



Annual Conference
June 2-5, University of Ottawa

Tuesday June 2, 2015

19:00 – 21:00

CGSA social – Avant Garde Bar, 135^{1/2} Besserer Street (just north of the University of Ottawa campus)
Join some of your fellow CGSA members for an informal drink or two before the conference starts.

Wednesday June 3, 2015

Day 1

9:00 - 10:10

	MacDonald 146	MacDonald 121	MacDonald 120	
	<p><u>Opening Remarks,</u> <u>People's Choice & Best Abstract</u> <u>Plenary Talks</u></p> <p>Betwixt the Gallery and the New Arcade Skot Deeming</p> <p>Trouble in the Toy Box? Transmedia Characters and Hybrid Play Jess Aldred</p>			
10:15 – 11:45	<p><u>Analogue Spaces of Play</u></p> <p>Escape Room Design Concepts for Museums and Libraries Scott Nicholson</p> <p>Video games in academic libraries in Canada and in the United States: the users' experiences Stéphanie Cadieux</p> <p>Learning to Play: Play, Games, and Information Use Dwayne Collins</p>	<p><u>Communities of Practice</u></p> <p>Jeux de rôle participatifs en environnement virtuel et intertextualité: le concept d'écosystème transtextuel appliqué au cas des jeux de rôle goréens dans Second Life Christophe Duret</p> <p>Gotta Go Fast: Speedrunning as Community and Practice Rainforest Scully-Blaker</p>	<p><u>Hard and Fast Realities of Play Money</u></p> <p>Dota 2, Patch 6.82a, b and c or: The Disappearance of the "Comeback Mechanic" William Robinson</p> <p>Time is Money: social games and the engagement wheel Kalervo A. Sinervo</p>	<p><i>OFF SITE: Louis-Pasteur 285</i></p> <p><u>CGSA/Canadian Society for Digital Humanities joint panel: #GamerGate, Feminism, and Digitally Constituted Communities</u></p> <p>#GamerGate: Distant Reading Games Discourse A. Budac, R. Chartier, J. Pelletier-Gagnon, Z. Palmer, T. Suomela, S. Gouglas, and G. Rockwell</p>

<p>Higher Order: the Value of Design Research for Game Studies and Game Design Education Vincent Mauger</p>	<p>Framing the metagaming agency : Performative exhibition as gaming capital in FPS paratextual environment Hugo Montembeault</p> <p>Practice-Networks: an intersectional framework for studying esports culture Aiden Buckland</p>	<p>Every Utopia Procedural: Algorithmic Content, Fan Labour, and the Promise of Endless Leisure Austin Walker</p> <p>Commodities of Play: The Steam Marketplace, Hats and Capital Daniel Joseph</p>	<p>Idiosyncratic tagging and the creation of intimate publics on Tumblr Elise Vist</p> <p>Nerdy Cupcakes, Boob Cams and Girl Gamers with Evil Boyfriends: Gender Capital and Constructions of Gamer Identities in Let's Plays by Women Sarah Christina Ganzon</p> <p>Three Faces of Aveline: Difference, GamerGate and the Visual Politics of Play Soraya Murray</p>
<p>11:45 – 13:00</p> <p>Lunch</p>			

