

DAY 0 Tuesday May 30, 7:00pm	Pre-Conference Gathering @ Don Don Izakaya (130 Dundas Street West, second floor) http://dondonizakaya.com/contact		
DAY 1 Wednesday May 31	Room 1 TRSM 2-149 (8th floor)	Room 2 TRSM 2-147 (8th floor)	Room 3 TRSM 2-003 (8th floor)
9:00 - 9:20	Introductory Remarks		
9:30 - 10:30	5-Minute Lightning Talks Chair: Jennifer Jenson <ul style="list-style-type: none"> Gabriele Aroni, "In-game photography and the future of video game aesthetic portrayal" Kienda Coppin, "A Breakdown of Real World Naming Institutions, and their Unforeseen Effects on that of the Individual, both Online, and Off" Poling Bork, "Video Games: The Future Interventionists for Selective Mutism?" Michel Sabbagh "Effort Upon Effort: Japanese Influences in Western First-Person Shooters" Melanie Oberg, "The Video-Video Game: On Watching Let's Plays" Benjamin Gattet, "Virtual bodies in virtual worlds" Rebecca Goodine, "Guide: An Exploration of Games for Emotional and Mental Health" 	Closer Than They Appear: Videogames as Objects-to-Think-With (Chair: Michael Hancock) <ul style="list-style-type: none"> Michael Hancock, "From Life Force to Legal Tender: The Philosophical and Cultural Associations of the Soul in Pillars of Eternity and Dark Souls," Meghan Blythe Adams, "What's In Your Head": The Player-Character as Corpse in Planescape Torment and Dark Souls" Mark Filipowich, "Plural Protagonism, Ensemble Narrative Agency in JRPGs" 	Emergent Player Practices Chair: Gerald Voorhees <ul style="list-style-type: none"> Rainforest Scully-Blaker, "The Speedrunning Museum of Accidents: Preserving Games Through (Glitchy) Gameplay" Robert Budac, "Pacifist Running: The Power of Nonviolence" Andrei Zanescu & Marc Lajeunesse, "Encoding through Streaming"
10:45 - 11:45	Cake and Death: Tales of Death and Videogames Chair: Emily Flynn-Jones <ul style="list-style-type: none"> Emily Flynn-Jones, "Deathly and Undead Discourses" Meghan Blythe Adams, "Who Died and How" Gabby Darienzo "The Good Death" 	Ludic Labour Chair: Daniel Joseph <ul style="list-style-type: none"> David Leblanc, "Simulation in the Balance: A Ludology of Labour in the 'Simulator'" Alexander Ross, "Down and Out In The Animal Kingdom: Immaterial Labour in Animal Crossing: New Leaf" George Temple, "NBA2k17's "MyCareer" mode: "Doin' Work" for Neoliberalism" 	Space and Time Chair: Betsy Brey <ul style="list-style-type: none"> Luke Arnott, "The Space-Time of Zelda: A Link to the Future" Greg Whistance-Smith, "Selective Spatiality: The Affordances of Architectural Drawing Techniques in Videogames" Kalervo A. Sinervo, "Digital Non-Places: Tactics for exploring videogame environments"
11:45 - 1:30 Lunch and Game Demos	Storm of the Armadas (Graham MacLean) / Papers S'il vous plait (Steve Wilcox, Rob Parker, and Shawn Dorey)	The Truly Terrific Travelling Troubleshooter (Jessica Marcotte and Dietrich "Squinky" Squinkifer)	Pop-Up Arcade Ritual of the Moon (Kara Stone) / Crime is Sexy (Jeff Mundee, Rebecca Goodine, Nicholas Polchies, Nathan Thompson, Chad Comeau, Jade Yhap, and Lauren Cruikshank)

