

Tokyo Institute of Technology
School of Engineering Special Seminar

When: **14:00-15:30, Friday December 16th, 2022**
Where: **Rm. 508, 5th Floor, West 9 Bldg.**, Ookayama Campus, Tokyo Tech
Host: Associate Professor Katie Seaborn

Brandon SICHLING

Associate Teaching Professor
College of Arts, Media and Design
Northeastern University, Boston, MA, USA

// Escapism, Empathy, Self

If there isn't already a story, humans will make one. We make meaning out of our experiences, and reflecting on how we make that meaning gives developers a powerful tool for making engaging games. We're going to talk about how games tell stories and how audiences then use those stories to think about themselves and their experiences. From tabletop role-playing games to games criticism, we'll explore how audiences engage with stories and use those stories to think about themselves.



Brandon has an MFA from Emerson College in Visual & Media Art and a BA from Columbia Chicago in Film & Video. Their work spans many media and formats, but usually center around gender and the weight of memory. They are currently working on *Habit of Force*, a tactics game about colonial violence and mecha, and *Intimates*, a graphic novel about family, queerness, and conservatism.

Pronouns: they/them



Northeastern
University