



Annual Conference
June 1-3, University of Calgary

Tuesday May 31, 2016

19:00 – 21:00

CGSA social (location TBD)

Join some of your fellow CGSA members for an informal drink or two before the conference starts.

Wednesday June 1, 2016

Day 1

9:00 - 10:10

	Craigie Hall - C119	Craigie Hall - C309	Craigie Hall - E202
	Opening Remarks		
	10 Years of CGSA: An Anniversary Plenary Jen Jenson and Suzanne de Castell		
10:15 – 11:45	<p>Play for and with Whom? Avatars, Players, Embodiment/s Kelsey Catherine Schmitz, “Shut up, and play, or get out: A pedagogy of gendered digital identities in video gaming”</p> <p>Rebecca Waldie, “Identity Tourism in Virtual Space: The Virtual Identity Play Dress-Up Box”</p> <p>Chris Alton, “The Play is the Thing: Virtual Embodiment and the Player/Avatar Relationship in Digital Games”</p> <p>Pamela Livingstone and Jaigris Hodson, “Playing in Drag: A Study on Gender Choice In Virtual and Non-Virtual Gaming”</p>	<p>Time, Space, and Alterity Axel Perez Trujillo, “Digital Horizons: Spatial Orientation in Housemarque’s Super Stardust HD and Resogun”</p> <p>Zachary Selman Palmer, “Digital and Imagined Spaces”</p> <p>Neil Randall, “The Effect of Time and Distance Scales on Narrative in Historical Boardgame Wargames”</p> <p>Steve Wilcox, “Ludic Topology: Towards an Ethical Theory of Game Time”</p>	<p>Sociopolitical Games: Playing at Hegemony Ronald Dyer, “The Socio-Culturalization of Games: Playing to Diversity”</p> <p>Alyssa Hyduk, “‘I Heard That in a Video Game Once’: A Look at Cultural Memory Formation of the ‘War on Terror’ through Video Games”</p> <p>Gaines Hubbell, “Quite A Few Good Men: Popular Culture’s Influence on Leadership in Games”</p>
11:45 – 13:00	Lunch		

<p>13:00-14:30</p>	<p>Workshop: Publishing in Game Studies Gerald Voorhees, Suzanne De Castell, Jennifer Jenson, Emma Vossen and Nicholas Hanford</p>	<p>Lines in the Sand: Discourse and Boundary-Policing in Gaming Cultures Milena Droumeva and Maggie MacAulay, “The media politics of the female voice in games and game cultures”</p> <p>Betsy Brey, “Twine, Hypertext, and Games: Ideologies and Implications”</p> <p>Andréane Morin-Simard, “From Popular Music to Video Games: Genre under the Scope of Discourse Communities”</p>	<p>User-Generated/Generating Users Isabelle Lefebvre, “The Dark Side of Participatory Culture: Players Communities and Creative Normativization in Super Mario Maker”</p> <p>Kalervo A. Sinervo, “The Experiment has Failed: Negotiating Issues of Authorship in Games Studies”</p> <p>Nicholas Watson, “Procedural Trivia: How Players Decode Minecraft”</p>
<p>Break</p>			
<p>14:30 – 14:45 14:45 – 16:15</p>	<p>Games Held Hostage: Librarians, Hackers and Modders Negotiate Intellectual Property and the Law Sydney Warshaw, “Putting Independent Video Games in Libraries as a Feminist Act”</p> <p>Alex Dean Cybulski, “Copypunk : What Blizzard’s Copyright War Against Hackers Can Tell us About the Owership of Videogames”</p> <p>Daniel Joseph, “The Discourse of Digital Enclosure: The Case of Paid Mods on Steam”</p>	<p>Design Considerations Jim Parker, “Animated Lightning in Video Games”</p> <p>Danny Godin, “Audiences in game design: drawing inspiration from rhetoric”</p> <p>Alexei Pepers and John Aycocock Introducing Accessibility for Visually Impaired Players in the Roguelike Video Game Genre</p> <p>Sylvain Payen, “Introduction to a theoretical tool to understand and design the induction of emotions in videogames”</p>	<p>Past & Present: Genre History Pascale Theriault and Bernard Perron, “From Scholars to Reviewers: the Quest for the Adventure Genre”</p> <p>Matthew Wells, “Balancing Bits: A History of Resource Management Games”</p> <p>Hugo Montembeault, “Speaking of Glitches: The Prefigurative Design potential of the hunters”</p>
<p>16:30 – onwards</p>	<p>Open for free play</p>	<p>High-level competitive “bullet hell” play demonstration and discussion Mark R Johnson and Alexandra Orlando</p>	<p>Open for free play</p>