1:30 - 2:30	Death, Loss, Trauma Chair: Meghan Blythe Adams <ul style="list-style-type: none"> • Evgeniya Kuznetsova, "There Was a Hole Here: Lack of Agency as a Metaphor for Trauma in Silent Hill 2" • Catherine Goodfellow, "Everything Is Dying and It's All Our Fault: Post-Apocalyptic Videogames as a Necropastoral Space" • Conrad Leibel, "Playing/Healing: Majora's Mask as a Digital Memento Mori" 	Innovative Methodologies Chair: Alexandra Orlando <ul style="list-style-type: none"> • Ray Op'Tland, "The Analog Renaissance" • Sonja Sapach, "Let's Play with Research Methodologies: Autoethnographic Memory Work and Critical Theory Development Through a 'Let's Play' of TRAUMA" • Dwayne Collins, "Game Journaling: Toward a Methodology of Replayability" 	
3:00 - 4:30	Joint Keynote with CSDH/SCHN: Tracy Fullerton, "Finer fruits: A game as participatory text" (TRSM 3-176 Harry Rosen Lecture Theatre, 9th floor)		
5:00 - 7:00	Congress President's Reception (MAC-Mattamy 2401 Coca-Cola Court)		
DAY 2 Thursday June 1	Room 1 TRSM 1-149 (7th floor)	Room 2 TRSM 2-147 (8th floor)	Room 3 TRSM 2-164 (8th floor)
8:30 - 9:30	New Members' Breakfast: Coffee + Pastries		
9:30 - 10:30	Kids Making Games, or Games Making Kids? Chair: Matthew Wells <ul style="list-style-type: none"> • Matthew Wells, "A Historical Perspective on Kids DIY Gaming" • Allen Kempton and Marco Piccolo, "Scripting the Sandbox: Agency, Policy, and Fandom in Minecraft" • Thien Nguyen, Vinca Merriman and Sara Grimes, "'I made it because I like it': Children Describe the Games They Make and How They Make Them" 	Gaming Masculinities Chair: Jennifer Jenson <ul style="list-style-type: none"> • Gerald Voorhees, "Will We Be Dutiful Daughters? Symbolic Identification and the Law of the Father in "Daddified" Games" • Quintin Hewlett, "Contemporary iconoclasm: #GG, #PCMR, "No #SJW!!!" and the policing of boundaries" • Rebecca Waldie, "The Protector vs The Psycho-Killer: An Intersectional Exploration of Masculinity and Mental Illness in Until Dawn" 	Games and the University Chair: Lauren Cruikshank <ul style="list-style-type: none"> • Andrea Braithwaite, "Nancy Drew and the Case of the Neoliberal College" • Alison Harvey, "'It's Not a Nice Place to Work': Innovation, Diversity, and Work-Readiness in Game Design Higher Education" • Jocelyn Beyer, Evgeniya Kuznetsova, Anna Borynec, Andrea Budac, Kenzie Gordon, Zoe Kane, Yang Chen, Sonja Sapach & Sean Gouglas, "Education Reloaded: A Survey of Canadian Post-Secondary Education in Video Games"
10:45 - 11:45	Workshop: Queering Game Controls Jessica Marcotte	VR Gaming Chair: Kalervo Sinervo <ul style="list-style-type: none"> • Betsy Brey, "Fact and/or Fiction?: VR Storytelling and Cognitive Narratology" • Judy Ehrentraut "This is Not Your Body: The Synchronization of Affect in Virtual Reality Gaming" 	War Games Chair: Rob Parker <ul style="list-style-type: none"> • Jason Hawreliak, "The Semiotics of War: Multimodal (Con)Figurations in Battlefield 1" • Jeremy Antley, "Updating the War on Terror for 2016: Exploring Commercial Wargame Expansion" • Ryan Scheiding, Marilyn Sugiarto, Sâmia Pedraca & Luciano Frizzera, "Nagasaki Kitty: A War Story (Presentation)"

