

Program

CGSA/ACÉV 2013

Room A: SSM A110 • Tuesday, June 4th

- 9:00 – 9:50 **2012 Best Paper Award Plenary: Brian Greenspan**
- Not in Kansas Anymore: Designing an Abducted Reality Game**
Brian Greenspan
- 10:00 – 10:50 **Art @ the Edge**
- Authorship, Intention, Ambiguity, and Interpretation in Artgames**
Felan Parker
- The Techno-Poetic Edge of Games**
Isaac Lenhart
- 11:00 – 12:15 **Variegated Edges**
- Playful Messiness: An iPad Game Case Study**
Rachel Muehrer and Jennifer Jenson
- The Naked Dungeon: Psychogeography and Situationist Practice in Warren Robinett's Adventure**
Skot Deeming
- A Week in the Life of a Production Intern or How I Learned to Stop Worrying and Love Agile Development**
David Holmes
- 13:00 – 13:50 **"Experimental" Edgey Research**
- Gaming, Social Media and Typical Dreams**
Jayne Gackenbach
- On the Edge of Fear: Can MMORPG's Help in the Treatment of Anxiety Disorders?**
Sonja Sapach
- 14:00 – 14:50 **International Edges: Russia & Brazil, Players & Developers**
- Intersubjectivity in an MMOG developing process: dialogs between developers and players**
George de Souza Alves
- Redrawing boundaries, retracing influences: Russia as a global gaming centre**
Cat Goodfellow
- 15:00 – 15:50 **Data @ the Edge**
- Worlds of Data: @ the Edge of Video Games and Big Data**
Jeremy Leipert
- The core vs. casual battle over metrics-driven design**
Jennifer Whitson
- 16:00 – 16:50 **Caution: Shark Edges!**
- IGDA'S Quality of Life Survey 2009: Working @ the Edge**
Marie-Josée Legault and Johanna Weststar
- Corporate responsibility: at the edge of the gaming industry?**
Thorsten Busch
- 17:00 – 18:30 **Annual General Meeting & Reception**



10:00 – 10:50

'Other' Edges

DIY From the Margins: Gaming, Ability, and Inclusive Design
Sara Grimes and Alison Harvey

Nervous Objects: *Amnesia: The Dark Descent* and Queer Affect
Darren Monteith

11:00 – 12:15

Envisioning Edges

L'empathie dans les jeux video
Annick Bédard

Individuals of Play
Adam Van Serfima

Beyond Pixels and Polygons: The Visible Edge of Technological Innovation
Dominic Arsenault and Pierre-Marc Côté

13:00 – 13:50

Simulation and its Contents

Police on the Scene – Building a First Person Shooter to Train for both Emotional Intelligence and Tactical Awareness
Jeremie Clyde

Grim Fate: Analyzing a Climate Change Simulation Game
David Waddington

14:00 – 14:50

Mapping Edges

Living in the edge, or the mapping situation: the illusion of symbiosis and the six types of mapping in video game interface design
Carl Therrien

Driving Emotional Involvement in Sports Games: a Case Study in Knowledge-Based Procedural Cinematography
Steve DiPaola, Michael Nixon, Jim Bizzocchi, and Natalie Funk

15:00 – 15:50

Parallel Cognition

New territory in game studies: "simple games for cognitive identification"
Dragana Martinovic, Yuqi Yang, Atinuke Adeyemi, and Robert Whent

Youth Civic Engagement: Real Life Learning through Virtual Games Environments
Kathy Sanford, Tim Hopper, and Sarah Bonsor Kurki

16:00 – 16:50

Serious Wins

Games You Can't Win
Dana Ruggiero, Katrin Becker, and Darren Garside

Contre-carré, du jeu sérieux au jeu militant: Réflexion sur l'état actuel du jeu militant et son avenir
Pascal Nataf



