

“Games Resume”

Lewis E. Pulsipher, Ph.D.

lew@pulsiphergames.com [Http://PulsipherGames.com](http://PulsipherGames.com)

Wikipedia: Lewis Pulsipher; Britannia (board game); Archontental

Objective: to find publishers for games designed by a successfully published, experienced designer.

Summary:

I started designing games about 50 years ago. My first published (non-commercial) games appeared in the early 1970s, and my first commercial game over 30 years ago, in 1980. While in graduate school (especially while researching in the UK) I wrote articles about games (about 150 published), was contributing editor to several magazines, and designed games. After publication of several commercial games in Britain, the US, and Germany, and after I earned my Ph.D., I took 20 years off from designing games, though I played lots of *Dungeons and Dragons* while learning computing, programming, networking, and making a living. In 2004 I decided to get back into game design rather than write computer textbooks. I taught my first course in game design in fall 2004, and I began teaching games full time for several years. I am presently a full-time author and game designer.

Games published:

Britannia Second Edition (Fantasy Flight Games, December 2005 (Eastern Europe)/February 2006 (rest of world), reprint November 2008, international editions (German, French, Spanish, Hungarian) November 2008. http://en.wikipedia.org/wiki/Britannia_%28board_game%29

Britannia (1986 H. P. Gibsons, UK, 1987 Avalon Hill, USA, 1990 Welt Der Spiele, Germany (German language and graphics))—four players, Great Britain from Roman to Norman invasions. Britannia is widely regarded as a classic; it is also regarded as founder of a sub-genre of “Britannia-like” games such as *Hispania*, *Rus*, *Chariot Lords*, *Majaraja*, *Italia*, *China: the Middle Kingdom*, etc. It was one of the games described in Hobby Games: the 100 Best, edited by James Lowder, published by Green Ronin.

Dragon Rage Second Edition (2011, Flatlined Games, Belgium)—two player fantasy, dragons or other creatures attack a city or an orc stronghold

Dragon Rage (1982 DwarfStar/Heritage USA)

Valley of the Four Winds (1980 Games Workshop, UK)—two player fantasy warfare based on a story

Swords and Wizardry (1980 Gibsons, UK)—two player fantasy, resemblance to Stratego

Diplomacy Games and Variants (1978 Strategy Games Ltd, UK)—Games based on Diplomacy rules

Dragon Rage Second Edition (2010, Flatlined Games, Belgium)

Dozens of Diplomacy variants

Games forthcoming:

Germania (Euro-wargame), Clash of Arms Games, Pennsylvania

Law & Chaos (abstract game, title likely to be changed), Mayfair Games

Roll 'em (title likely to be changed), Z-Man Games, New York

Information on games in progress: <http://PulsipherGames.com/projects.htm>

Magazine Publishing/Editing:

Sweep of History Games Magazine (2005 to 2006), editor and electronic publisher: a free magazine about Brit-like and “sweep of history” games

Supernova (1970s) magazine about SF and fantasy games (I have a letter Dave Arneson sent to Supernova describing what was becoming the first D&D campaign, before D&D was published)

Blood and Iron (Diplomacy, 1970s)

Ragnarok (Diplomacy, 1970s)

Recently Published Magazine/Journal Articles:

- “Economies and Sweep of History Games” (historical game design), “Against the Odds Magazine”, July 11