11:45 - 1:30 Lunch and Game Demos	anyWARE (Cindy Poremba, Jane Tingley, and Marius Kintel)	Different Narratives Granny Games (Chad Comeau) / Nagasaki Kitty (Ryan Scheiding, Marilyn Sugiarto, Samia Pedraca, and Luciano Frizzera)	12:30 - 1:20 Workshop - Locking Down and Protecting Yourself: Information Security for the Game Scholar Alex Dean Cybulski
1:30 - 2:30	Workshop: Discussing Social Justice in the Classroom Carolyn Jong	Transmedia Narratives and Play Chair: Quintin Hewlett <ul style="list-style-type: none"> Phillippe Gauthier, "Alternate Reality Game, Social Media and Transmedia Storytelling: 'Playing' with Fictional Characters on Twitter" Matthew Wysocki, "[Scattered field notes captured on an archaic transmission band]: The Extra-Textual Diegesis in Destiny's Grimoire" 	Info Session: The Hand-Eye Society's Toronto Videogame Database Sagan Yee & Amanda Wong
2:45 - 3:45	GamePros: eSports and Streaming Chair: Amanda Wong <ul style="list-style-type: none"> Jamie Woodcock & Mark R Johnson, "Playing for Profit: The Lives and Careers of Professional Video Game Streamers" Alexandra Orlando, "The Hallyu Wavedash: Kpop's Global influence on Esports" 	Mobilizing Game Studies and Criticism Chair: Jason Hawreliak <ul style="list-style-type: none"> Steve Wilcox, "Playable Publishing: How Participatory Platforms Can Integrate the Academy into the Fourth Estate" Emma Vossen, "The Cultural Inaccessibility of Game Studies" Andrea Luc & Claudia Lo, "Writing in the Wake of Gamer Hate" 	Feminist Praxis & Ethics Chair: Emily Flynn-Jones <ul style="list-style-type: none"> Brittany Tomlin, "Tropes vs. Women in Video Games: A Critical Media Literacy Curriculum" Nathan Rambukkana, "The Politics of Grey Data: #GG, Intimate Proximity, and the Ethics of Researching 'The Enemy'" Sarah Schoemann, "Dear Games: Bringing Video Games to the Feminist Bookstore"
4:00 - 5:00	Experimental Games Chair: Felan Parker <ul style="list-style-type: none"> Astrid Ensslin, "Unnatural Spatio-temporality and Medium-specific Conventionalization in Videogames" Alex Chalk, "Out for a Stroll: The Play of Walking Simulators" Roxane Baril-Bédard, "The Aesthetics of Getting Lost: Affective Design and Non-Euclidian Spaces in Diary of a Spaceport Janitor" 	Designing Meaningful Games and Interfaces Chair: Carl Therrien <ul style="list-style-type: none"> William Robinson, "A Distinction Between Serious Games and Gamified Learning" Michael Nixon & Steve Dipaola, "The Hybrid Nature of User Interface in the Facilitation of Social Relationships & Nonverbal Behaviour as Game Mechanics" Bob-Antoine Jerry Menelas, "Vers une omniprésence de rendu haptique dans les jeux sérieux de la prochaine décennie" 	Feminist Close Readings Chair: Alison Harvey <ul style="list-style-type: none"> Jocelyn Beyer, "Playing with Consent: Interrogating Rape, Race, and Colonialism in Bioware's Dragon Age" Sarah Stang, "Sexy Aliens and Abject Monsters: the Representation of Nonhuman Women in Video Games" Liam Mitchell, "Damsels Who Distress: On the Use and Abuse of the Female Voice in Videogames"
5:00 - 6:00	CGSA Annual General Meeting - All Welcome!		
7:00 - 9:00	CGSAXDifferent Games Arcade Social hosted by OCADU - 50 McCaul		

DAY 3 Friday June 2	Room 1 TRSM 1-149 (7th floor)	Room 2 TRSM Commons 1-148 (7th floor)	Room 3 TRSM 2-003 (8th floor)
9:30 - 10:30	Video Game Industries and Economies Chair: Mia Consalvo <ul style="list-style-type: none"> David Nieborg, "Pay to play: The next decade of game industry research" Daniel Joseph, "The Socio-Technical Infrastructure of Steam and its Sales" Bart Simon, Jennifer R. Whitson, and Felan Parker, "The Cultural Economy of Indie: Missing masses, sustainability, and relational labour" 	Identity Formation of Avatars in Mainstream Video Games Chair: Evgeniya Kuznetsova <ul style="list-style-type: none"> Andrea Budac, "This Isn't 'Me': Modding the Limits of Character Creators" Robert Budac, "Pacifist Play: The Formation of Identity Through the Rejection of Procedural Rhetoric" Evgeniya Kuznetsova, "I'm Not Gay for Leliana: Performative Sexuality in Role-Playing Games" 	Games, Learning, Communities Chair: Chris J. Young <ul style="list-style-type: none"> Sia Joushaghani, "'Let's Go Outside': The Case for Developing Game Based Assessment Tool in Metagaming Communities and Outside The Game Code" Azeneth Patino & Margarida Romero, "An Activity Theory-based Analysis of Play Activity for DGBL interventions in Formal Education" Karen Black & Jen Jenson, "'I Don't Even Play Games, How Am I Going To Make Them?': Making Digital Games to Support Computational Thinking"
10:45 - 11:45	Ontology and Epistemology of Play Chair: Liam Mitchell <ul style="list-style-type: none"> Renato Razzino Ernica, "Notes on an intercultural theory of games and play" Kara Stone, "Human and Non-Human Play" Scott Richmond, "Proprioception, or Internal Resonance" 	Adaptability, Inclusivity, and Sustainability: A Roundtable Conversation with Toronto's Hand Eye Society Chair: Dave Murphy Sagan Yee, Cindy Poremba, Al Donato, Kai Winter, Kenneth Cho, Kadeem Dunn	Purposeful and Pedagogical Game Design Chair: William Robinson <ul style="list-style-type: none"> Rob Parker, "Challenges in universal design for online learning and deep gamification" Sylvain Payen, "L'arlésienne des émotions vidéoludiques" Cristyne Hebert & Jen Jenson, "Game-Based Pedagogy in the K-12 Classroom: Creating Meaning, Structure, and Support"
11:45 - 1:30 Lunch and Game Demos	Emergent Play Metatopia (Matt BelleFleur, Natalie Drumonde and Alexander Ross) / Sequence Chapter 1: the Prebiotic Soup (Brendan Lehman, Anthony Machum, and Michel Houle)	Simulating Systems Yorkocracy (Karen Skardzius, Alia Miroshnichenko, and Sam McCready) / Centre of Excellence (Mia Consalvo)	12:30 - 1:20 The Future's Old Problems: Making Meaningful Procedurally Generated Content Rob Parker & Mark Johnson
1:30 - 2:30	Gambling, the Other "Gaming" Chair: David Nieborg <ul style="list-style-type: none"> Matthew Perks, "Gambling in Modern Virtual Economies: Unknowable, Unregulated, and Unaccountable" Mark R. Johnson, "'The biggest legal battle in British casino history': the technical politics of cheating in games" Jennifer R. Whitson & Martin French, "Gamblification: The dark side of the ludic century" 	Queerness, Games and Play Chair: Jessica Marcotte <ul style="list-style-type: none"> Jason Lajoie, "Gayming On the Grid: Playing through the Ludic Technology of Grindr" Adan Jerreat-Poole, "Female Problems: Queer/Mad Female Toxicity in Batman: Arkham Asylum" Val Godard, "A queer talk with my computer (un étrange conversation avec mon ordinateur), Stratégies de positionnement au sein d'un réseau culturel" 	History IN games Chair: Alex Dean Cybulski <ul style="list-style-type: none"> Benjamin Hoy, "Historical Games and the Imagined American West" Ryan Scheiding & Marilyn Sugiarto, "More Than Just a Ninja: Hanzo Hattori & the Collective/Cultural Memory of Videogames" Scott Nicholson, "Unlocking History: Escape Rooms and Historical Tourism"

