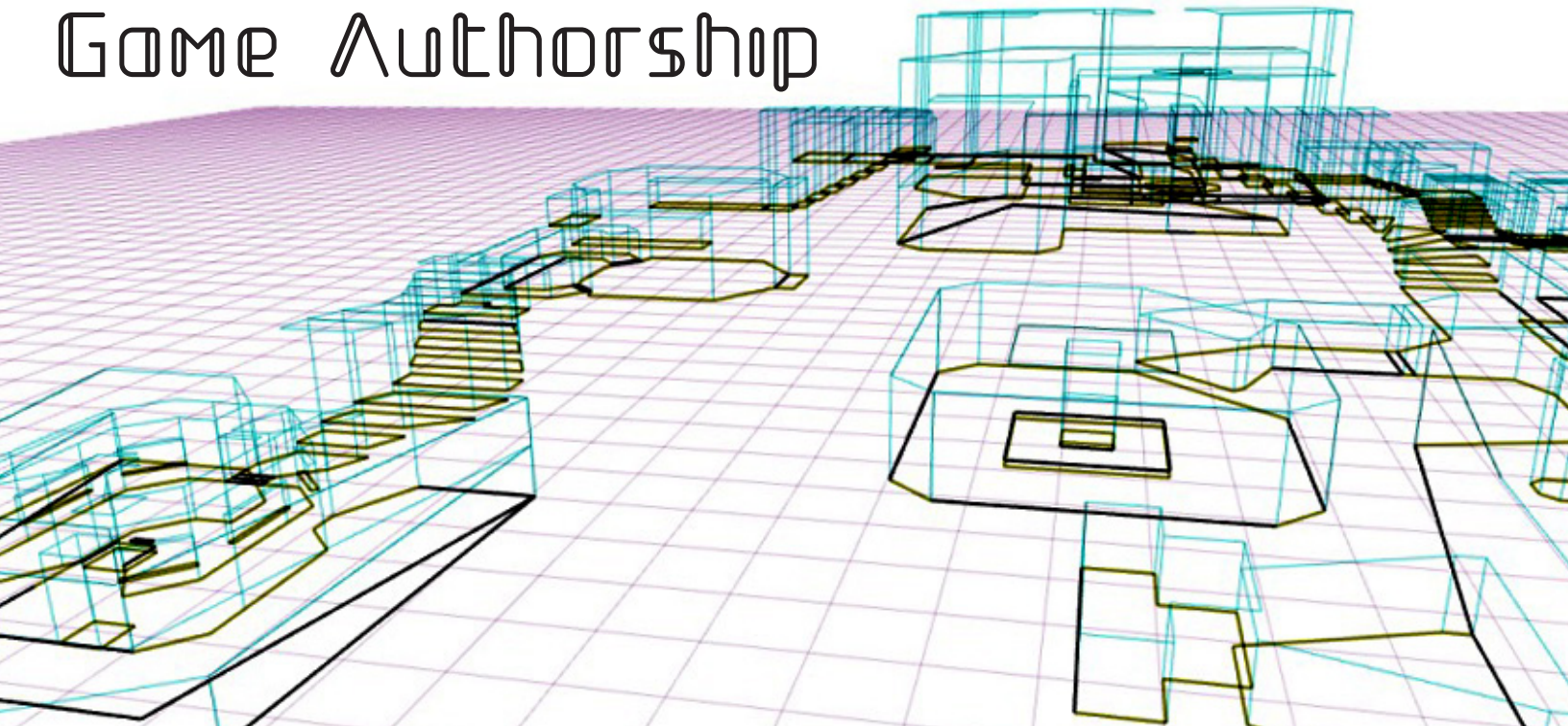


TWINE AND BEYOND

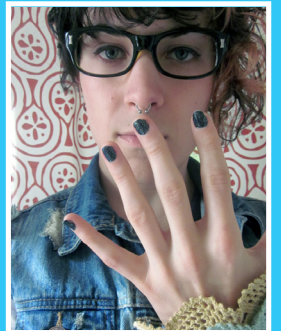
First Steps in Game Authorship



Twine is a hypertext authoring tool that has been taken up as an accessible game authorship platform. In this workshop we'll take a look at the software, explore making our own games with it, and discuss ways to use it and other tools for personal game authorship.

**WEDNESDAY
SEPTEMBER 18
3:30 - 5:00pm
The Maker Lab
TEF 243**

merritt kopas is an artist and game designer whose work deals with themes of bodies, gender, and difference. Her game LIM, an exploration of the violence of liminality, was named in several best indie games of 2012 lists. She holds an MA in Sociology from the University of Washington and teaches in the areas of gender and sexuality.



part of the "Building Public Humanities" series
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to register, please email maker@uvic.ca