

TIFF PRESENTS

HIGHER[^]LEARNING

Douglas Wilson on *Us and the Game Industry*
Participant Biographies

Douglas Wilson is co-owner of Die Gute Fabrik, a small game studio based in Copenhagen and New York City. Doug has developed a number of physical and installation games including *Johann Sebastian Joust*, which received the Innovation Award at the 2012 Game Developers Choice Awards. He is currently producing two commercial games projects, *Sportsfriends* and *Mutazione*.

Stephanie Beth is an independent documentary producer and director for Common Dreams Ltd. With decades of involvement with documentary production and teaching with and about media, she has sustained an ethnographic interest in the human condition in the modern and then contemporary world. Her films include *Us and the Game Industry* (2013), *In Joy* (1980), and *I Want to be Joan* (1977).

Cindy Poremba is a Professor of Game Design in the Faculty of Animation, Arts and Design at Sheridan College Institute of Technology and Advanced Learning. She also organizes non-traditional exhibitions as an independent curator, including *Joue le jeu/Play Along*, *XYZ: Alternative Voices in Game Design*, and “new arcade” events as a member of the Kokoromi game art collective.

Emma Westecott is the Assistant Professor in the Faculty of Design at OCAD. She achieved recognition for working closely with Douglas Adams on *Starship Titanic* (1998, Simon & Schuster). Emma directed *Zero-Game* for The Interactive Institute, an applied games research lab based in Sweden and organized *Women in Games 2007*. She was a core member of the Synergy games research group at The University of Wales, Newport.