



Starting a Conversation

Nicole Marie



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Some Background

- My experience as an undergraduate student at Purdue University studying Professional Writing

Research

- What pedagogical benefits do video games have?
 - How can we learn from video game designers to develop new and interactive ways to teach?
- WILKE classes
- My becoming involved with Not Your Mama's Gamer

My interaction with Not Your Mama's Gamer

- Podcasts
 - Interviewing industry Professionals
 - Opening discussion on topics not usually touched by the academic sphere
- Blogs
 - Writing about current issues in gaming
 - Using the space to converse with readers about experiences with gaming

Life after undergraduate studies

- "What do you do?" poses the opportunity to start a conversation.
- Discussion begins with someone outside of the "conversation."
- Discussion has a backbone because of the presence of the blog and podcast.

Impact within the Video Game Industry

- Thousands of applications are sent to development studios, how does someone stand out?
- We open discussion with industry professionals who never get the opportunity to discuss these issues elsewhere.

The results?

- Traffic to Not Your Mama's Gamer becomes more and more diverse every day.
- Opening these discussions in the public sphere continues the work done in the digital space.
- The work done in the digital space allows for "conversation" newbies to have something to fall back on and refer to.
- The conversation continues to grow outside of it's original sphere.