

“Games Resume”

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

Summary:

I started designing games more than 45 years ago. My first published (non-commercial) games appeared in the early 1970s, and my first commercial game over 30 years ago, in 1978. 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 in fall 2007.

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

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 (1982 DwarfStar/Heritage USA)—two player fantasy, dragons attack city

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
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

Dragon Rage (reissue of 1982 game), Flatlined Games, Belgium

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:

- "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.

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)

Books:

- 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
- Forthcoming: *Get it Done: Designing Games from Start to Finish*. After being approved by the acquisitions editor at Cengage, this book is "on hold" because their other game design books are not selling well. I may need to find a different publisher

Game-related Teaching:

- SGD 212 (Game Design II), Fayetteville Tech CC, spring 09
- SGD 114 (3D Modeling I), Fayetteville Tech CC, spring 09
- SGD 112 (Game Design I), Wake Tech CC, Fayetteville Tech CC, multiple times
- SGD (Simulation and Game Development) 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:

Lewis Pulsipher

- “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 available at <http://www.pulsipher.net/teaching1.htm>

Full IGDA (International Game Developers Association) member

“Day job”

I teach simulation and game development, and other computer subjects, Fayetteville Technical Community College; Adjunct Faculty at Webster University, Pope AFB campus (computer masters degree program) since March 1988; 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.