9:00 – 9:50	2012 Best Paper Award Plenary: William Robinson On the Necessity of Player Competency William Robinson
10:00 – 10:50	Playful Edges Sometimes conquering the world is not actually conquering the world: Player frames and the meaning of ethical decisions in video games Kevin Schut Confronting Choice in Bioware's Videogames Melanie McBride
11:00 – 12:15	Panel 1: Critical Ludology Increasing definition: towards the player's role in defining games Matthew Bouchard Conceptual space: Understanding game world navigation with metaphor theory Matthew Wells A conceptual framework for peer learning in first-person shooters Andy Keenan Supporting narrative and play with educational augmented reality games Gabby Resch
13:00 – 13:50	iAvatar De l'avatar à l'identité numérique et ou réelle du joueur sur interfaces (Ipad et Android) : entre idéologie et utopie Xaviar Manga Me, Myself, and I(nterface): The Avatar Affordances Framework Victoria McArthur
14:00 – 14:50	From Board to Windows A History of Trade Windows: Interface Capitalism and Emergent Narratives in Massive Multiplayer Online Games Adam Benn Between Analog and Digital: Comparing Video and Board Games Jonathan Lee
15:00 – 15:50	Meta Edges Timely Conversations: What Middle-State Publishing Can Offer Games Studies Steve Wilcox Simulation and its Discontents: Rethinking Model Based Approaches to Game Studies David Murphy
16:00 – 17:15	Panel 2: Now in 3D: Diverse Debates and Divisions within Game Studies Organizer: Kelly Bergstrom Rhetoric, Procedurality, and Game Studies: Jets vs. Sharks? Christopher Paul Massive Meltdown: Killing Emergent Gameplay through Gamification Mark Chen Fixing a reality that isn't broken: women's participation in video game communities, industry, and beyond Florence Chee and Kelly Bergstrom How to regulate "toxic gamer culture"? Online gaming platforms and corporate responsibility Thorsten Busch
17:15 – 17:25	2013 Best Paper Award



Program

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Room B: SSM B311 • Wednesday, June 5th

10:00 – 10:50 Curating Videogame Art

Paris Plays Along: Curating a major exhibition on contemporary game culture
Lynn Hughes, Cindy Poremba, and Heather Kelly

Vectors: Charting Contemporary Game Art Practices Through the Vector Game Art Festival
Christine Kim and Skot Deeming

13:00 – 13:50 Journeying on the Edge

Journey: Edge between film and games
Charlotte Bonmati-Mullins

Interpellation after the Apocalypse: Communication, Community, and Identity in Journey
Meghan Blythe Adams

14:20 – 15:50 Odd Edges

Citizen Player: Reimagining players as acknowledged legislators of the game world
Jon Saklofske

Pachinko: A Game Studies Perspective
Geoffrey Rockwell and Keiji Amano

The Edge of Game Design: Rethinking Meritocracy
Chris Paul



Program

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Joint Sessions: SES • Monday, June 3rd

17:00 – 18:30 **FemShep: Crowdsourcing a Female Hero in BioWare's Mass Effect**

Room TBD *Presented jointly with Canadian Society for Digital Humanities / Société canadienne des humanités numériques*

Organizer: Sean Gouglas
Chair: Lynne Siemens

FemShep: An Introduction
Sean Gouglas

Media Effect: Media Coverage of the Facebook Contest
Domini Gee and Maren Wilson

The Facebook Effect: The Contest and Public Opinion on FemShep
Geoffrey Rockwell and Andrea Budac

Missed Connections: The Impact of the Facebook Survey on FemShep's True Believers
Shannon Lucky, Joyce Yu, and Atefeh Mohseni

Conclusion: What does Crowdsourcing a Female Hero tell us about Gaming and Gaming Culture?
Jennifer Jenson

Joint Sessions: Bob Wright Centre • Wednesday, June 5th

15:30 – 17:15 **Extra-Cinematic Texts**

Room B117 *Presented jointly with the Canadian Communication Association / Association canadienne de communication*

The DVD and the Tourist Gaze: Knowledge, Access, and the Added Value of Making-of Documentaries
David Richler

Les Series web de diction. Quand l'internaute se met en scène
Jean Chateauvert

Audio Commentary Paratexts in Digital Games
Felan Parker

18:00 – 19:30 **Martin Walsh Memorial Lecture**

Room B150 *Presented jointly with Film Studies Association of Canada / Association canadienne d'études cinématographiques*

Exemplarity and Film
Silvestra Mariniello

19:30 **Reception**

Lobby *Presented jointly with Film Studies Association of Canada / Association canadienne d'études cinématographiques*

