NOTE: THERE ARE THREE APPLICATION FORMS HERE. BE SURE TO USE THE ONE APPROPRIATE TO YOUR PROPOSED CONTRIBUTION:

* Game Playtest for either Traditional or Flashpoint Game (pages 1-3)
* Game Proposal with no playtest (pages 4-5)
* Presentation, Panel, or Special Workshop (pages 6-7)

**Call for Playtest Applications for**

**Reacting to the Past Game Development Conference**

**July 13-15, 2023**

**Oregon State University (Corvallis, Oregon)**

This conference focuses on designing games for the pedagogical method “Reacting to the Past.” We will play several Reacting-style games that are currently in development, discuss game design principles and processes, and work to expand and explore ideas for new games. We are interested in “traditional” RTTP games, which require many class meetings over multiple weeks as well as shorter games, which require a handful of class meetings.

If you have a game that is ready for playtesting, please consider submitting a proposal. Designers who presented previously and have made significant changes or advances in their game design are encouraged to submit again. NOTE: This form is for a game in development that is ready for initial or wider play-testing; if you are submitting game idea to be explored and vetted for the first time at the GDC, please use the other form “Game Workshop” available for that purpose.

To be considered for the GDC, traditional games must have at least 18 completed roles in 2.0 Format at time of application and 20-25 by the time of the conference. For more information on RTTP 2.0 or Flashpoint games, please contact the organizers.

**Submissions should be emailed to: rttpgdc@gmail.com**

The deadline for traditional game submissions is **January 28, 2023. Initial submission of playtest materials is due by March 12, 2023. While other materials may be added prior to the GDC itself, to be given fullest consideration, an initial game package following the guidelines above would be due by the March deadline. If your game is already developed to a point where you have a complete playtest package, feel free to submit that as early as possible.**

Please fill out the following form:

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| **Playtest Application** |

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| **Contact Information:** |
| Your Name |  |
| Field of Study |  |
| Organizational Affiliation |  |
| Contact E-Mail |  |
| Contact Phone Number |  |

 |
| A brief description of your experience with game pedagogy: |
| * 1. Have you used RTTP games in class or attended RTTP conferences?
 | Yes or No |
| * 1. Other experience using game-based pedagogy?
 | Yes or No |
| If so, please explain. |
| * 1. Have you designed games for learning before?
 | Yes or No |
| If so, please explain. |
| Title of Game: |  |
| Is the game registered on the BLORG? | Yes or No |
| You MUST register your game on the BLORG in order to be considered for play at the GDC.To do so, visit: https://docs.google.com/forms/d/e/1FAIpQLSdVSx1CLj8LUKoRbfxVIMCOeAlOa3Wb5YsBhQgMTue6rVMMWg/viewform?formkey=dGlKYWxlSFBuSUlJUWM4dUZUMEVVTnc6MQ#gid=0 |
| What kind of game structure – traditional (4+ days of game play) or Flashpoint (2 days of game play)? |  |
| A brief description of your game. |
|  |
| What are the learning objectives of your game? |
|  |
| What courses could your game be used in? |
|  |
| Has it been play tested?  | Yes or No |
| If so, where, by whom, and how many times? |
| What are you hoping to work on or discover through the playtest? |
|  |
| If your proposal is not accepted for play testing, would you like it to be considered for a workshop spot to obtain feedback on a particular problem or aspect of your game design?  | Yes or No |
| Designers submitting for playtest sessions must submit all of their game materials with their proposal. Please make sure that you have included: the Game Book and at least 18 student role sheets, complete with victory objectives. Role sheets MUST be in 2.0 format to be considered. |

**Call for Game Proposals with No Playtest for**

**Reacting to the Past Game Development Conference**

**July 13-15, 2023**

**Oregon State University (Corvallis, Oregon)**

This conference focuses on designing games for the pedagogical method “Reacting to the Past.” We will play several Reacting-style games that are currently in development, discuss game design principles and processes, and work to expand and explore ideas for new games. We are interested in “traditional” RTTP games, which require many class meetings over multiple weeks as well as shorter games, which require a handful of class meetings.

