



MORE THAN A GAME: HOW DIGITAL WORLDS SHAPE EXPERIENCE

Led by Dr. Minsoo Choi, Assistant Professor of Computer Science
and Director of the Immersive Intelligence and Interaction Lab

Why do video games stick with us?

Learn how game designers create memorable and meaningful experiences and how those experiences can connect people across generations.

Using Michael Bell-Smith's "Up and Away," with its familiar 8-bit-inspired landscapes, as a starting point, Dr. Choi will explore how games shape the ways we interact with, experience and remember digital worlds.

Artwork | Michael Bell-Smith (American, b. 1978), *Up and Away*, 2006. Single-channel digital video (color, sound). Duration: 6 minutes, 40 seconds. Edition: AP 2. On loan from the Collection of the Carl & Marilyn Thoma Foundation.
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Keep up with the humanities!



@okstate_ch



humanities@okstate.edu

Free and open to all

- ▶ **Mon, Oct. 5th, 2026**
- ▶ **5:30-6:45 p.m.**
- ▶ **SU, Cowboy Underground Lounge**
- ▶ **Light refreshments provided**



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