Chairman until 2002.

At Eidos he launched many global video game franchises including *Lara Croft: Tomb Raider*. He co-authored the influential *Livingstone-Hope Next Gen* review published by NESTA in 2011, recommending changes in ICT education policy. Following publication, he chaired the *Next Gen Skills* campaign, working with government to introduce the new computing curriculum in schools in 2014.

In the *Wired 100* list for 2012, he was ranked the 16th most influential person in the UK's digital economy and was listed in the 2015 edition of *Debrett's 500* of most influential people in the UK.

**Current roles:** Founder and Chairman of the Livingstone Foundation, Chairman of Sumo-Digital, Chairman of Playdemic, Chairman of Midoki, Chairman of PlayMob, Chairman of Antstream, Chairman of The Secret Police, Chairman of Flavourworks, Vice Chair of UKIE, Patron and Non-executive Director of Creative Skillset, Member of the Creative Industries Council,



Non-executive Director of Creative Industries Federation, Non-executive Director of Creative England, Non-executive Director of Aspirations Academies Trust, Vice President of Special Effect, Patron of GamesAid, Advisory Board Member of Bossa Studios and GameCity, Member of Raspberry Pi Foundation and Adviser to the British Council.

**Awards:** BAFTA Special Award, Develop Legend Award and Honorary Doctorate of Arts by Bournemouth University, Honorary Doctorate of Technology by Abertay University, Honorary Doctorate of Technology by University of Greenwich. Appointed OBE in 2006 and CBE in 2013.

Twitter: @ian\_livingstone

### **Quintin Smith**

Quintin Smith is the editor of *Shut Up & Sit Down*, the world's largest board game review site. Before that he covered video games for ten years, but ultimately decided that holding a hand of cards felt better than holding a gamepad.

Twitter: @Quinns108

### **Nia Wearn**

Nia Wearn is a Senior Lecturer in Games Design at Staffordshire University, where she has taught undergraduate and postgraduate courses on Game and Level Design, Narrative, Production, Business Issues and Marketing. She heads up both BSc (Hons) Gameplay Design & Production and BA (Hons) Games Studies. She is passionate about the field of teaching games design, especially in reference to creativity and fun.

Twitter: @Wormella



### **Dr. Esther MacCallum-Stewart**

Dr. Esther MacCallum-Stewart is an Associate Professor in Games Studies at Staffordshire University. Her work examines players and the narratives they tell as a result of the games that they play. She is currently editing a collection of essays on boardgaming with Douglas Brown, University of Falmouth. She has written widely on player communities and representation in games, and is an editor for the fanzine *Journey Planet*, which won a Hugo Award in 2015 and an Alfie in 2016.

Twitter: @neveahfs

### **Holly Nielsen**

Holly is a freelance historical researcher and journalist that specialises in games. She has written for *The Guardian*, *The Telegraph*, *International Business Times* and *Vice* and regularly reviews games for *Sky News*. Holly also works as a guest lecturer, speaking to both history students and game developers, and has given lectures at King's College London and the National Film and Television School.

Twitter: @nielsen\_holly

### **Rob Harris**

Rob Harris is a games designer, consultant and the organiser of Playtest UK, a national not-for-profit organisation, which supports a friendly community of aspiring and established game designers who meet up in 19 cities throughout the UK. He also runs public events at conventions like the UK Games Expo. He is Head of Development at Modiphuis Entertainment and Director of Ludonaut, a design studio which creates pervasive real-world and educational games for clients, such as the Science Museum, Imperial College, 3 Mobile and the V&A. Rob also helps to organise GameCamp, an annual unconference event in London aimed at the gaming industry as a whole.

Twitter: @playtestuk

