



Indigenous Futures Cluster Presents

Building an Indigenous Cybernoir

Achimostawinan Games

Tell us a story! That's what Achimostawinan means in Cree and it is the foundation of all our projects. We want to create fun, exciting and original games that tell new Indigenous stories. Founded in 2016 by Métis game designer Meagan Byrne and Maliseet animator Tara Miller, we are an Indigenous-led games and digital project studio. Our team includes founding members, Meagan and Tara, as well as Métis sound designer Travis Mercredi, jazz musician Colin Lloyd and programmer Gabi Kim Passos. Some ask, why games? We make games because we're excited about how they draw us into impossible worlds and tell stories in ways we've never been able to tell them before while remaining grounded in an Indigenous perspective.

Indigenous Futures Cluster Presents is the public event arm of the Indigenous Futures Cluster (IFC) at the Milieux Institute for Arts, Culture, and Technology. The IFC explores how Indigenous people are imagining the future of their families and communities. We are interested in narratives, frameworks, and technologies that help us articulate a continuum between our histories, our present, and the seventh generation and beyond. We take a research-creation approach to these issues, employing art- and technology-making coupled with scholarly analysis and conceptual development to illuminate how the challenges of the present can be addressed, in part, through concrete, constructive, and critical dreams of the future. IFC Presents is our ongoing series of talks, performances, exhibitions, and other public engagement activities.

THURSDAY

3:00PM

MAY 24 2018

Milieux Resource Centre – Concordia University
EV Building (Engineering And Visual Arts) 11.705
1515 Saint-Catherine Street West
Montreal, QC H3G 2W1



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