

**COMICS**  
**VS**  
**GAMES 3**  
**TALKS**

# **Schedule**

**Saturday May 10th**

**Bento Miso, #300 – 862 Richmond Street West, Toronto**

**12pm – 1pm**

**Comics and Crowds: The Experimental, Massively Multiplayer Comics of XKCD - A Conversation With Randall Munroe**

*Randall Munroe with interviewer Miguel Sternberg*

**1pm – 2pm**

**The Last of Us – Making American Dreams**

*Faith Erin Hicks*

**2pm – 3pm**

**Play my Life – Autobiographical Comics and Games**

*David S Gallant, merritt kopas, Annie Mok, Kelly Phillips  
with moderator Soha El-Sabaawi*

**3pm – 4pm**

**Putting Pixels on Paper – Game Zine Revolution**

*Elizabeth Simins, Ashley Davis, Mathew Kumar, Matt Hawkins  
with moderator Adam Hines*

**4pm – 5pm**

**Furnishing Gone Home – Creating a House That Tells a Story**

*Kate Craig*

**5pm – 6pm**

**The Yawhg Post Mortem – Crafting A Multiplayer Choose Your Own Adventure.**

*Damian Sommer and Emily Carroll*

**6pm – 7pm**

**Out of Order – Playing with Sequential Art in Framed**

*Joshua Boggs*



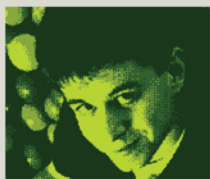
## **Comics and Crowds: The Experimental, Massively Multiplayer Comics of XKCD**

### **A Conversation With Randall Munroe**

**12 pm - 1pm**

**Randall Munroe with interviewer Miguel Sternberg**

Whether it's a single comic that tells a story over four months or one who's contents change based on live donations to wikipedia, XKCD has a long history of experimental comics that could only work with a large, highly engaged fanbase. In this conversation with creator Randall Munroe we'll discuss these unusual comics, their similarity to ARGs and other mass participation games, and the general role of playfulness in his work.



Randall Munroe is the author of the webcomic *xkcd* and the science question-and-answer blog *What If*. After studying physics at Christopher Newport University, he got a job building robots at NASA Langley Research Center. In 2006, he left NASA to draw comics on the internet full-time, supporting himself through the sale of *xkcd* t-shirts, prints, posters, and books. He lives in Massachusetts.

[xkcd.com](http://xkcd.com)



**XKCD**

"*xkcd*, sometimes stylized as *XKCD*, is a webcomic created by Randall Munroe. The comic's tagline describes it as "a webcomic of romance, sarcasm, math, and language."<sup>[† 1]</sup> Munroe mentions on the comic's website that the name of the comic is not an acronym but "just a word with no phonetic pronunciation"."

- Wikipedia

Miguel Sternberg is one half of Spooky Squid Games and a co-founder of The Hand Eye Society - [spookysquid.com](http://spookysquid.com)



## ***The Last of Us – Making American Dreams***

**1pm - 2pm**

**Faith Erin Hicks**

Ignoring the usual cookie cutter approach to licensed videogame comics the *The Last of Us*'s creative director Neil Druckman tapped comic creator Faith Erin Hicks to co-create their prequel comic "American Dreams". The characters and locations from the comic have gone on to influence both the game and its DLC "Left Behind" in ways both subtle and significant. In this talk Faith Erin Hicks discusses this unique collaboration between an AAA game studio and independent comic creator.



Faith Erin Hicks writes and draws too many comics.

Her published work includes *The War at Ellsmere*, *Friends With Boys*, *Nothing Can Possibly Go Wrong* (with Prudence Shen), *Bigfoot Boy* (with J. Torres), *The Adventures of Superhero Girl* and *The Last of Us: American Dreams* (with Neil Druckman).

*Friends With Boys* was chosen for inclusion into the Best American Comics Anthology for 2014.

She lives in Halifax, Nova Scotia.