<p>MacDonald 146</p> <p><u>From marketing to design ideas: The ties of capital and play in Nintendo's dominance of the global video game industry</u></p> <p>At the Time of the Famicom: Cultural and Technical Challenges in Designing Nintendo's Family Computer Jérémie Pelletier-Gagnon & Geoffrey Rockwell</p> <p>Youth, consumption, and terebi gaming: shaping and branding a Nintendo gaming culture in 1980's Japan Martin Picard</p> <p>Behind the American Video Game ReNESSance: When Platform Studies Meet the N.intendo E.conomic S.ystem Dominic Arsenaault</p> <p>Miyamoto and Money: Tracing the Dual and Often Contradictory Demands of Capital and Play in Design Practice Jennifer deWinter</p>	<p>MacDonald 121</p> <p><u>Players Playing</u></p> <p>Same Pool, Different Swimmers: Understanding the Correlation Between Immersion and Player Types in Video Games Christopher Chancey</p> <p>Towards a Conceptual Model of Persuasive Game Attributes Martin Hagvall</p> <p>Class Complexity: Why the Ability to 'Pay-Your-Way' to Level 90 in World of Warcraft has Minimal Impact on In-Game Symbolic Capital Sonja Sapach</p> <p>Moving Targets: Embodied Play Experiences in Motion-Sensing Sports Games. Lauren Cruikshank</p>	<p>MacDonald 120</p> <p><u>Politics & Philosophy</u></p> <p>Save States and Safe States: Bastion's Love of Fate Liam Mitchell</p> <p>Rawls' Leap: An exploration of agency, hierarchy and capitalism Adam van Sertima</p> <p>Beyond the Specular Image of the Avatar: Reintroducing the Symbolic to Game Studies Sarah Thorne</p> <p>Affect at Play: Politics via Videogames Sara Shamdani</p>
<p>13:00-14:30</p>		

14:30 – 14:45

Break

14:45 – 16:15

Strategic Engagements

Cold War Games: SimCity, Civilization, and the Legacy of Operational Gaming

Matthew Wells

Speed and Disappearance: What Kinds of Engagement Do Video Games Promote?

David Waddington

Strategy Games: Incoherent Worlds, Metagame, and Ideology

Simon Dor

Beyond Collaboration, Cooperation, and Competition: A New Game Typology

Thomas Fennewald, Emily Sheepy and Ellen Jameson

Lessons from Critical Hit and GAMBIT: How To Build an Awesome Summer Game Development Program

Roundtable discussion with Jason Begy, Jen Whitson, Gina Haraszti and Isaac Lenhart

L'essentiel, c'est d'être joué: une étude de la représentation du corps vidéoludique

La tradition masculine de l'industrie dominante

Pascale Thériault

La production indépendante comme contrepoint sexuel

Mikaël Julien

Pratiques représentationnelles: la transgression des modèles et ses limites

Isabelle Lefebvre

16:30 – onwards

First Person Scholar Plays Netrunner

(All three rooms will remain open for informal gaming into the evening)

17:00 – 19:30

President's Reception

Reception Tent (next to 90U)

Note: you can use your president's reception drink tickets for any night at congress

