



- Here's your chance to:
- ✓ learn from **leading experts** in social-tech innovation
 - ✓ try the **latest games** and talk to their designers
 - ✓ join with our **community of practice**

The only conference dedicated to the exciting new movement of using **Digital Games for Social Change** will explore real-world impact, the latest games and partnership.



Keynote by Bob Kerrey, President, The New School and former Nebraska Senator



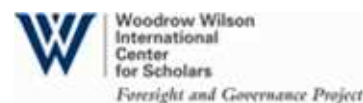
Featuring Steven Johnson, author of "Everything Bad Is Good For You"

Sessions Include:

- **Evaluating** Games' Learning and Social Change
- Using Games for **Global Peace** & International Issues
- Latest **Funding** Initiatives
- **Grassroots** Artists, Guerilla Tech, and Viral Spread
- Partnering with **Big Media**
- Riding the Waves: Latest **Academic** News v. the Media
- Public Awareness Campaigns – **Health & Environment**
- **Large nonprofit ecology**: integrating with offline campaigns, viral distribution and membership networks
- Power of **Youth**: focus groups, researchers, partners
- Building G4C Communities in the US and **Overseas**
- Rant & Rave: **Let's be Honest** about Real Impact

Register by May 24 and save \$50!
www.gamesforchange.org

Sponsors Include...



Games Expo features the latest social change games; includes a **media-only briefing** on Tuesday the 27th.

Key speakers include:

- **Josh Fouts** Exec Dir, USC Cntr./Public Diplomacy
- **Connie Yowell**, Sr. Prgm Officer, MacArthur
- **Ian Bogost**, Ph.D., Georgia Institute of Technology
- Game maker **Asi Burak** of PeaceMaker
- **Carl Goodman**, Director of Digital Media at the Museum of the Moving Image
- Leaders from **MTV's Pro-Social Division**, creators of Rock the Vote
- Heather **Chaplin** and Aaron **Ruby**, authors of Smart Bomb
- **David Rejeski**, Director of the Foresight and Governance Project at the Wilson Center
- **Katie Salen**, Acting Director of the Design and Technology Center at the New School