

Finding Aid to the Elizabeth LaPensée Papers, 2016-2017

Summary Information

Title: Elizabeth LaPensée papers

Creator: Elizabeth LaPensée (primary)

ID: 119.3593

Date: 2016-2017 (inclusive)

Extent: 912 MB (digital)

Language: The materials in this collection are in English.

Abstract: The Elizabeth LaPensée papers are a digital collection containing graphics and videos relating to *Honour Water* (2016) and *Thunderbird Strike* (2017), two games created by LaPensée.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
library@museumofplay.org

Administrative Information

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Custodial History: The Elizabeth LaPensée papers were donated to The Strong in July 2019 as a gift from Elizabeth LaPensée. The papers were accessioned by The Strong under Object ID 119.3593 and were received from LaPensée as a digital transfer.

Preferred citation for publication: Elizabeth LaPensée papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, May 2020

Controlled Access Terms

Personal Names

- LaPensée, Beth
- LaPensée, Elizabeth

Corporate Names

- imagineNATIVE Film + Media Arts Festival
- Michigan State University
- Pinnguaq (Firm)

Subjects

- Educational games
- Game design and development
- Honour Water (Video game)
- Indigenous peoples in art
- Thunderbird Strike (Video game)
- Video games--Authorship
- Video games--Design
- Video games--Indigenous peoples
- Women in Games

Biographical Note

Elizabeth LaPensée is a writer, artist, game designer, and professor who creates and studies Indigenous-led media. She is both Anishinaabe and Métis. In 2014, LaPensée earned her PhD in Interactive Arts & Technology from Simon Fraser University. In 2016, she joined Michigan State University as an Assistant Professor of Media & Information and Writing, Rhetoric & American Cultures.

LaPensée collaborates closely with Indigenous communities with the goal of passing on teachings which honor the past, reflect the present, and resonate with the future. She has received numerous awards for her digital games, animations, and leadership. Among her video games are *Honour Water* (2016), an Anishinaabe singing game for healing the water; *Thunderbird Strike* (2017), a side-scroller game highlighting environmental issues while protecting Indigenous land from the invading oil industry; and *When Rivers Were Trails* (2019), an adventure game following a displaced Anishinaabe in the 1890s heading west to California due to allotment acts. LaPensée has also designed analog games, including *The Gift of Food* (a board game about Northwest Native traditional foods).

Collection Scope and Content Note

The Elizabeth LaPensée papers are a digital collection containing graphics and videos relating to *Honour Water* (2016) and *Thunderbird Strike* (2017), two games created by LaPensée. Additional scope and content information can be found in the Contents List section of this finding aid.

The Elizabeth LaPensée papers are arranged in one series, which has been further divided into subseries. The digital files are accessible on-site at The Strong.

System of Arrangement

- Series I: Game design documentation, 2016-2017
 - Subseries A: *Honour Water*, 2016
 - Subseries B: *Thunderbird Strike*, 2017

Contents List

Series I: Game design documentation, 2016-2017

Scope and Content Note: This series contains graphics and videos relating to two of LaPensée's games, *Honour Water* and *Thunderbird Strike*.

Subseries A: *Honour Water*, 2016

Scope and Content Note: In this subseries are graphics created for LaPensée's game *Honour Water*.

Historical Note: *Honour Water*, released in 2016, is a singing game for healing water that passes on songs in Anishinaabemowin, the Anishinaabe language. The game raises awareness of threats to water and offers paths to healing through song. Water teachings are interwoven with singing challenges alongside art by Elizabeth LaPensée. The game was developed by LaPensée and educational technology company Pinnguaq. Songs in the game were gifted by Sharon Day, the Oshkii Giizhik Singers, and elders who collaborated at the Oshkii Giizhik Gathering.

Digital-IA

Folder 1

Folder 01_Honour Water graphics [3 files]

Contains 3 .JPG files [resilience, water carrier, women graphics], 2016

Subseries B: *Thunderbird Strike*, 2017

Scope and Content Note: This subseries holds graphics created for LaPensée's game *Thunderbird Strike*, as well as screenshots of levels and demo videos of the game.

Historical Note: *Thunderbird Strike* is a side-scrolling game in which players go on a quest from the Alberta Tar Sands to the Great Lakes to protect Turtle Island from the oil industry, which is constructing pipelines on Indigenous land. The game highlights current environmental issues while providing insight into the culture of Native Americans. *Thunderbird Strike* won the Best Digital Media Work award at the 2017 imagineNATIVE Film + Media Arts Festival.

Digital-IB

Folder 1

Folder 01_Thunderbird Strike graphics [35 files]

Contains 35 files (.JPG, .PNG, .TIF) [game character graphics, screenshots], 2017

Folder 2

Folder 02_Thunderbird Strike videos [2 files]

- "01. Thunderbird Strike" - .MP4 [video (01:30)], 2017
- "02. Thunderbird Strike_Demo" - .MOV [video (00:53)], 2017