Thursday June 2, 2016

Day 2

8:30 – 9:30

	Craigie Hall - C119	Craigie Hall - C309	Craigie Hall - E202
8:30 – 9:30	<p><u>New Members' Breakfast</u> If you're a first-time CGSA attendee, join the Exec for an informal meet and greet!</p>		
9:30 – 11:00	<p>Designing Differently Brian Greenspan, "Caught In the Mesh: Developing a First-Person Stroller"</p> <p>William Robinson, "Games as Experiment: Academic Game Design as Research Output"</p> <p>Rilla Khaled, Pippin Barr, Christopher Moore and Brian Greenspan, "Toward Speculative Play"</p>	<p>More Capital Ideas: Play Under Capitalism Adrien Robertson, "Against the Anti-Utopian Agon: Utopianism and Spectrality in Games"</p> <p>Ray Op'Tland, "Gaming's Actuarial Heart: Gamification and E. Gary Gygax's Legacy"</p> <p>Liam Mitchell, "Argaiv, Siyalatas, Moses and the Prophets: Idle Games and the Ideals of Ludocapitalism"</p>	<p>Bioware: Embodiment, Identity, Individualization Vanessa Erat, "'And Never Again Shall We Submit': The Dragon Age Elves between Representative Practices and Player Ethics"</p> <p>Veit Frick, "Shaping Experiences with the Dragon Age Keep: Maintaining Narrative Coherence and World States in Choice-Driven Role-Playing Games"</p> <p>Conrad Leibel, "Digital Performances: Bioware's Mass Effect Trilogy And Classical Narrative Structures"</p>
11:00 – 13:00 Extended Lunch & Game Demos	<p>Game Demos: University of Calgary's ART 503 Game Design Class Jim Parker, Instructor</p>	<p>Game Demo: <i>Universe of Governance</i> Rebecca Waldie</p>	<p>Game Demo and Workshop (11:30am): Adapting Cultural Research into a Social Simulation Game: Lessons from <i>Kibbutz: The Settlers of Palestine</i> Ashley Blacquiere and David Leach</p>
13:00 – 14:30	<p>Psychoanalytic Games Criticism Meghan Blyth Adams, "'How many times must this fool die?': Melancholy Play and Repetition in Planescape Torment"</p> <p>Stephanie C. Jennings, "Talking Back to Psychoanalysis: Towards a Theory of Feminine Gaze in Video Games"</p> <p>Gerald Voorhees, "Materialist Fantasies: The Voice as petit objet a in Digital Games"</p> <p>Nathan Rambukkana, "'Gamer' as Discourse-Culture: G@merG@te, Identification and the Politics of the Signifier"</p>	<p>Critical Hit, Critical Space, Critical Games - Safer Space lessons from an inclusive games collaboratory Gina Haraszti and Jessica Rose Marcotte</p>	<p>Games, Gaming & Play: Global Considerations Renato Razzino Ernica, "Into the Light: A Discursive Analysis of Brazil's Gaming Community"</p> <p>Catherine Goodfellow and Alex Cybulski, "Capitalist dogs, attack squids and telepathic defectors: science fiction video games and the cybernetic imagination in the USA and Russia"</p> <p>Ryan Scheiding, "'I'm a weapon... No! A shield!': The Valkyria Chronicles III Translation Project & the Informal Grey Economy of Video Games"</p>
14:30 – 14:45	Break		