[faitherinhicks.com](http://faitherinhicks.com)



### **THE LAST OF US AMERICAN DREAMS**

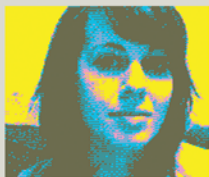
Nineteen years ago, a parasitic fungal outbreak killed the majority of the world's population, forcing survivors into a handful of quarantine zones. Thirteen-year-old Ellie has grown up in this violent, postpandemic world, and her disrespect for the military authority running her boarding school earns her new enemies, a new friend in fellow rebel Riley, and her first trip into the outside world..

# Play my Life – Autobiographical Comics and Games

2pm – 3pm

**David S Gallant, merriitt kopas, Annie Mok, Kelly Phillips**  
with moderator **Soha El-Sabaawi**

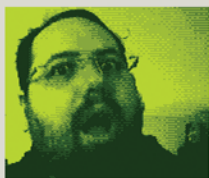
While comics have a long history of autobiographical work, this is an area that game creators have only recently started to explore, creating works ranging from the intensely personal to the intentionally banal. In this panel, creators from both mediums discuss the similarities and differences in how they approach real-life personal themes and narratives in their work.



Kelly Phillips is cartoonist based out of Philadelphia, drawing autobiographical comics and small illustration projects. Currently, she's working on a series of portraits of her childhood sci-fi heroines, and a lengthy confessional about her 13-year-old self's most embarrassing obsession. She is also the co-editor of the all-girl comic anthology DIRTY DIAMONDS. The fifth issue of the anthology, featuring stories about the best, worst, and most memorable moments in the contributors' comics experiences, is debuting at TCAF!

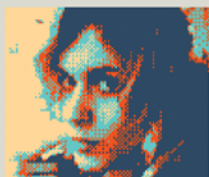
[kellyphillips.net/comics](http://kellyphillips.net/comics)

[dirtydiamonds.net](http://dirtydiamonds.net)



David S Gallant doesn't put a period after his middle initial, like some kind of weirdo. He made this one game about working in a call centre that got him fired from working in a call centre. He lives in Brampton, Ontario with his wife and three cats. He isn't up to anything particularly interesting anymore.

[davidsgallant.com](http://davidsgallant.com)



merriitt kopas is a multimedia artist and game designer whose work investigates play as a utopian project that contains a critique of the present and the seeds of potential futures. Some of her most well-known works include LIM, Conversations With My Mother, and HUGPUNX. She also curates free and accessible games at her project forest ambassador, which has been described as "a nicely curated gift basket of games' strangest, newest ideas." Currently, she is working with anna anthropy on SPACE/OFF, a two-player gay e-sport. She lives in Toronto with several other witches and a cat.

[mkopas.net](http://mkopas.net)



Annie Mok and writes and draws comic books, both solo ('Screentests'), and collaboratively with artists, including Emily Carroll and Sophia Foster-Dimino. She illustrated and designed a zine edition of Casey Plett's short story "Lizzy & Annie." She's currently working on an ongoing series of diary comics called 'Bleed-Throughs.' She draws freelance illustrations, and American Illustration has selected her work for its Archive for two years running. Annie lives in West Philadelphia and sings in the pop band See-Through Girls.

[cargocollective.com/heyanniemok](http://cargocollective.com/heyanniemok)

Soha El-Sabaawi is a writer, game player, and an experimental game designer.  
[pixie-mania.com](http://pixie-mania.com)

# Putting Pixels on Paper – Game Zine Revolution

3pm – 4pm

**Elizabeth Simins, Ashley Davis, Mathew Kumar, Matt Hawkins with moderator Adam Hines**

At the same time as traditional game magazines are dying off, the last few years have seen a videogame zine renaissance. Featuring critical and personal writing on games, fan comics and illustrations and taking forms ranging from hand bound silk screen art objects to glossy full colour magazines. Our panel of experts discuss their own zine work, the movement in general and why physical zines are important in a time when publishing online has never been easier.



