The Sackler Lecture 2019: **Brenda Romero**



Saturday 12 January 2019

Supported by the Dr Mortimer and Theresa Sackler Foundation

14.00	Registration opens
14.30 – 14.40	Introduction and Welcome Dr Helen Charman, Director of Learning & National Programmes, V&A
14.40 – 15.30	The Educational Power of Video Games to Teach Difficult Subjects Lecture by Brenda Romero
15.30 – 16.00	Brenda Romero in Conversation Marie Foulston and Kristian Volsing, Videogames Curators and V&A Digital Programmes team leader Elizabeth Galvin, chaired by Helen Charman
16.00 - 16.30	Audience discussion
16.30 – 17.30	Drinks reception in the Sackler Centre
17.30	Guests depart

Brenda Romero

Brenda Romero is a BAFTA award-winning game designer, artist and Fulbright award recipient who entered the video game industry in 1981. As a designer, she has worked on 47 games and contributed to many seminal titles, including the Wizardry and Jagged Alliance series and titles in the Ghost Recon, Dungeons & Dragons and Def Jam franchises. Away from the machine, her analog series of six games, The Mechanic is the Message, has drawn national and international acclaim, particularly Train and Siochán Leat, a game about her family's history, which is presently housed in the National Museum of Play. Most recently, in 2018, she received a Lifetime Achievement Award (the Bizkaia award) at the Fun and Serious Games Festival in Bilbao, Spain, and the inaugural Grace Hopper Award presented by Science Foundation Ireland at the Women in Tech conference in Dublin, Ireland. In 2017, she received the 2017 Development Legend award at the Develop: Brighton. That same year, she won a BAFTA Special Award for her contributions to the industry. In 2015, she won the coveted Ambassador's Award at the Game Developers Choice Awards. In 2014, she received a Fulbright award to study Ireland's game industry, academic and government policies. Romero co-owns Romero Games based in Galway. Brenda and her family moved to Ireland in 2015.