Navigating hybridity, mashup and messy collisions with and within DH

T. Pobuda (June 2, 2021)

About

Tanya Pobuda

Transdisciplinary scholar, game designer, board game researcher, drone pilot, AI/VR/AR practitioner and all-round odd duck.

File   Edit   View   Insert   Format   Data   Tools   Add-ons   Help

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1		**Title**	**Geek Rat**	**Avg Ra**	**Num Voter**	**Designer**	**WM**	**WF**	**BIP**	**Country**	**Publisher**	**Publi**	**Weigl**	**Theme**	**Categor**	**Edition**	**Non-male p**	**Non-r**	**Play**
2	1	Gloomhave	8.587	8.86	30331	Isaac Childres	1			U.S	Cephalofair Games	2017	3.81	Strategy	Campaig	3	0	1	1
3	2	Pandemic L	8.472	8.62	34208	Rob Daviau, Matt Leacock	2			U.S	Z-Man Games, Inc	2015	2.83	Strategy	Action Points. Co	1	1	0	
4	3	Terraformir	8.261	8.42	46979	Jacob Fryxelius	2			Sweden	FryxGames	2016	3.23	Strategy	Econom	2016	0	1	1
5	4	Through the	8.24	8.5	17969	Vlaada Chvátil	2			Czech Republi	Czech Games Edition	2018	4.38	Strategy	Card Game, Civi	N.A.	1	N.A.	
6	5	Brass: Birm	8.191	8.62	9476	Gavan Brown, Matt Tolman,	3			Canada, France	Roxley	2018	3.91	Strategy	Econom	Nov. 1,	1	1	0
7	6	Twilight Im	8.163	8.69	9081	Dane Beltrami, Corey Konie	3			U.S.	Fantasy Flight Games	2017	4.2	Strategy	Civilizat	4th	1	1	0
8	7	Twilight Str	8.163	8.31	36391	Ananda Gupta, Jason Matthe	1		1	U.S.	GMT Games	2005	3.57	Strategy	Modern	Deluxe,	N.A	1	N.A.	
9	8	Star Wars:	8.155	8.43	18639	Corey Konieczka	1			U.S.	Fantasy Flight Games	2016	3.69	Strategy	Fighting	2016 (C	0	1	1
10	9	Gaia Projec	8.141	8.51	11719	Jens Drögemüller, Helge Ost	2			Germany	Feuerland Spiele	2017	4.31	Strategy	Civilizat	2017	N.A.	N.A.	N.A.
11	10	Scythe (201	8.1	8.26	45644	Jamey Stegmaier	1			U.S.	Stonemaier Games	2016	3.38	Strategy	Econom	15th r2:	1	1	N.A.
12	11	Great West	8.097	8.29	22725	Alexander Pfister	1			Austria	eggertspiele	2016	3.69	Strategy	America	2016	0	0	N.A.
13	12	War of the	8.061	8.45	10998	Roberto Di Meglio, Marco M	3			Italy	Ares Games	2012	4.07	Themat	Adventu	2004	0	0	0
14	13	Terra Mysti	8.026	8.18	34661	Jens Drögemüller, Helge Ost	2			Germany	Feuerland Spiele	2012	3.95	Strategy	Civilizat	C8	1	1	0
15	14	Spirit Islanc	8.026	8.33	15532	R. Eric Reuss	1			U.S.	Greater Than Games	2017	3.95	Strategy	Age of F	2016 lo	1	1	N.A.
16	15	The Castles	8.012	8.13	39725	Stefan Feld	1			Germany	alea	2011	3	Strategy	Dice, Me	2010	N.A	N.A.	N.A.
17	16	The 7th Col	7.983	8.37	12544	Ludovic Roudy, Bruno Sautt	2			France	Serious Poulp	2017	2.86	Themat	Adventu	t7c	1	1	N.A.
18	17	7 Wonders	7.981	8.11	46178	Antoine Bauza, Bruno Catha	2			Italy	Repos Production	2015	2.22	Strategy	Ancient, Card Ga	N.A.	1	N.A.	
19	18	Concordia (	7.941	8.11	22507	Mac Gerdts	1			Germany	PD-Verlag	2013	3.06	Strategy	Ancient, Econom	N.A.	N.A.	N.A.	
20	19	Brass: Lanc	7.935	8.15	16468	Martin Wallace	1			UK	Roxley	2007	3.86	Strategy	Econom	11_20_1	1	N.A.	
21	20	Viticulture	7.92	8.12	21089	Morten Monrad Pedersen, Ja	3			Denmark, U.S.	Stonemaier Games	2015	2.93	Strategy	Econom	Ess_Eng	1	N.A.	
22	21	Arkham Ho	7.916	8.2	20671	Nate French, Matthew Newn	2			U.S	Fantasy Flight Games	2016	3.35	Custom	Adventu	abc01	1	N.A	