<p>14:45 – 16:15</p>	<p>Masculinities: In & Out Sarah Stang, “Big Daddies and Broken Men: Postfeminist Fatherhood in Video Games”</p> <p>George Temple, “Neoliberal Pastiche: Aesthetics and Politics in League of Legends”</p>	<p>A very "normal" CGSA panel: Awkward Games Powerpoint Karaoke Party 2016 Dietrich (Squinky) Squinkifer, Allison Kyran Cole, and Jessica Rose Marcotte</p>	<p>Narrative and Agency John Santelices, “Ludonarrative Dissonance and its Danger to Narrative-Based Games”</p> <p>Matthew Wysocki, “‘Choices have Consequences’ Except When They Don’t: The Illusion of Player Agency in Far Cry 4”</p> <p>Michael Hancock, “Whatta Revoltin’ Character Development: Design in Established Universe Choose Your Own Adventure and Gamebook Narratives”</p>
<p>16:30 - onwards</p>	<p><u>CGSA Annual General Meeting & Reception</u> All welcome!</p>		
<p>17:00 – 19:30</p>	<p><u>Congress President’s Reception</u> See Congress program for details</p>		

Friday June 3, 2016

Day 3

9:30 – 11:00

Craigie Hall - C119	Craigie Hall - C309	Craigie Hall - E202
<p>Specters All the Way Down: The Residual Affect of Video Games and Their Communities</p> <p>Gregory Blomquist, "Dare Frame Thy Affective Symmetry? Affect and Networks in Blizzard's StarCraft II: Legacy of the Void"</p> <p>Jonathan Chau, "Spectral Sincerity: Affective Interpellations in The Beginner's Guide"</p> <p>Braydon Beaulieu, "The Specters of P.T."</p> <p>Janice Parker, "Ghosts in the Machine: Affect and Online Gaming Communities"</p>	<p>Professionalizing Games</p> <p>Aiden Buckland, "League of Practice-Networks"</p> <p>Florence Chee and Matti Karhulahti, "Esports as emergent transcultural and paratextual community"</p> <p>Alexandra Orlando, "Pretty Boys and Muscle Shirts: The Group Dynamics of Professional Gaming Teams"</p>	<p>Gaming Under Attack: Guess Who?</p> <p>Evgeniya Kuznetsova, "This Is Why We Can't Have Nice Things: Online Harassment of Game Developers"</p> <p>Chantal Robillard and Sylvain Payen, "Toxicité et cohésion sociale dans League of Legends"</p> <p>Emma Vossen, "I was Vivian James: The Involvement of Girls and Women in Conservative Video Game Movements"</p>

11:00 – 11:15

Break

11:15 – 12:45

<p>G@merG@te Origins</p> <p>Sean Gouglas, Geoffrey Rockwell, Florence Chee, Todd Suomela, Bettina Berendt, Robert Budac, Zachary Palmer, Evgeniya Kuznetsova, Maren Wilson, Andrea Budac and Jérémie Pelletier-Gagnon</p> <p>Short Paper 1: "Tweeting Obsessives"</p> <p>Short Paper 2: "G@merg@te and Neoliberal"</p> <p>Short Paper 3: "Economic Ideological Language"</p> <p>Short Paper 4: "G@merg@te and Military Campaign Discourse"</p> <p>Short Paper 5: "Hashtags Make Meaning"</p> <p>Short Paper 6: "Controlling with Mini-Corpora of Comments"</p>	<p>Curating Space/s: Identities, Places & Game Exhibition</p> <p>Amanda Wong, "Procedurally Generating Maps Outside of Videogame Culture: Game Curation and Pop-up Arcades"</p> <p>Sean Tudor, "A Year in the Trenches: Building a Museum Collection"</p> <p>Felan Parker, "A Booth of Our Own: The IndieMEGABOOTH as Collective, Community, and Brand"</p>	<p>Communities, Communication, and Coping in MMOs</p> <p>Adolfo Gracia, "Approach to characteristics and motivations of MMO players, communication, and social networks."</p> <p>Sonja Sapach, "Let's Play Through the Pain: Dissociation, Isolation, and the Quest for Meaning Through Video Game Play"</p> <p>Shawn Dorey, "Starting Zones: Studying a Potential Intersection of Cultural Geography and Game Studies"</p>
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12:45 – 13:45

