

Playing the News

An ONA pre-convention workshop
on news games and interactive exercises

Thursday, Sept. 11, 2008

9 a.m. to 3 p.m.

When does a news "experience" tell the story better than a news "story"? This daylong workshop focuses on what's happening in the world of news games – from election, budget, environmental and other exercises. We'll look at the creation, usefulness and ethics of news games and searchable databases. And we'll hear from both the journalists and the programmers who build the games.

9 to 9:30 a.m. If We Can Do It, So Can You

Long before the [Gotham Gazette](#) got a [Knight News Challenge](#) grant, it was creating news games on NYC issues. Hear how and why they do it.

- **Gail Robinson**, Editor, [Garbage Game](#), [Budget Maze](#), [Who's Running for What?](#)

9:30 to 10:15 a.m. Loop d' Loop.

[American Public Media](#), home to [Marketplace](#), [Minnesota Public Radio](#), A Prairie Home Companion and [Gather.com](#), has learned that games not only educate news consumers, they inform journalists, too.

- **Joellen Easton**, [Consumer Consequences](#), [Budget Hero/Budget Balancer](#), [Idea Generator](#)

10:15 to 10:30 a.m. Break

10:30 to 10:50 a.m. Educational exercises

[KQED](#) in San Francisco has revived its successful [YouDecide](#), an online devil's advocate that enables users to dig deeper and to clarify their positions on hot-button political issues.

- **Meghan Laslocky**, Interactive Producer

10:50 to 11:30 a.m. Predicting the News

[PlaytheNewsGame.com](#) is an online interactive game that uses real news footage and invites players to predict the outcome of current events and decide what they think should happen.

- **Eric Brown**, CEO, [ImpactGames](#)

11:30 a.m. to Noon Learning from Gamers

[Eyetracking research](#) can provide clues to how we use games, what turns us on and turns us off.

- **Nora Paul**, [Institute for New Media Studies](#), University of Minnesota, Knight NewsChallenge recipient

Noon to 1 p.m. Luncheon Keynote Speaker: IAN BOGOST
Author, "[Persuasive Games: The Expressive Power of Video Games](#)," creator of "[Fat World](#)" for ITVS, [watercoolergames.com](#).

1 to 1:30 p.m. Augmented Reality Games

What happens when news organizations take games from the virtual to the real world?

- **Josh Sheldon**, [MIT Center for Future Civic Media](#) on TIMELAB2100, an augmented reality game

1:30 to 2 p.m. Games for Social Change

Some of the best news games are being produced by media on a mission. A quick tour of the nonprofit, public interest and social issue gaming world.

- **Suzanne Seggerman**, [GamesforChange](#)

2 to 2:15 p.m. Break

2:15 to 3 p.m. Ethics of Gaming

Does gaming inevitably lead to advocacy? Does that improve or compromise their journalistic value? Are we turning news into voyeuristic entertainment? In a world of serious challenges, is it wrong to have fun? Are some issues too grave for gaming?

PANEL DISCUSSION: Jan Schaffer, Ian Bogost, Suzanne Seggerman, Nora Paul, Eric Brown, Joellen Easton, Gail Robinson, Meghan Laslocky, Josh Sheldon.

3 p.m. Adjourn

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