

MEDIA INVITATION

PANEL DISCUSSION

RPGs, COMMUNITY, AND INCLUSION

Join keynote speakers Mandi Hutchinson, of *To Die for Games*, *The Dice Tower*, and *Salt and Sass Games* as well as Game Designer, Eric M. Lang on June 11, as they lead a virtual panel discussion on inclusion in Role-playing Games (RPGs), in relation to women, as well as BIPOC and LGBTQIA communities.



**FRIDAY,
JUNE 11, 2021**
11 a.m. to 1 p.m. (EST)



ZOOM



WHAT

A panel discussion to promote a conversation between the gaming community, game designers and writers, publishers/industry professionals and academics who study games, and to kick off a wider conversation around inclusive gaming, and more inclusive gaming spaces (on and offline).



KEYNOTE SPEAKERS

■ **Mandi Hutchinson**

Teacher, Contributor for
To Die for Games, *The Dice Tower*
and *Salt and Sass Games*

■ **Eric M Lang**

Game Designer

PANELISTS

■ **Erika Chung**

Ph.D. Candidate, York & Ryerson
Joint Graduate Program in
Communication & Culture

■ **Sarah Stang**

Ph.D.

■ **Tanya Pobuda**

Ph.D. Candidate, York & Ryerson
Joint Graduate Program in
Communication & Culture

For more information, or for interview opportunities,
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