- “Designing for Cause vs. Designing for Effect” (historical game design), “Against the Odds Magazine”, January 11
- “Playtesting is Sovereign, Part 2” GameCareerGuide 2 Sep 10
- “The Elephant in the Room” Aug 2010 International Game Developers Association Perspectives Newsletter
- “Playtesting is Sovereign, Part 1” GameCareerGuide 10 Aug 10
- “Opinion: The ‘Virgin Mary’ of Video Games? Depictions of Violent Death” GameDev.Net 31 May 10
- “Identifying a good game school” GameCareerGuide 30 Mar 10 (co-author: Ian Schrieber)
- “What are Game Designers Trying to do?” GameCareerGuide 19 Feb 10
- “Maxims of Game Design” GameCareerGuide 2 Feb 10
- “Some Game Playing Styles, and How Games Match One Style or Another” [longer version] GameDev.Net 1 January 10
- “Branding, Games, and Films” SpitefulCritic.com 18 Nov 09
- “Opinion: Are Games Too Much Like Work?” Gamasutra 4 Sep 09
- “All I needed to know about games I learned from Dungeons and Dragons” GameCareerGuide 18 Aug 09
- “Game Curricula: Differences in Focus” GameCareerGuide 4 Aug 09
- “Industry Hopefuls: Prepare Intelligently” GameCareerGuide 7 July 09
- “What Makes a Game ‘Epic’”, “Against the Odds Magazine,” June 2009
- “Student Illusions About Being a Game Designer”, GameCareerGuide, 7 May 2009
- “Twenty Essential Design Questions”, GameCareerGuide, 14 April 2009
- “The Nine Structural Sub-Systems of Any Game”, GameCareerGuide, 17 March 2009
- “The Nature of Games in the 21st Century”, GameCareerGuide, 5 March 2009
- “Opinion: What Does ‘Game Developer’ Mean?” Gamasutra, 2 March 2009
- “Why design games?”, GameCareerGuide, 13 January 2009
- “Characteristics of Successful Game Designers”, GameCareerGuide, 23 December 2008
- “Opinion: Why Immersion Shouldn’t Be The ‘Holy Grail’”, Gamasutra, 19 December 2008
- “Idea Origins” GameCareerGuide, 9 December 2008
- “Why We Play” GameCareerGuide, 14 October 2008
- “The Idea is not the Game” GameCareerGuide, 23 September 2008
- “Pulling the Plug: In Defense of Non-Digital Teaching and Learning” GameCareerGuide, 2 September 08
- “Fog of War in Game Design” Against the Odds #18, late 2006
- “The Essence of Euro-style Games”. The Games Journal, February 2006
- “Classical and Romantic Playing Styles”. The Games Journal, February 2005

Blogs

Pulsipher game design: <http://pulsiphergamedesign.blogspot.com/>

Teaching game design: <http://teachgamedesign.blogspot.com>

“Expert Blogger”, Gamasutra.com: <http://gamasutra.com/blogs/LewisPulsipher/774/> including 8 “Featured Posts”

Many items on Internet forums such as Boardgamegeek, Boardgamedesignersforum, pulsiphergames.com.

Contributing Editor/Columnist:

Dragon (over three dozen articles)

White Dwarf

The Space Gamer

Avalon Hill General

Diplomacy World

Imagine

About 150 game articles published altogether (counting only sources that paid for articles). For example, my “Bar-room Brawl” adventure (level) is still played more than 30 years after initial publication.

Lewis Pulsipher

Books:

- Forthcoming: *Learning to Design Games*. McFarland and Company, Publishers (Jefferson NC) 2012
- Contributed chapter “The Three Player Problem”, *Tabletop Game Design*, ETC Press (Carnegie Mellon U.), forthcoming early 2011
- Contributed article “Blokus” in *Family Games: the 100 Best*, edited by James Lowder, published by Green Ronin Publishing, 2009.
- Contributed article “Stalingrad” in *Hobby Games: the 100 Best*, edited by James Lowder, published by Green Ronin Publishing, 2007.
- Edited and modified the book *Dicing with Dragons* (Ian Livingstone, New American Library, 1982) for American publication

Game-related Teaching:

- SGD (Simulation and Game Development) 174 (Level Design I), Fayetteville Tech CC, spring 2010
- SGD 212 (Game Design II), Fayetteville Tech CC, spring 09 etc.
- SGD 114 (3D Modeling I), Fayetteville Tech CC, spring 09
- SGD 112 (Game Design I), Wake Tech CC, Fayetteville Tech CC, multiple times
- SGD 111, Introduction to Game Industry, Wake Tech CC, Fayetteville Tech CC, multiple times
- CSC 192, Introduction to Game Design and the Game Industry, fall ‘04 and ‘05, Central Carolina Community College

Recent Game-related Presentations:

- “The Business of game design” Origins Game Fair 2011, Columbus, OH, June ‘11 (twice)
- “Starting a game design” Origins Game Fair 2011, Columbus, OH, June ‘11
- “Completing a game design” Origins Game Fair 2011, Columbus, OH, June ‘11
- “Of course you can design a game, but can you design a good one?” Origins Game Fair 2011, Columbus, OH, June ‘11
- “Of course you can design a game, but can you design a good one?” UK Game Expo 2011, Birmingham, England, June ‘11
- “Game Design Doesn’t Just Happen”, World Boardgaming Championships ‘10 (Lancaster, PA) August, 10
- “What Video Game Developers can Learn from 50 Years of Tabletop Game Development”, Triangle Game Conference (Raleigh, NC), 8 April 10
- "What video game designers and teachers can learn from 50 years of tabletop game development", NCCIA Conference (Wake Tech Community College, Raleigh NC) 18 Mar 10
- "A career in the game industry, how to get there", Cumberland County (NC) HQ Library, 17 Nov 09, 15 Mar 10
- “Getting Started in the Game Industry”, World Boardgaming Championships ‘09 (Lancaster, PA) August, 09
- “Getting Started in the Game Industry”, Origins ‘09 (Columbus Ohio) June, 09
- "How to: the Process of Designing a Game", Origins ‘09 (Columbus Ohio), June, 09
- “How ‘Hard Core’ Attitudes Hold Back the Video Game Industry, Savannah College of Art and Design, Feb 3, 09
- “Getting Started in the Game Industry”, Origins ‘08 (Columbus Ohio) June 28, 08
- “How to: the Process of Designing a Game”, Origins ‘08 (Columbus Ohio), June 28, 08
- “The Iterative and Incremental Nature of Game Design”, NCCIA Conference (Stanly Community College), 21 Feb 08
- “Getting Started in Game Design” twice at Origins (Columbus Ohio) early July ‘07
- “The Process of Designing a Game” Origins ‘07 (Columbus Ohio) early July ‘07
- “How to Design Games”, 32nd annual Origins Convention, July ‘06
- “How to Design Games”, NCCIA (North Carolina Computer Instructors’ Association), March ‘06
- “We Collectively ‘Design’ an Educational Game” NCCIA Conference, March ‘06

- “Teaching Game Design in Community Colleges,” Digital Game Expo, Raleigh NC, Summer ‘05
 - “CCCC Game Certificate, Our Experience Thus Far”, NCCIA Conference, March ‘05
- Slides for many of these presentations available at <http://www.pulsipher.net/teaching1.htm>

Workshops

National Science Foundation/East Tennessee State University CPATH workshop “Collaborating Across Silos to Create Interdisciplinary Game Design and Development Curriculum”, Johnson City, TN September 17 and 18, 2010

National Science Foundation/Texas A&M sponsored workshop “Games in Engineering and Computer Science”, Arlington, VA June 3 and 4, 2010. <http://gecs.tamu.edu/>

IGDA (International Game Developers Association) full member.

“Day job”

When I am not writing books and designing games, I teach simulation and game development, and other computer subjects, over 17,000 classroom hours teaching experience.

Education:

Ph.D. 1981 Duke University, Durham, NC. Subject areas: military and diplomatic history; political science.

Dissertation *Aircraft and the Royal Navy, 1908-1919*.

M.A. 1976 History, Duke University, James B. Duke Fellow.

A.B. 1973, *summa cum laude*, Phi Beta Kappa, Albion College, Albion, Michigan.