


The Center for Transformational Play



The **Center for Transformational Play** at Carnegie Mellon University brings together world-class expertise from across the university to design, build, and study transformational games.

At the Center for Transformational Play (CTP) we use the power of play to tackle educational, industrial, and social challenges, from teaching children about robotics to helping adults with aphasia rehabilitation exercises. Other projects include playful methods to support climate action, games to help with healthy sleep, and leveraging game streaming for interactive learning — to give just a few of our many and diverse interests.

CTP has the interdisciplinary expertise to connect across the university, including the educational gaming work at the Human-Computer Interaction Institute (HCII) to the transformational game capstones at the Entertainment Technology Center (ETC). We also collaborate with cutting-edge researchers in computer science, neuroscience, psychology, drama, and art — all areas where Carnegie Mellon's excellence can help us advance our work on transformational play.

Center activities include:

- creating award-winning game design and production
- conducting research related to games
- prototyping new technologies for game development
- hosting interdisciplinary workshops and seminars
- and defining a visionary agenda for the future of transformational play.

Carnegie Mellon University
School of Computer Science

RESEARCH AND/OR GAME DEVELOPMENT PARTNERSHIPS

The Center for Transformational Play is also available to work with industry and community partners to develop customized games or pursue sponsored research in this field.

FOR MORE INFORMATION:

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The Center for Transformational Play is creating the community and resources to enrich and expand the transformational impact of games. **Join us in the exciting work ahead!**

Sponsorship Levels

Benefits	\$25k Access	\$200k Engage	\$500k Design
Name and logo on website	○	○	○
Circulate job calls and other notices to our network	○	○	○
Access to recordings of center webinars	○	○	○
Early access to play-testing beta versions		○	○
Attend CTP events in person		○	○
Single point of contact CMU liaison to all key departments		○	○
Customized, transformative play executive education discount		○	○
Recruiting assistance/advice from CTP team		○	○
Access to curated review of CMU new faculty projects related to games		○	○
Membership on CTP advisory board			○
1 named graduate fellowship/year			○

Bringing together our work on games.

The Center provides a space to connect with colleagues by:

- Sharing relevant events, such as talks, game festivals, or conference deadlines.
- Hosting a speaker series focused on internal CMU research.
- Hosting workshops to help our community build skills.
- Providing internships, independent study credits, and/or part-time jobs for students interested in games.
- Supporting faculty who have relevant joint appointments, for example future joint HCII-ETC hires.

Providing game development infrastructure.

The Center makes it easier to create high-quality transformational games at a range of scales and budgets by

- Helping people navigate the options available for games work at CMU.
- Providing design review for internal CMU game projects.
- Expanding existing playtest and prototyping infrastructure.
- Developing games for internal and external partners.
- Creating pipelines, tools, and technologies for game development.

Supporting interdisciplinary research on games.

The Center supports interdisciplinary research related to transformational games, including the science of play, mechanisms of player transformation, and novel game technologies by:

- Hosting office hours to advise researchers from across the university.
- Maintaining a library of transformational games, along with recommended reading and playing lists.
- Cultivating data collection partners for real-world research deployments.
- Raising money for transformational game projects.
- Leading research initiatives in high-impact areas.

Conducting outreach around game projects.

The Center raises awareness of our game work, and helps our games have an impact in the world by:

- Creating a pipeline for game festival submissions.
- Publicizing our games to relevant communities.
- Running a Twitch channel with regular programming on Games@CMU.
- Supporting game publishing and entrepreneurship.
- Identifying deployment partners.

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