

DiGRA Conference - Monday 31st August 2009

		GB117 Gaskell Building
03.00	03.30	Registration
03.30	04.00	
04.00	04.30	
04.30	05.00	
05.00	05.30	
05.30	06.00	
06.00	06.30	
06.30	07.00	

DiGRA Conference - Tuesday 1st September 2009

	Strand One	Strand Two	Strand Three	Strand Four	Strand Five		
	Mead	Cavendish	Newton North	Newton South	GB012 Gaskell Building	Foyer & Garden View	
09.00 - 09.30	DiGRA 2009 Welcome						Registration & Coffee
09.30 - 10.00	Researching Player Experiences through the use of different qualitative methods	Beyond Adversarial: The Case of Game AI as Storytelling	Identification, Pathological play, Leadership and Social Stratification among MMO players in Singapore	Panel: Bad Games	Workshop: Ethics in Videogames		
10.00 - 10.30	The Game Frame: Systemitizing a Goffmanian Approach to Video Game Theory	Towards Data-Driven Drama Management: Issues in Data Collection and Annotation					
10.30 - 11.00	Playful User interfaces: literature review and model for analysis	Using microgenetic methods to investigate problem solving in three videogames					
11.00 - 11.30	Coffee Break						
11.30 - 12.00	Understanding Play Practices: Contributions to the State of the Art	Panel: Film & Games	Play as Transgression: An Ethnographic Approach to Queer Game Culture	Zombies, Text and Representation	Workshop: Streets + Play = Fun		
12.00 - 12.30			Towards a Socio-cultural Cartography of In-Game Protests	Horror Videogames and the Uncanny			
12.30 - 01.00			WoW, the Aftermath. How game elements transfer to real life perceptions and experiences.	In the Horrifying Magic Cycle of Resident Evil 5: A Case Study			
01.00 - 01.30	Lunch Break						
01.30 - 02.00							
02.00 - 02.30	Panel: Playability and Player Experience Research	Interactive Poster Session	Kingdom Hearts, Territoriality and Flow	Interactive Poster Session			
02.30 - 03.00		Age Differences in Associations with Digital Gaming	Discovering Super Mario Galaxy: A textual Analysis	The Achievement Machine: Understanding the Xbox Live Metagame			
03.00 - 03.30		Wii Gaming for Older Generations: From Motivation to Appropriation, and Usability to User Experience.	'The Words of Warcraft: A relational text analysis of quests in an MMORPG'	"How many headshots you've done, tanks you've built, or countries you've invaded": Achievement as discursive practice in videogame play.			
03.30 - 04.00	Tea Break						
04.00 - 04.30	The Hybrid Identity of Player Characters: between Facebook and the Sacred Book	Collusion, Mapping the Interplay between Paid and Unpaid Labourers in the Digital Games Industry	Teleporters, Tunnels & Time: Understanding Warp Devices in Videogames	Susan Gold Drinks & Design: Workshop on Iterative Game Design	'Tabletop Augmented Reality Games: Play Outside the Display;		
04.30 - 05.00	Playing your network: gaming in social network sites	Commodification of Helping Players Play: Rise of the Service Paradigm	Abstractions of a meaningless act: (spending) time in the gaming world.		'Locative Life: Geocaching, Mobile Gaming, and the Reassertion of Proximity'		
05.00 - 05.30	Digital Art in the Age of Web 2.0: A case study of the politics of personalization via cute culture	Take One – or Three for the Team: Consumerism as Play	"Remembering How You Died": Memory, Death and Temporality in Videogames		'Understanding 21st Century's Mobile Games Within Boundaries'		
05.30 - 06.00							
06.00 - 06.30	Wine Reception						
06.30 - 07.00							

