



Greetings,

It has been nearly one year since our last Shawnee Game & Simulation conference. Every year we look to offer something new and engaging, allowing our attendees to experience what this industry has to offer.

We are excited to have George Ziets as our keynote speaker this year. George has held various positions as a writer, designer or creative lead on games such as Lord of the Rings Online, Dungeons & Dragons Online, Torment and Fallout: New Vegas, among many others. We are still working on lining up our other speakers, but we will have the Motion Capture and 3-D printing demonstrations, as well as our League of Legions tournament and exciting exhibits to view and play.

This year's conference will take place November 3<sup>rd</sup> on the campus of Shawnee State University. Once again, student attendees may submit projects for competition with prizes to be awarded. This is an excellent opportunity for students to exhibit their work to peers and industry professionals. These projects may be working prototypes, completed design/conceptualization material or final games exhibiting artwork, coding or conceptualization.

If interested in exhibiting please send the form included with this poster to [mspicer@shawnee.edu](mailto:mspicer@shawnee.edu) before October 20 so that we can include your information in our conference program.

For further information about the academic programs or event visit our information page at <http://www.shawnee.edu/game-conference> or to register for the conference go to <https://vrcfa.com/events/shawnee-17-0/>.

Thank you and we look forward to seeing you!

Shawnee State University  
Game Development Programs