Elizabeth Simins is an artist & illustrator. She makes zines like *Ain't No Such Thing As Misogyny* and *It's Just A Game*; comics like *Manic Pixel Dream Girl*; and other stuff like her *Gaming's Feminist Illuminati* t-shirt and that one interview with Peter Molyneux where he dropped an orange. Most of the time she's either working on comics (*Bad-at-Games*; *Outer States*), playing with her cats Link & Zora, or taking unreasonably long walks around New York, which is where she lives.  
[cargocollective.com/eliz](http://cargocollective.com/eliz)



Ashley Davis is an illustrator/comic artist living in Dallas, TX. She has had her art published in too many videogame zines to name, and co-curated *Sega Zine* last year. Her newest book, the *Dream Zine*, is a collection of Kirby fan art that will debut at TCAF 2014. She really likes birds!  
[oddlookingbird.com](http://oddlookingbird.com)

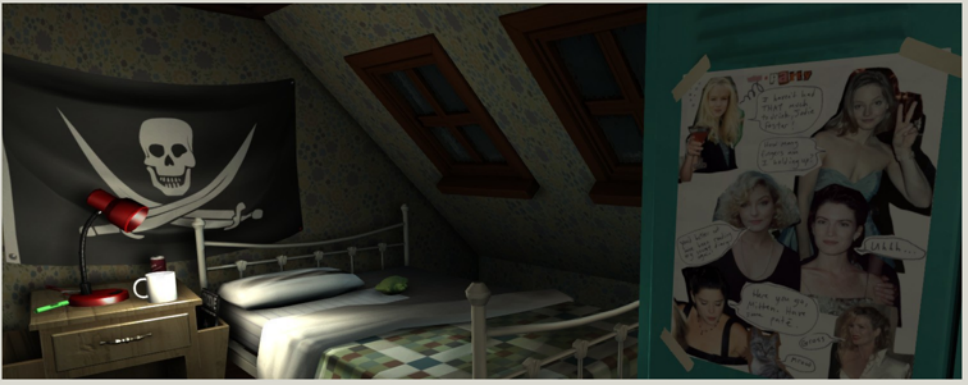


For the past 10+ years, and from his home base in NYC, Matt Hawkins has been a video game maker, journalist, critic, advocate, and pretty much everything else in-between. Though most of his energies these days are focused upon *Attract Mode* (<http://attractmo.de/>); he helps run the blog, finds stuff for their shop, and curates exhibitions across North America. Matt also self-publishes the *FORT90ZINE*, called "the publication that helped spark the video game zine renaissance currently in effect" by Adam Robezzoli, co-director of *LA Game Space*. - [fort90.com](http://fort90.com)



Mathew Kumar is a human being in Toronto, Canada. He does a bunch of stuff—he's particularly fond of moving air in and out of his lungs in a process called "breathing"—but in context he's the founder of *MK-ULTRA Games* and publisher of infrequent, underachieving video game 'zine exp.  
[expdot.com](http://expdot.com)

Adam Hines is an animator and one half of the podcast *Guys with Pencils*  
[guyswithpencils.com](http://guyswithpencils.com)



## ***Furnishing Gone Home – Creating a House That Tells a Story***

**4pm - 5pm**

**Kate Craig**

Comic creator and game artist Kate Craig talks through the creation of the mansion in the award-winning story exploration game *Gone Home*, revealing how she helped tell the game's central story of love and self discovery visually, through individually crafted environments and found objects.



Kate Craig is a game and comic artist living in Stratford, Ontario. She was lead environment artist on The Fullbright Company's *Gone Home*, and has contributed art to a number of mobile and independent games. Her comic work includes the Shuster nominated *Heart of Ice*, a short in the 'Little Heart' anthology, and a backup in *Prophet*.

[katecraig.blogspot.ca](http://katecraig.blogspot.ca)



**GONE HOME**

You arrive home after a year abroad. You expect your family to greet you, but the house is empty. Something's not right. Where is everyone? And what's happened here?

