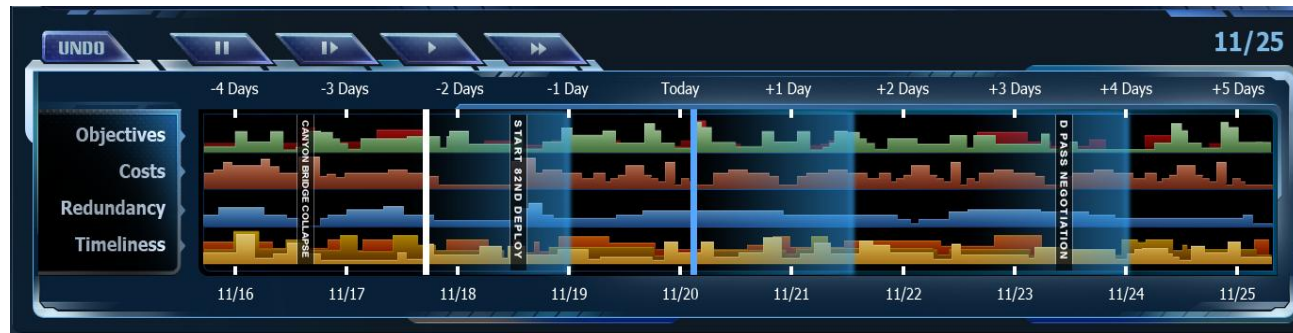- Hazardous Software Inc.
- Christopher J. Hazard, PhD
- Michael Resnick

- Time manipulation core of gaming: redo
- Effects of free-form multiuser time manipulation on serious gaming
  - Collaboratively / competitively edit strategy
  - Adversarial strategizing
    - Loss of information asymmetry
    - Minmax
    - Elimination of bias & assumption minimization
  - Sensitivity analysis
  - Multitasking and holistic planning

- Resequence Engine
  - Only game engine with free-form, real-time multiuser time manipulation
  - Run a 15 minute simulated time window on a laptop
  - Core algorithms almost "embarrassingly parallel"
- Game theoretic game design
  - Create Nash equilibria desired
  - Incentive modeling, economy of "player time"
  - Constraints between game mechanic desiderata

- Integrate technology to leverage time manipulation with working game mechanics and data sets

- Larger-scale validation of time manipulation gaming on pedagogical aspects
  - Strategic thinking / minmax
  - Biases
  - Intuition for sensitivity

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