## EHDRIGOHR DESIGNING ALTERNATIVE INDIGENOUS TIMELINES USING

ROLE-PLAYING GAMES

## **ALLEN TURNER**

Storyteller and Game Designer DePaul University

Ehdrigohr is a tabletop role-playing game that takes inspiration from the myths and folklore of tribal and Indigenous cultures around the world, with particular inspiration from the Lakota people. Allen Turner is the game's creator, and in his Future Imaginary lecture he will focus on the processes and design decisions that went into producing Ehdrigohr, including the life experiences that led to its creation, the needs he is trying to address with it, and the journey the game has taken him on since it manifested in the world. He will share experiences playing Endrigohr, and will examine how the simple act of playing the game has affected Native and non-Native players alike. Endrigohr epitomizes the struggle to weave big cultural ideals into a play space where Native peoples can play and break cultural and personal narratives, while at the same time being mindful of how easily culture is appropriated.

#### **FUTURE IMAGINARY LECTURE SERIES**

is organized by the Indigenous Futures research cluster of Milieux's Institute for Arts, Culture and Technology. The series is supported by the Initiative for Indigenous Future Partnership, Aboriginal Territories in Cyberspace, and the University Research Chair in Computational Media and the Indigenous Future Imaginary.

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**6:30PM - 8:00PM** York Amphitheatre, EV 1.605 1515 Sainte-Catherine St. W. H3G 2W1 Metro Guy-Concordia

Lectures are free and open to the public.

For more information, please visit www.abtec.org/iif/lecture-series