Occasional Talk

Alexandrina Agloro
Thu., February 1, 2018
1:30–3 p.m.
Tempe campus - Coor 5536

Bodies, Borderlands, and Games: Participatory Design and Community-Based Interactive Media

Why are games so compelling and how can we harness the power of interactive media for social good? Alexandrina Agloro will discuss how participatory design and community-based methodologies can contribute to the ways we think about organizing and implementing activism using interactive media as a decolonial tool. She will share recent projects such as the Latinx Pacific Archive, ovulation tracking jewelry, and alternate reality game “The Resisters.” These projects incorporate pieces of reimagining archives, culturally relevant education, game development, and tools for reproductive justice. She will share her experience about teaching and learning through design and the limits and possibilities of design and play for social justice.

Please RSVP to bit.ly/SFIS_Agloro

Alexandrina Agloro is a game designer, community-based researcher, and media artist who believes in the possibilities of the decolonial imaginary using digital media as an emancipatory tool. She is an Assistant Professor of Interactive Media & Game Development and Humanities & Arts at Worcester Polytechnic Institute. She is a co-chair of Situated Critical Race and Media (SCR+M!) of FemTechNet and the Futurist for the Latinx Pacific Archive.