



## Profile: Sonderverso

Will Nicholas, Amanda Nicholas and Kelly Woods from Sonderverso explore how gaming can be a space for connection, meaning, and belonging. With backgrounds in gaming, creative practice, and reflective work, they create inclusive, interactive experiences that invite curiosity, storytelling, and shared play. Alongside their work with Sonderverso, they're involved in OmegaCon in Geelong and contribute to a range of creative and community-focused projects, including art, retreats, podcasts, and neurodiverse and queer-affirming spaces.

### **Games Café – A Space to Play and Connect**

The Games Café is a relaxed, welcoming space to drop in, play, and connect with others. It's open to everyone—whether you're a regular gamer or just curious—and focuses on connection rather than competition.

Across the weekend, you can:

**Explore the Open Library:** a selection of games available

**Join Community Games:** scheduled sessions for popular group games

**Try Showcase Games:** guided experiences with facilitators for more complex or story-rich games

### **Session: Sacred Gaming – Finding Meaning in Play**

This session explores how games can go beyond entertainment to become spaces of reflection, connection, and self-discovery. Through stories and shared insights, Will and Kelly (also known as OddRev and PastoralHare) will highlight how both digital and tabletop games can foster belonging, invite empathy, and open up questions around identity and purpose.