If you have idea for a game that you would like to discuss at the conference, please consider submitting a proposal. NOTE: This form is for a game in development that is not yet intended for wider play-testing; if you are submitting for a potential play-test at the GDC, please use the other “Playtest Application” form available for that purpose.

Game idea workshop sessions are where you have the opportunity to give a brief presentation on your game (the idea itself, a portion of the game that you’re trying to figure out, etc.) and receive feedback and suggestions from audience members.

**Submissions should be emailed to: rttpgdc@gmail.com**

The deadline for proposal submissions is **February 4, 2023.**

Please fill out the following form:

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| **Game Idea Workshop Proposal** |

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| **Contact Information:** |
| Your Name |  |
| Field of Study |  |
| Organizational Affiliation |  |
| Contact E-Mail |  |
| Contact Phone Number |  |

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| A brief description of your experience with game pedagogy: |
| 1. Have you used RTTP games in class or attended RTTP conferences?
 | Yes or No |
| 1. Other experience using game-based pedagogy?
 | Yes or No |
| If so, please explain. |
| 1. Have you designed games for learning before?
 | Yes or No |
| If so, please explain. |
| Title of Game Idea: |  |
| Is the game registered on the BLORG? | Yes or No |
| You MUST register your game on the BLORG in order to be considered for the GDC.To do so, visit: https://docs.google.com/forms/d/e/1FAIpQLSdVSx1CLj8LUKoRbfxVIMCOeAlOa3Wb5YsBhQgMTue6rVMMWg/viewform?formkey=dGlKYWxlSFBuSUlJUWM4dUZUMEVVTnc6MQ#gid=0 |
| Provide a brief description of your game. |
|  |
| What questions you have about the idea, design, etc.? |
|  |
| What’s the takeaway for you in doing this workshop? |
|  |

**Call for Presentations, Panels, & Special Workshops for**

**Reacting to the Past Game Development Conference**

**July 13-15, 2023**

**Oregon State University (Corvallis, Oregon)**

This conference focuses on designing games for the pedagogical method “Reacting to the Past.” We will play several Reacting-style games that are currently in development, discuss game design principles and processes, and work to expand and explore ideas for new games. **All that said, if you are interested in developing a presentation, panel, or special workshop relevant to “Reacting to the Past,” please submit your proposed session here.** Your presentation, panel, or special workshop can cover anything from game mechanics, game design principles, pedagogical theories goals underlying RTTP design and implementation, to the larger game-based learning (GBL) implications of RTTP.

Important: If you are proposing a panel, be sure to include the names and contact information of your fellow panelists.

NOTE: This form is for a not for RTTP game playtesting or game idea presentation; if you are submitting for either of these purposes at the GDC, please use the forms available for those purposes.

**Submissions should be emailed to: rttpgdc@gmail.com**

The deadline for proposal submissions is **February 4, 2023.**

Please fill out the following form:

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| **Presentation, Panel, & Special Workshop Proposal** |

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| **Contact Information:** |
| Your Name |  |
| Field of Study |  |
| Organizational Affiliation |  |
| Contact E-Mail |  |
| Contact Phone Number |  |

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| A brief description of your experience with game pedagogy: |
| 1. Have you used RTTP games in class or attended RTTP conferences?
 | Yes or No |
| 1. Other experience using game-based pedagogy?
 | Yes or No |
| If so, please explain. |
| 1. Have you designed games for learning before?
 | Yes or No |
| If so, please explain. |
| Title of Presentation/Panel/Workshop: |  |
| Provide a brief description of your presentation/panel/workshop (250-500 words, but longer if needed to give adequate explanation) |
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| What is the important takeaway for your audience from the presentation/panel/workshop? |
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