DiGRA Conference - Wednesday 2nd September 2009

	Strand One	Strand Two	Strand Three	Strand Four	Strand Five	
	Mead	Cavendish	Newton North	Newton South	GB012 Gaskell Building	Foyer & Garden View
09.00 - 09.30	Welcome			Wig Welcome – Emma Westecott		Registration & Coffee
09.30 - 10.00	Panel: Making Sense of Game Aesthetics	"I Like the Idea of Killing But not the Idea of Cruelty": How New Zealand youth negotiate the pleasures of simulated violence.	"It might not be fun for you, but this is the way it plays" - Leadership communication and conflict management in multiplayer online communities.	Sex and Videogames: A Case of Misappearance	Design Guidelines for Learning Games: the Living Forest Game Design Case	
10.00 - 10.30		"I'm not afraid to die, Mom": Parental perceptions & stories of their adolescents gaming.	Negotiating Play: The process of Rule Construction in Professional Computer Gaming	More Than Just a Combo of Slaps? Representations and Experiences of LGBT Gamers On and Beyond the Screen	Alternate Reality Gaming in Primary School Settings	
10.30 - 11.00		Complexities of Gaming Cultures: Adolescent gamers adapting and transformative learning				
11.00 - 11.30	Coffee Break					
11.30 - 12.00	What We Talk About When We Talk About Game Aesthetics	'Effects of Sensory Immersion on Behavioural Indicators of Player Experience: Movement Synchrony and Controller Pressure'	Simulating a Quasi-Simulation: A framework for using Multi Agent Simulation Techniques for studying MMORPGs	Where the Women Are(n't): Gender and a North American 'Pro-gaming' Scene	Workshop: Emotional Engagement in Games	
12.00 - 12.30	Exploring Game Aesthetics	Game Development: A Teaching Challenge	Collaboration, Creativity and Learning in a Play Community: A Study of the University of There	Girls' Play: Context, performance & social videogame play		
12.30 - 01.00	Exploring Aesthetic Ideals of Gameplay	Some Notes on the Nature of Game Design	Abusing the Player, and Making Them Like It Too!	The Complexities of Performance: A Contextual Analysis of Gendered Play		
01.00 - 01.30	Lunch Break					
01.30 - 02.00	Lunch Break					
02.00 - 02.30	Making Sense in Ludic Worlds, The Idealization of Immersive Postures in Movies and Video Games	Anxiety, Openness and Activist Games: A Case Study for Critical Play	Interactive Poster Session	Going with the Flo: Simulated Productive Play and the Dash games	Panel: "You Played That?" Game Criticism Meets Game Studies	
02.30 - 03.00	Encoding liveness: Performance and real-time rendering in machinima	Thrifty Players in a Twisted Game World? A Study on Private Online Game Servers.	Fake Rules, Real Fiction: Professional Wrestling and Videogames	Gender Stories: Identity Construction in an Online Gaming Community		
03.00 - 03.30	Keeping it Reel: Is Machinima A Form of Art?		"It's in the game" and above the game: An analysis of the players of sports videogames	Playing Productive: Pragmatic Uses of Gaming		
03.30 - 04.00	Tea Break					
04.00 - 04.30	Gold farming in the World of Warcraft: An ethical perspective on a controversial growth market	"No Light Sabres Allowed": Role-playing in Star Wars Galaxies	What Makes Online Collectible Card Games Fun to Play?	Killing Time in Diner Dash: Representation, Gender, and Casual Games		
04.30 - 05.00	Ethically Notable Videogames: Moral Dilemmas and Gameplay	'Meaningful Movement: The Labyrinth and 'Castlevania: Symphony of the Night'	An Ecological Approach to Games and Fan Fiction	Balance Boards and Dance Pads: The Impact of Innovation on Gendered Access to Gaming		
05.00 - 05.30	Interactive Poster Session	Emotional Attachments for Story Construction in Virtual Game Worlds	MMOGs and the Ecology of Fiction: Understanding LOTRO as Transmedial World	The Order of Play: Seeing, Teaching, and Learning Meaning in Video Games		
05.30 - 06.00		Mechanisms of the Soul – Tackling the Human Condition in Videogames	Enter or Escape to Play. Deconstructing Escapism in Online Gaming	Taking The Sims Seriously: Play, Identity, and Girls' IT Learning		
06.00 - 06.30					WIG Keynote & WIG mixer	
06.30 - 07.00						
07.00 - 07.30					DIGRA AGM	
07.30 - 08.00						

