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NetworkInPlay: Crafting Diversity in Games

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<http://gamedevelopers.ie/diversity/> & <http://www.refig.ca/>



Refiguring Innovation in Games (ReFIG) is a 5 year project supported by the Social Sciences and Humanities Research Council of Canada. Composed of an international collective of scholars, community organizers and industry reps, ReFIG is committed to promoting diversity and equity in the game industry and culture.

Network in Play is a sub-project of Refig based in Ireland, which raises awareness of diversity issues in games, provides an informed evidence base of exclusion, and partners with local groups to build capacity and trial inclusion mechanisms.