T. Pobuda, Original Database, Games Rulebooks Study

3

T. Pobuda, Master's Poster, Playing Games, Saving Lives: An Analysis of Serious Games for Nursing Instruction

Photo by Serena Repice Lentini on Unsplash with LunaPic 'Sadness' Filter

AR

Game Design

Text Analysis
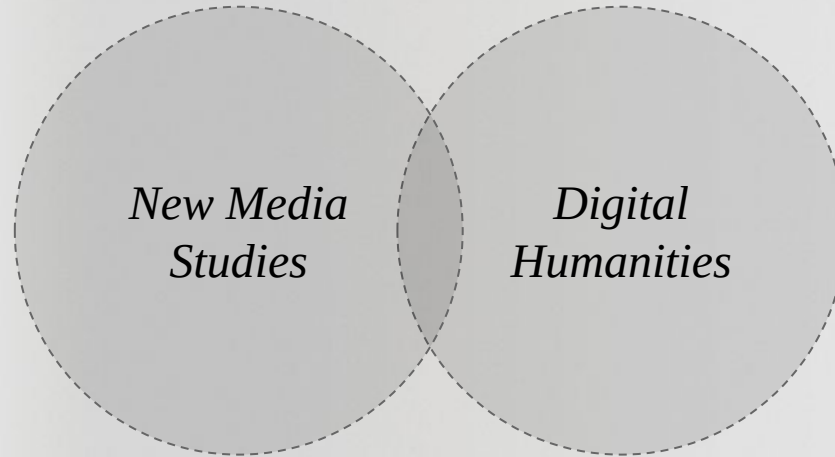
AI

Critical Code Studies

VR

1.
Boundary breaching

Digital humanities and new media studies

Photo by Asiya Kiev on Unsplash with LunaPic 'Sadness' Filter
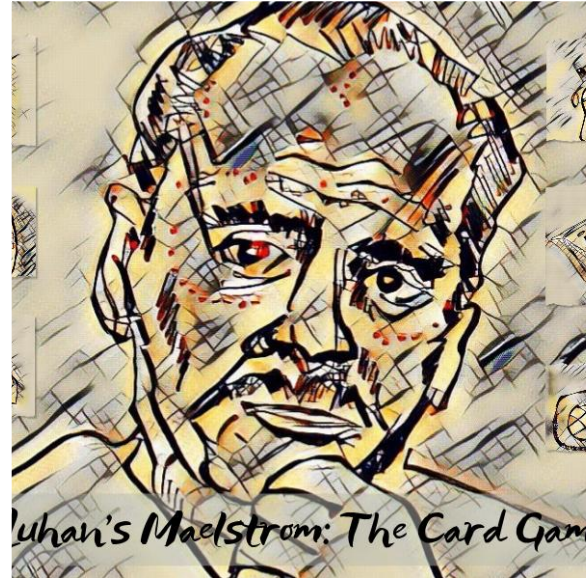
Boundaries, Borders, Bridges, Breaches

New Media Studies

Digital Humanities

3.
Making as 'hermeneutic'

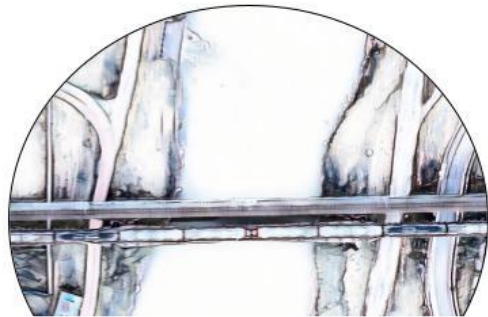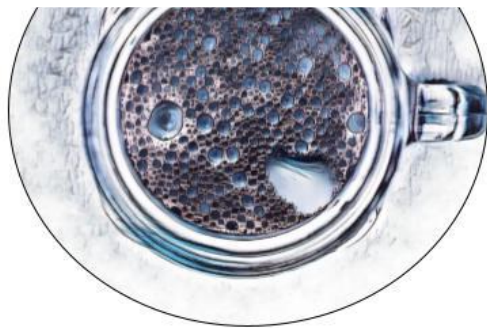*Making is instead a hermeneutic that enables processes and a mode of world-making (Jagoda, p. 190)*

