



June 27 Humanities Council Little Lecture delves into game design

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Charleston, WV — What do interactive Marvel Avengers toys, Las Vegas’s Meow Wolf theme park, and a Webby Award-winning *Stranger Things* online game all have in common? One answer might be game/experience designer Ivone Alexandre, whose West Virginia Humanities Council Little Lecture—the last of the 2021 season—will premiere virtually this Sunday, June 27, at 2:00pm. Alexandre has worked for Walt Disney Imagineering, TicToc Games, and Microsoft.

Alexandre answers that question a little differently. The lecture is entitled “History and the Humanities in Game Design,” and touches on age-old questions of authorship, cultural narratives, and how the ways we tell stories have changed through the centuries. The globetrotting designer highlights examples from popular video games to demonstrate how the lines between author and audience, or creator and player, have become increasingly blurred in recent decades.

The lecture is free to watch and will be broadcast virtually on YouTube, Facebook, and the Council’s website. For more information visit www.wvhumanities.org or contact Kyle Warmack at 304-346-8500 or warmack@wvhumanities.org.

The West Virginia Humanities Council, an independent nonpartisan nonprofit institution, is the state affiliate of the National Endowment for the Humanities. With the support of the NEH, the State of West Virginia, and contributions from the private sector, the Council’s mission is to support a vigorous program in the humanities statewide in West Virginia.