**Codex Conquest**

Development

**January 2019**

* Amy Chen presents poster and talk at MLA 2019

**January-March 2018**

* Revision of *Codex Conquest'*s main website
* Generation Human(ities) Games website

**December 2017**

* Content revision based on presentation feedback
* Design and content revision to facilitate cheaper printing and more accessible design

**April-June 2017**

* Amy Chen presents at Iowa Bibliophiles, University of Iowa
* Amy Chen presents at Center for Teaching and Learning, Columbia University
* Amy Chen presents at Kyle Triplett's Rare Books and Special Collections class, Pratt Institute
* Amy Chen and Michelle Chesner interviewed for the Institute of Play
* Amy Chen interviewed for Rare Book Hub
* Amy Chen interviewed on Talk of Iowa
* Amy Chen presents at SHARP at the University of Victoria
* Second printing
* *Codex Conquest*game loan program begins
* Michelle Chesner launches the website for*Codex Conquest: Jewish Edition*

**January-March 2017**

* Serena Sulentic assigns her package design and graphic design classes to create their own versions of *Codex Conquest*
* First printing

**October-December 2016**

* Deckbuilder prototype made and discarded
* Revision based on RIT & Honors First Year seminar feedback

**August-October 2016**

* Amy Chen teaches University of Iowa Honors First Year Seminar using *Codex Conquest*
* Rochester Institute of Technology tested *Codex Conquest*

**January-July 2016**

* First prototype is a board game
* Second prototype is a card game
* *Codex Conquest* iteratively revised due to University of Iowa librarian and graduate student feedback