



PROFESSIONAL PERSPECTIVES

War Games presents the perspectives of veterans, gamers, artists, academics and military planners. They offer deeper insight into complex topics associated with wargaming, and provide information on the wide-ranging types and applications of war games.

Each zone in the exhibition includes at least one perspective, presented as a graphic, audio excerpt, or audiovisual feature.

- Artist **Angel Doxtater** describes her motivations for creating *The Elder Brothers* chess set. (Zone 1 | Exhibition graphic)
- **Carol Duffus (née Hendry)** describes the games used in the tactical training she conducted for naval officers in Halifax from 1944 to 1945, as a lieutenant in the Women's Royal Canadian Naval Service. (Zone 2 | Audio excerpt)
- Game designer and podcaster **Daniel Kwan** discusses the impact of role-playing games as war games, with a particular focus on the popular *Dungeons and Dragons* franchise. (Zone 3 | Audiovisual feature)
- **Carol Shaw** reflects on her experience as the first woman recognized for her work as a video game designer and on the development of the award-winning game *River Raid* in 1982. (Zone 3 | Exhibition graphic)
- Academics **Dr. Richard Lachman** and **Dr. Maude Bonenfant** explore debates about violence and video games, and gamers' behaviours online. They also discuss the beneficial social impact of games. (Zone 4 | Audiovisual feature)
- **Dr. Nancy Dudek** and **Master Corporal (Ret'd) Mike Trauner** share their experiences with the CAREN system, a virtual reality rehabilitation environment. Trauner was treated with the CAREN system after suffering a traumatic injury during the Afghanistan War. (Zone 4 | Audiovisual feature)
- Performance artist and activist **Joseph DeLappe** explains the Biome Collective's vision for the *Killbox* art installation, which critically explores drone warfare. (Zone 4 | Exhibition graphic)
- **Dr. Yuna Wong** shares her insights as a professional wargamer and one of the designers of *Hedgemony*, a war game developed to help craft the United States' National Defense Strategy in 2018. (Zone 5 | Audiovisual feature)