Thursday June 4, 2015

Day 2

9:00 – 9:30

	MacDonald 146	MacDonald 121	MacDonald 120
9:00 – 9:30	<p><u>CGSA New Members Reception</u> Coffee, donuts, and conversation with the CGSA executive committee.</p>		
9:30 – 11:00	<p><u>First Person Scholar: Talking to Games Academics, Enthusiasts and Professionals</u></p> <p>Roundtable discussion with Gerald Voorhees, Steve Wilcox, Michael Hancock, Emma Vossen and Jason Hawreliak</p>	<p><u>Close Readings of Digital Games</u></p> <p>Ritual and Belief in <i>Final Fantasy XI</i> Jenna Stidwill</p> <p>Un jeu révolutionnaire? Analyse didactique du jeu vidéo historique <i>Assassin's Creed</i> Vincent Boutonnet, Marc-André Éthier and David Lefrançois</p> <p>The Cyborg Game: The Ludic Cinema of <i>Deus Ex: Human Revolution</i> Alexandra Orlando</p> <p>Up Up Down Down Left Right Left Right B A Unlocks Your Hidden Superhero Powers Jilynn Quek</p>	<p><u>Political Economy from Local to Global</u></p> <p>Beyond Indie: The political economy of an alternative games community Carolyn Jong and Joachim Despland</p> <p>Renting Culture: the Transition from Game to Service; from Gamer to Subscriber Chris Lawrence</p> <p>A Perspective on the Identification of Culture-Dependent Subgroups in Gaming Beyond Western Hegemony Stuart Thiel</p> <p>Capital Ideas and Ideas About Capital in the In-Game Economy of Path of Exile Yuri Forbes-Petrovich</p>
11:00 – 13:00 Extended Lunch & Game Demos		<p><u>In Tune Game Demo</u></p> <p>A game about navigating consent by Allison Cole, Jessica Rose Marcotte and Zachary Miller</p>	<p><u>The Oldest Game Demo</u></p> <p>A game about the lives of sex workers by Sandra Gabriele, Natalie Zina Walschots and Lisa Lynch</p>
13:00 – 14:30	<p><u>Alt-Keys:</u></p> <p>“Temporary worlds within the ordinary world”: the Magic Circle and Informed/ Enthusiastic Consent in BDSM and Gaming Practices Emma Vossen</p> <p>Sexed Up and Good to Go: Contradictions in the Figure of the Dominatrix in Mainstream Video Games Dominic Arsenault</p>	<p><u>System Capital: Social Capital in Games as Texts</u></p> <p>Things my NPC Says: Text, form, and the NPC idle dialogue Gaines S. Hubbell</p> <p>Ethical Values and Valuation: New Sites and Systems of Interaction in Play Space Lindsey Joyce</p>	<p><u>New Approaches to Game Research</u></p> <p>Comparison of Casual and Hardcore gamers’ physiological response patterns during a turn-based strategy card game. Jérémy Bergeron, Cindy Chamberland, Mathieu Grégoire, Pierre-Emmanuel Michon, Sébastien Tremblay and Philip Jackson</p>

<p>Leave it Behind: The Mourning and Melancholia of Heteronormativity in The Last of Us Gerald Voorhees</p> <p>“Why do I have to make a choice? Maybe the three of us could... uh...”: Non-Monogamy and Normative Sexuality in Video Game Narratives and Practices Meghan Blythe Adams Nathan Rambukkana</p>	<p>Cognitive Resources, Priming and Videogames Mark Filipowich</p> <p>Framing "Violent Video Games" and the National Rifle Association Jason Coley</p> <p>Fetch Quests: Building Social Networks through Errand Economies Stephanie C. Jennings</p>	<p>Using Big Data tools and techniques to study a gamer community: The case of an online multiplayer game on Facebook Maude Bonenfant, Fabien Richert and Patrick Deslauriers</p> <p>Pachinko: Evolution in parlour and in video game Keiji Amano and Geoffrey Rockwell</p> <p>Playing in the Enclosure: the Xbox 360, Surveillance and Identity Alex Dean Cybulski</p>
<p style="text-align: center;">Break</p>		
<p><u>New Gaming Histories</u></p> <p>Now you're playing with rhetoric. The evolution of marketing discourse in the video game specialized press (1981-1995) Carl Therrien and Anthony Colpron</p> <p>Letters to the Editor and Editorialized Gender: Discussions of Gender and Gaming in the Popular Press During the Mid-90s Emily Flynn-Jones</p> <p>Game Evolution: Tracking Change in Gaming Technology and Titles Ray Op'Tland</p> <p>Examining difference in video game traditions: tentative steps towards a history of Soviet gaming Catherine Goodfellow</p>	<p><u>Managing Minecraft: a report from the Concordia Minecraft Research Group</u></p> <p>Minecraft, Wilderness, Technology Isaac Lenhart</p> <p>Minecraft's Lethal Architecture Darren Wershler and Bart Simon</p> <p>The Duplication Machine: Minecraft and the Economics of the Perfect Copy Bart Simon and Darren Wershler</p>	<p><u>Morality & Empathy</u></p> <p>Idée, utilisation et application du concept d'empathie dans les jeux vidéo. Annick Bedard</p> <p>Mais qu'ont-ils tous avec l'empathie ? Dégonflons le mythe devenu quête des concepteurs Sylvain Payen</p> <p>La culpabilité chez le joueur : analyse d'une émotion autoévaluative Maxime Deslongchamps-Gagnon</p> <p>A Study on Telltale Games: Moral Dilemmas in The Walking Dead Vincent So</p>
<p>16:30 - onwards</p> <p><u>CGSA Annual General Meeting</u> All welcome!</p> <p>Reception to follow</p>		

