Members of GCC’s Social Gaming Club know their time is like work and their goal is to help the GCC community have fun. “Social” gaming involves playing games where players sit at a table with other people, including traditional card and board games, as well as role-playing games like Dungeons & Dragons, collectible card games such as Magic the Gathering, war games using miniatures, and cooperative board games such as Pandemic. New this year GCC’s Social Gaming Club was initiated by Chad Wright and others who regularly gathered in the Dining Commons to play Magic. The Social Gaming Club meets Wednesdays from noon to 12:50 p.m. in the MacLeod room (SCP) in the Main Building. At meetings, students trade Magic cards and play short games, introduce others to new games, or play King of the Hill or one of the cooperative survival games such as Forbidden Island. The club will hold a bake sale from noon to 1 p.m. on March 15 to April 2 on the door floor of the Core Building. They will use the proceeds from the bake sale to buy games to be sold at Student Life for students to borrow.

Chad, 40, is a liberal arts major with an emphasis in history and education. He lives in Greenfield and has been playing board, especially Magic the Gathering, since 1995. Chad said, “I wanted to create a club where like-minded people with a common interest could play and have fun with players at other colleges. The goal of our club is to mentor new members and spread the positive aspects of social gaming throughout the college. Every semester, we plan a game day a week or two before final exams. With demonstration games, a Magic tournament, food, and prizes, the game day is a way we give the GCC community and the downtown Greenfield residents an view of the cooperative gaming culture. The Social Gaming Club is also part of the gamer community that congregates at the game-playing universe of Greenfield, a store in downtown Greenfield. Greenfield Gaming co-owner Seth Lustig said, "Our store motto is 'we bring fun to the table.' The whole point of this kind of game is people bringing fun to the table.

By Mary McClintock, ’82

Assistant Professor of English Trevor Kaars serves as the Club’s Faculty Advisor. Trevor considers social games to be a healthy, rewarding hobby that uses people’s thinking, social and communication skills, as important as it is to store. We provide a welcoming, safe place to unleash and encourage your atmosphere where people can get to know each other. Our store is a wide range of players at the store, from beginners and to 12-40s and players who are highly skilled and those who are just gaming. Most of the players are 25-20 year-olds, although some very young adults and Greenfield Gaming has a lot in common with GCC, we’re both very community-oriented.

Assistant Professor of English Trevor Kaars serves as the Club’s Faculty Advisor. A lifelong gamer, Trevor considers social games to be a healthy, rewarding hobby that uses people’s thinking, social, and communication skills. He said, “We live in a culture obsessed with work. Work in the modern sense does not define human capacity for play, what it means to be human to imagine. Gaming affords our essential humanity and our capacity for imagination.”

Chad agrees, saying, “Social gaming is about imagination, acceptance, and pride. Society in general could learn a lot from social games.”

For information about the Social Gaming Club, attend a meeting or contact Trevor Kaars at tkaars@gcc.mass.edu.