**The Gathering of Gaming Gurus**

**Members**
- Kevin Andreashak
- Esben Borsting
- Leigh Dooley
- Davin Kubota
- Raphael Lowe
- Normie Salvador
- Reid Sunahara
- Joyce Tokuda
- David Uedoi
- Jonathan Wong
- Keala Losch (concierge)

**Goals/Objectives**
- Through collaborative play, explore gaming approaches and how games can be used to motivate students in the classroom.
  - Promote games as an effective pedagogy via the poster sessions and more in-depth presentations on campus.
  - Share articles and resources on games, gaming and gamification within the C4ward.
  - Begin working towards a gaming “product” (not necessarily high-tech) to be shared with our colleagues on campus in the Spring semester.
  - Develop and define a goal relating to incorporating games into faculty daily work outside of the classroom, e.g. grading assignments, etc.

**What we’re excited about:**
- (Re)discovering how much more we can learn when we allow ourselves to play.

**Come play!!**
We have games for you to try out at our table today!!