Friday June 5, 2015

Day 3

9:30 – 11:00

MacDonald 146	MacDonald 121	MacDonald 120
<p><u>Games and Learning</u></p> <p>Enseignement de l'histoire au secondaire et jeux vidéo : étude de cas sur l'agentivité historique Alexandre Joly-Lavoie</p> <p>The Neurophysiological Correlates of Embodied Cognition in Games and Their Implications for Consciousness Brendan Lehman</p> <p>Video Games in Education: Reflections on Game-building by Pre-service Teachers Patricia Boechler, Erik Dejong and Michael Carbonaro</p> <p>Learning With and Without Debriefing in Get Water!, a Casual Game for Change Emily Sheepy and David Waddington</p>	<p><u>Making a Mess of Capital</u></p> <p>Do-It-Yourself Gaming: An Emerging Field in Maker Culture Trevor Tomesh and Daryl Hepting</p> <p>The necessary homogenization of play: Data-driven design and the cycle of playbor Nicholas Hanford</p> <p>Creating Critical Messes: Games Scholarship Beyond the Videogame Industry Rob Parker</p>	<p><u>Interface and Culture</u></p> <p>"I Ain't No Fortunate One": Popular Music, Circulation and Cultural Value in Video Games Andréane Morin-Simard</p> <p>What you can See is what you can Do: a cursory examination of adventure and role-playing game interfaces in the early years of home computing Quintin Zachary Hewlett</p> <p>Swap the Tile, Save the World: Narrative Skins, F2P, and the Match-3 Puzzle Game Michael Hancock</p> <p>Politics of Affordance David Murphy</p>

11:00 – 11:15

Break

11:15 – 12:45

<p><u>War Games</u></p> <p>Asymmetric Warfare in Video Games: A Military Force without Economic Capital in "Command and Conquer" Mark R Johnson</p> <p>Are there (can there be/should there be) feminist war games? Jon Saklofske</p> <p>Multimodal Propaganda in Military-Themed Videogames Jason Hawreliak</p> <p>From First-Person Shooter to First-Person Empathizer Graeme Stout</p>	<p><u>Capturing Canadian Indie Games</u></p> <p>Roundtable discussion with Felan Parker, Jennifer Whitson, Owen Livermore, Christopher Young</p>	<p><u>Feminist Methods</u></p> <p>Unwelcome Intrusion? Player Responses to Survey Recruitment on the Official World of Warcraft Forums Kelly Bergstrom</p> <p>Feminist Spotting: Acting Against Neoliberal Ludologies Jennifer Jenson</p> <p>Method Meets Pixel: Game Design as Feminist Research Praxis in <i>Choice: Texas</i> Carly Kocurek</p>
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12:45 – 13:45

Lunch

13:45 – 16:00

Game Characters

On Both Sides of Trenches: studying players' interest in weak video game characters

Alexandre Poirier

Characters' Identities in Super Smash Bros: from Fiction to Competition

Anthony Colpron

Co-Creative Play and the Papercraft Geography of Tearaway

Lauren Burr

Let's Ruin Games

On The Politics of Game Ontologies

William Robinson

May The Good Blood Guide Your Way: The #Bloodbornepoems

Natalie Zina Walschots

'Fighting the Good Fight': GamerGate and Neo-fascism

Carolyn Jong

GamerGate and Gamer Capital

Mia Consalvo

16:00 – 16:30

Closing Remarks & Voting for People's Choice Award