*Gone home* is an interactive exploration simulator. Interrogate every detail of a seemingly normal house to discover the story of the people who live there. Open any drawer and door. Pick up objects and examine them to discover clues. Uncover the events of one family's lives by investigating what they've left behind.

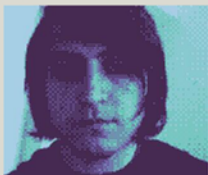


## **The Yawhg Post Mortem – Crafting A Multiplayer Choose Your Own Adventure**

**5pm – 6pm**

**Damian Sommer and Emily Carroll**

Originally created as a jam game for the first year of Comics vs Games, the Yawhg went on to be developed into a full commercial release nominated for multiple Independent Games Festival awards. Game developer Damian Sommer and comic creator Emily Carroll discuss the creation of their darkly humorous multiplayer narrative game.



Damian Sommer hails from the mysterious and foreign lands of Toronto, Ontario. Most well-known for the Yawhg, Damian has also made other small games such as A Friendship in Four Colours, A Game About Game Literacy and Battle of the Bazaar (which was at the last Bit Bazaar!). His goal when making games is to take familiar systems and to get players thinking about them in new and novel ways. He's currently working on way too many games, the most notable of which is his upcoming card game, Without Question!

[damiansgames.com](http://damiansgames.com)



Emily Carroll is an artist and writer from London, Ontario, presently living with her wife, Kate Craig, and their gigantic cat in Stratford. Though most well known for her award winning web comics, her work has also appeared in numerous anthologies, including Creepy (Dark Horse), Explorer: The Mystery Boxes (Abrams), and The Witching Hour (Vertigo). Her first book, Through the Woods, a collection of original horror comics, will be published by Margaret K. McElderry Books July 15th, 2014.

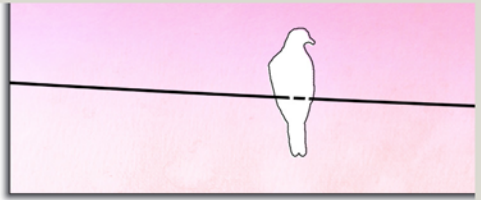
[emcarroll.com](http://emcarroll.com)



### **THE YAWHG**

The Yawhg is a one-to-four player choose-your-own-adventure game that randomizes a unique story every time you play. The evil Yawhg is returning. How will the town's locals lead their lives in the meanwhile, and what will they do when the dreaded Yawhg finally arrives? The fate of a community hinges on the characters' actions, and the decisions of their players.





## **Out of Order – Playing with Sequential Art in Framed**

**6pm – 7pm**

**Joshua Boggs**

Will Eisner and Scott McCloud define comics as “Sequential Art”, but what happens when you make a game around re-arranging that sequence? Josh discusses the effects of creating a “comic-book-game” that plays with the order of events, from both a game and narrative design standpoint.



Joshua Boggs is an independent game designer and developer, currently leading development on the award-winning Framed. Previously he worked at EA where he made a bunch of stuff that you’ve probably never heard of. Based in Melbourne, that strange yet somehow charming accent he’s got is from New Zealand, not Australia.

[loveshackentertainment.com](http://loveshackentertainment.com)



### **FRAMED**

Framed is an award winning narrative-puzzle game that plays like an animated comic book. Each page of the noir thriller presents a series of panels that depict an important action or event. Players change the order of these events, changing the outcome of the story. This results in a unique interactive narrative, where every action is framed by the last, and the only thing tying the narrative vignettes together is the context the player carries in their mind.

***[torontocomics.com/comics-vs-games-3](http://torontocomics.com/comics-vs-games-3)***

***Comics vs Games Talks is presented by  
TCAF and The Hand Eye Society***



**Comics vs Games 3 is a Toronto Comics Arts Festival event sponsored by Bento Miso and co-organized with The Hand Eye Society and Attract Mode.**

**Speaker photos taken with the Interstellar Selfie Station  
[interstellarselfiestation.com](http://interstellarselfiestation.com)**