



THE UNIVERSITY OF
MAINE
Humanities Center

PRESENTS



ALEND A. CHANG

is an Assistant Professor in the Department of English at the University of Connecticut (Ph.D. Rhetoric, UC Berkeley). With a multidisciplinary background in biology, literature, and film, she often combines ecocritical theory with the analysis of contemporary media. Her current project, *Playing Nature*, offers an ecological perspective on modern computer and video games. She also maintains the Growing Games blog (<http://growinggames.net>), a resource for scholars in game and ecomedia studies and the environmental humanities.

*Dr. Chang will also give a workshop, **Environmental Storytelling through Games** on Thursday, Sept. 25th, at 11AM in IMRC, Rm. 112. FMI on the workshop, contact Joline Blais (FirstClass).*

Presented by the Maine Humanities Center supported by the College of Liberal Arts and Sciences, The College of Education, the Business School, and the Departments of New Media, Communication & Journalism, Music and English



thatgamecompany

THE ECOLOGY OF GAMES

Fixtures of the domestic interior, computer and video games and the platforms that run them seem woefully remote from the concerns of the outer world, prominent among them global climate change, loss of biodiversity, and debates over energy production. However, contemporary games may offer quantitatively and qualitatively distinct opportunities for representing pressing ecological problems. Games not only meld the computational advantages of programming-driven processes with the aesthetic range of literature, cinema, and other arts, but more importantly render environmental outcomes and ethics into powerfully playable scenarios.

4PM • Wed., Sept. 24, 2014
Hill Auditorium
University of Maine

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