



FOR IMMEDIATE PRESS RELEASE

Resolve Launches Project AUDE: The UNB History Card Game.

Fredericton, New Brunswick, 22nd of January, 2025 – *In the near future, disaster has struck the UNB Archives and Special Collections. A terrible fire has destroyed all the incredible photographs, papers, and artifacts that document UNB's history. But, wait... all is not lost! Out of the shadows step a group of professors to announce the completion of a long-running secret research project. Codenamed Project AUDE (short for Accelerated Universal Dimensional Engine), it is the world's first functioning time machine! The professors reveal their plan to save the university's history by sending their best student assistants back in time to recover the artifacts and photographs lost in the fire.*

In this fun and approachable tabletop card game, players engage in a friendly competition, scoring points by building time travel missions (rows of cards in chronological order), while learning about the history of the university from the photographs and descriptions on each card. The game contains 102 unique artifact cards, each with an original historic photograph or object contained in UNB's Archives and Special Collections.

All game design, graphic design, and illustration for Project AUDE was done at the University of New Brunswick by Resolve. Resolve is the applied game design research group led by Dr. Scott Preston (Associate Professor, Dept of Culture and Media Studies, UNB Fredericton) and made up of undergraduate students in the Faculty of Arts. Between 2022 and 2024, seven students participated in the creation of Project AUDE through a combination of work-study, course-credit or paid internships, and summer jobs.

Beginning on January 28, 2025 and continuing for four weeks, Resolve will be celebrating the launch of Project AUDE with a series of events on the UNB Fredericton and UNBSJ campuses. Copies of the game will be available for purchase at the Bookstore in the Student Union Building on the Fredericton campus, at various bookstores and game stores in Saint John and Fredericton, or online by emailing us at tabletop@unb.ca

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Resolve is an applied game design research group led by Dr. Scott Preston, Associate Professor in the Department of Culture and Media Studies at the University of New Brunswick Fredericton. We design games that educate, inform, engage and change. We also work to promote awareness of and interest in tabletop games on campus and in our community. Board games, card games, and role-playing games are a rich and diverse medium with a long history of tackling serious topics, fostering shared experiences, and promoting social change. Our name refers to our determination to study how games work and apply this knowledge towards finding answers to problems, helping change the world around us. Learn more about Resolve at <https://tabletopunb.wixsite.com/resolve>