

OPEN THE ARCADE

8 December 2017 • 1:30 - 3:00 pm

Digital Scholarship Commons, Third Floor, Mearns Centre, McPherson Library

**Learn about and Play Games
Prototyped by Graduate
Students in English 508**

Somapo (Somatic Potential)

By Patrick Close, Kaitlyn Fralick, Kailey Fukushima, and Talia Greene

Somapo is a locative, campus-based game inspired by the Oulipo movement that encourages members of the UVic community to explore and re-examine the experiential possibilities of their habitual environments.

Adventures of a Sticky Leaf-Dweller

By Ashley Howard, Donny Kimber, Jodi Litvin, and Mairi Richter

Come release your inner kid while directing the cutest twig person, Twiggy, to make leaf piles! Choose to leave them be or jump on in.