

Social **Games** for Social **Good** Caroline Howes

Operations Manager, PlayMob
theplaymob.com



Tuesday, May 17, 2011, 11h-Noon
Goldsmiths College, New Academic Building, Lower Ground, LG02
www.gold.ac.uk/find-us/

The PlayMob create games that make people smarter. With a decade experience in the **serious games** industry, we have created educational games for international corporates, government and educational institutions. Our attention has now turned firmly towards the social gaming space, especially those social games that result in some sort of social good.

With a background in media sales and business management, Caroline is a project manager driven by entrepreneurial spirits. She has delivered an innovative and inspirational range of creative projects, both on and offline. Having experienced both sides on the project fence, Caroline is acutely client-conscious, a trait that has allowed her to build long standing relationships. She has an eye for finer detail whilst considering the bigger picture.



Come along on May 17th to find out more about how the PlayMob are combining their experience in serious games with their passion for social good in creating the latest suite of social games. Also, find out how you could get involved with this goal through a **Summer internship** at the PlayMob..

Seminar — CGE

www.gamesgoldsmiths.com
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