DiGRA Conference - Thursday 3rd September 2009

		Strand One	Strand Two	Strand Three	Strand Four	Strand Five	
		Mead	Cavendish	Newton North	Newton South	GB012 Gaskell Building	Foyer & Garden View
08.30	09.00	Welcome		Susan Gold's Drink & Design			Registration
09.00	09.30						
09.30	10.00	Panel: 'The State of Play in Game Preservation'	Designing Characters that Communicate Empathically with Children	The Troubled Transition to Game Study Projects	Panel: Wii Play - Gestures, Bodies and Technologies	Workshop: "Real-Time Research: An Experiment in the Design of Research"	
10.00	10.30		A process-oriented pedagogy for collaborative game-based learning	Bridging Gaming and Designing: Two Sites of Informal Design Learning			
10.30	11.00						
11.00	11.30	Coffee Break					
11.30	12.00	Modelling with Petri Nets	Better Game Studies Education the Carcassonne Way	Mapping the game landscape: locating genres using functional classification	Panel: Role-Playing Games: The State of Knowledge	Workshop: "Some Assembly Required": Starting and Growing a Game Lab	
12.00	12.30	Player Perception of Context Information Utilization in Pervasive Mobile Games	As if or Just Like: From Simulation to Imitation in Educational Games	Genre in Genre: The role of music in Music Games			
12.30	01.00	Utilizing Displayless Space in Collocated Games	The Gigue is Up: Baroque Culture Gets Game	World & Place – Map and Territory			
01.00	01.30	Lunch Break					
01.30	02.00						
02.00	02.30			Keynote 1			
02.30	03.00						
03.00	03.30			Keynote 2			
03.30	04.00	Tea Break					
04.00	04.30			Keynote 3			
04.30	05.00						
05.00	05.30			Keynote 4			
05.30	06.00						
06.00	06.30						
06.30	07.00						
07.00	07.30						
07.30	08.00						
08.00	08.30	Conference Dinner					

DiGRA Conference - Friday 4th September 2009

		Strand One	Strand Two	Strand Three	Strand Four	Strand Five		
		Mead	Cavendish	Newton North	Newton South	GB012 Gaskell Building	Foyer & Garden View	
09.00	09.30	Welcome		Backchatter Prizes			Registration	
09.30	10.00	Experiential Narrative in Game Environments	Boys' Play in the Fourth Space: Freedom of Movements in a Tween Virtual World	Using an RFID game to phenomenologically test a theoretical systemic model for describing ambient games	'I'm Overburdened!' An Empirical Study of the Play, the Avatar and the Gameworld	On the Edge of Reality: Reality Fiction in 'Sanningen om Marika'		
10.00	10.30	Placing the Blame: Negotiations of gaming performance	Transgressive Gender Play: Profiles and Portraits of Girl Players in a Tween Virtual World	Transgressive Gender Play: Profiles and Portraits of Girl Players in a Tween Virtual World	'The Player Character as Performing Object'	Contextually-Ambiguous Pervasive Games: An Exploratory Study		
10.30	11.00	'Already Out There' How Players Understand their narrative in online games'	What Videogame Making Teaches Us About Literacy and Learning: Access and Ethics Issues in Pathways into Participatory Culture	What Videogame Making Teaches Us About Literacy and Learning: Access and Ethics Issues in Pathways into Participatory Culture	'Play's the Thing: A Framework to study Games as Performance	Through the Looking Glass: Weavings between the Magic Circle and the Video Game Immersive Processes		
11.00	11.30	Coffee Break						
11.30	12.00	DATAPLAY: Mapping game mechanics to Traditional Data Visualization	Persuasive design of a mobile energy conservation game	Let Me Entertain You: Designing for Surveillance and Online Gaming	In search of a minimalist game	Glitch Videogame Testers: African American Men Breaking Open the Console		
12.00	12.30	A Platform-Independent Model for Videogame Gameplay Specification	Where do game design ideas come from?	Newsgames: Procedural Rhetoric meets political cartoons	Morphology of the tetronimo-stacking game: The design evolution of Tetris	Levels of Complexity: Cultural Diversity, Politics and Digital Games		
12.30	01.00	Effects of Peripheral Visual Information on Performance of Video Game with Hemispherical Immersive Projection Screen	Processing Play; Perceptions of Persuasion	The new gatekeepers? On the occupational ideology of game journalism	Evolutionary Connections for Digital Gaming			
01.00	01.30	Lunch Break						
01.30	02.00	Lunch Break						
02.00	02.30	Demystifying guilds: MMORPG- playing and norms	Intellectual Disability and Game Accessibility	A Study of New Gameplay Based on Brain-Computer Interface	Agency & Free Will Debate	Workshop: Creativity in the Game Design Classroom		
02.30	03.00	Identifying with WoW: Kenneth Burke's Identification and Guild Life	Play-Personas: Behaviours and belief systems in user centred game design	An affordance based model for gameplay	Agency Reconsidered			
03.00	03.30	The Cheating Assemblage in MMORPGs: Toward a sociotechnical description of cheating.		Gameplay Design Patterns for Game Dialogues	Operational Logics			
03.30	04.00	Tea Break						
04.00	04.30	Conference Close						