Lunch

13:45 – 15:15

<p>Nighttime Dreams and Video Game Play Jayne Gackenbach</p> <p>Carson Flockhart, “Nightmare Protection: An Experimental Inquiry”</p> <p>Dylan Wijeyaratnam, “Nightmare Protection: Combat or Companionship?”</p> <p>Ann Sinyard, “Oculus Rift Effects on Dream States: A Preliminary Inquiry”</p> <p>Akshya Boopalan & Elisa White, “Oculus Rift Effects on Dream States: A Replication and Extension”</p> <p>Craig Guthrie, “Contemplative Practice versus Gaming: A Further Inquiry”</p>	<p>Whither Learning? Digital Games & Education Josh Call, “A Taxonomy of Gameful Role-Play: Learning, Classroom Engagement, and Metacognition”</p> <p>Renee Jackson, “Fiery Phoenix: Rising from the Ashes of Failure”</p>	<p>(Re)presenting Play: Games/Cinema Geoffrey Rockwell and Keiji Amano, “The Show of Play: Pachinko in Japan”</p> <p>Mark R Johnson, “Deep Play and Dark Play in Contemporary Cinema”</p>
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16:00 – onwards

Farewell Gathering (location TBA)
If you aren’t running off to the airport, come on out for one last hurrah.

Canadian Game Studies Association Statement of Diversity, Inclusivity and Anti-Oppression

The Canadian Game Studies Association welcomes and advocates for the presence and contributions of all people regardless of their gender, sex, gender identity, gender expression, sexual orientation, age, culture, abilities, ethnic origin, marital status, nationality, race, religion, language, disciplinary background, or socioeconomic status.

Prejudice, oppression, and discrimination are detrimental to values and purpose of any scholarly community. CGSA is made up of diverse people, and this diversity enriches the experiences of all participants. It is the responsibility of all CGSA members to ensure that this conference is a safe(r) and collegial space for all participants. Please be mindful of and take responsibility for your speech and behaviour.

This includes but is not limited to:

- Respecting other participants at all times
- Being generous and patient in comments and questions
- Listening to others and being careful not to dominate discussions
- Not making assumptions about people's identity, experiences, or pronouns
- Not using language that is racist, sexist, homophobic, classist, cissexist, ableist, etc.
- Be aware of your own privilege(s) and humbly accept respectful corrections (or humbly correct yourself)

If you have any comments or concerns regarding this Statement, or if you experience marginalizing or silencing behaviour during the conference, please talk to a conference organizer or a member of the CGSA executive committee, or e-mail us at canadiangamestudies@gmail.com.

Association canadienne des études vidéoludiques Déclaration sur la diversité, l'inclusion et la lutte contre la discrimination

L'Association canadienne des études vidéoludiques accueille et souhaite la présence et la participation de toutes et tous, sans égard à leur sexe, leur identité, leur orientation sexuelle, leur âge, leur culture, leurs aptitudes, leur origine ethnique, leur statut matrimonial, leur nationalité, leur race, leur religion, leur langue, leur formation académique ou leur statut socioéconomique.

Préjugés, actions vexatoires ou discriminatoires s'opposent aux valeurs et objectifs de tout groupe universitaire. L'ACÉV se compose d'une variété de membres et cette diversité enrichit les expériences de toutes les participantes et tous les participants. Il incombe à tous les membres de l'ACÉV de faire en sorte que ce colloque soit un lieu sécuritaire et convivial pour toutes et tous. Merci d'en prendre bonne note et d'assumer la responsabilité de votre comportement et de vos propos.

Ce qui implique, entre autres:

- le respect constant envers les autres;
- l'empathie et le tact dans les commentaires et les questions;
- l'écoute des autres et le souci d'entretenir une discussion égalitaire;
- ne pas présupposer de l'identité, des expériences et du genre et sexe des personnes;
- l'absence de tout propos raciste, sexiste, homophobe, méprisant ou discriminatoire de quelque nature qu'il soit;
- d'être conscient de ses propres prérogatives et accepter modestement d'être corrigé (ou modestement de se corriger soi-même).

Si vous avez des commentaires ou insatisfactions à propos de cette déclaration ou si vous faites l'expérience ou êtes témoin de comportements discriminatoires durant la conférence, n'hésitez pas à en parler à un organisateur de la conférence ou à un membre du comité exécutif de l'ACÉV ou écrivez-nous à canadiangamestudies@gmail.com.