Making

McLuhan's Maelstrom

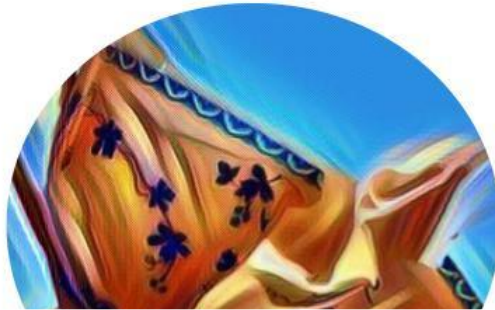Creating games to advance scholarly understanding

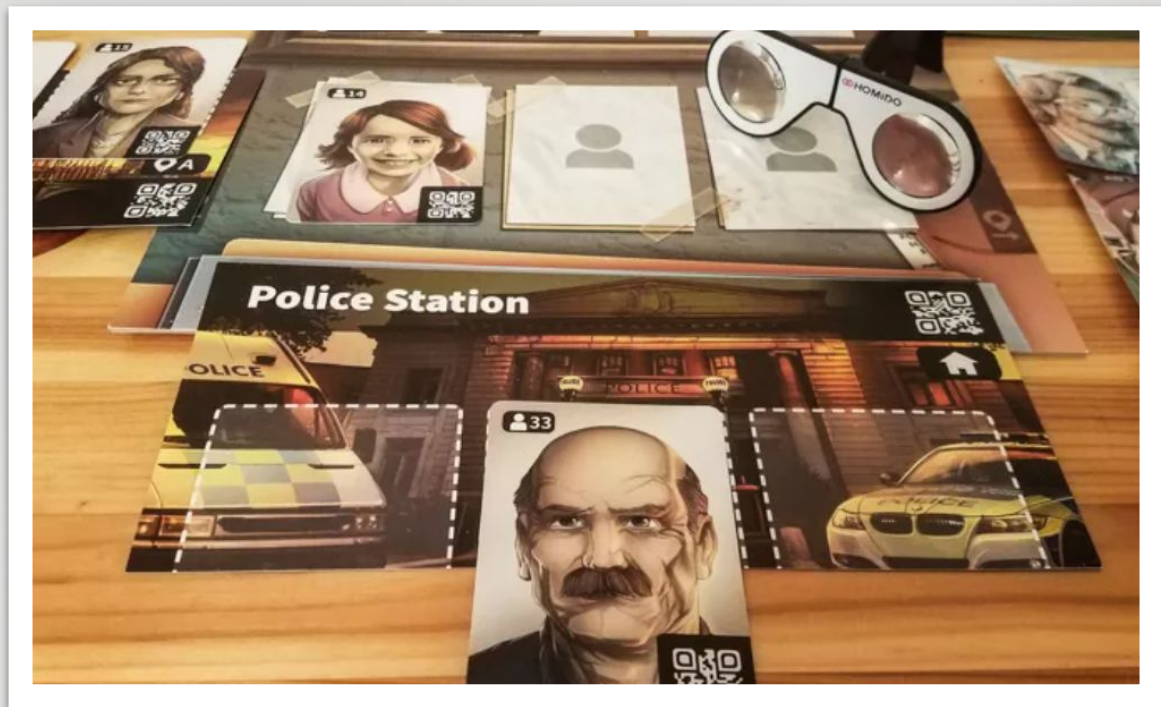Embracing hybridity for educational and creative expression

Luhan's Maelstrom: The Card Gam

T. Pobuda, Slumber Party Tasseomancer

T. Pobuda, Slumber Party Tasseomancer

BGG User RonJake11https://boardgamegeek.com/image/4011040/chronicles-crime

3.
Gamification: A Warning

Not everyone in games literate

"

Games literacy is a "multiplicity of literacies' ' (Gee, 2005, p. 14).

Thanks

Any questions?

You can find me on Twitter @PobudaTanya or tpobuda@ryerson.ca