<p>2:45 - 3:45</p>	<p>Regulatory Issues in Games Chair: Jennifer R. Whitson</p> <ul style="list-style-type: none"> • Alex Dean Cybulski, "Underware: The Secret Work of Anti-Cheat Software in Online Games" • Sâmia Pedraca, "Labor Issues and Intellectual Property Regulation: A Reflection on Video Games' Co-Creative Process" 	<p>Player Communities and Reception Chair: Matthew Wysocki</p> <ul style="list-style-type: none"> • Patrick Deslauriers, "Using humor in the contexte of a business crisis: the case of No Man's Sky community" • Andrea Budac, "Missing Mods: An Examination of An Online Fan Community's Archiving Practices" • Minh An Phan Huy, "Drilling Down Video Game Reviews: The Untapped Narrative of Player Sentiment in Data Analysis" 	<p>History OF Games Chair: Luke Arnott</p> <ul style="list-style-type: none"> • Michael Ryan Skolnik & Steven Conway, "Tusslers, Beatdowns, and Brothers: A Socio-Historical Overview of Video Game Arcades and the Street Fighter Community" • Jean-Charles Ray, Francis Lavigne & Carl Therrien, "Building video game culture word by word: Constitution and evolution of video game genres in discourses from the late 1970's to the present" • Skot Deeming, "Revisiting Regionalism: On the History of Local Indie Arcade Cabinets in Canada"
<p>4:00 - 5:00</p>	<p>Rethinking Game-Making Chair: Nathan Rambukkana</p> <ul style="list-style-type: none"> • Victoria McArthur, "Oh, the Humanities! Using PowerPoint to Develop Rapid Serious Games Prototypes" • Emma Westecott & Cindy Poremba, "Future Games: Expressive Game Development as Research-Creation" • Chris J. Young & Sara M. Grimes, "Breaking the rules: Revisiting notions of the gamemaker" 	<p>Politics in Recent Games Chair: Sarah Stang</p> <ul style="list-style-type: none"> • Sarah Thorne, "Circles of Struggle: Exploring the Limits of Games as Critical Media Theory through Question's The Magic Circle" • Chris Lawrence, "The Empire of Chill: Affects and Anxieties of Colonialism in No Man's Sky" • Derek Price, "Surveillance and Complicity in Orwell" 	<p>Mobile and AR Gaming (Chair: Kara Stone)</p> <ul style="list-style-type: none"> • Gregory Blomquist & Jonathan Chau, "Invisible Monsters and Candy-coated Ideology: Deconstructing Nostalgia in Pokémon Go" • Lauren Burr, "Augmented Aurality Gaming: An Alternative to Screen-Based AR Game Design" • Sarah Christina Ganzon, "Investing Time for Your In-Game Boyfriends and BFFs: Rhythmanalysis and Time as Commodity in Mystic Messenger"

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).

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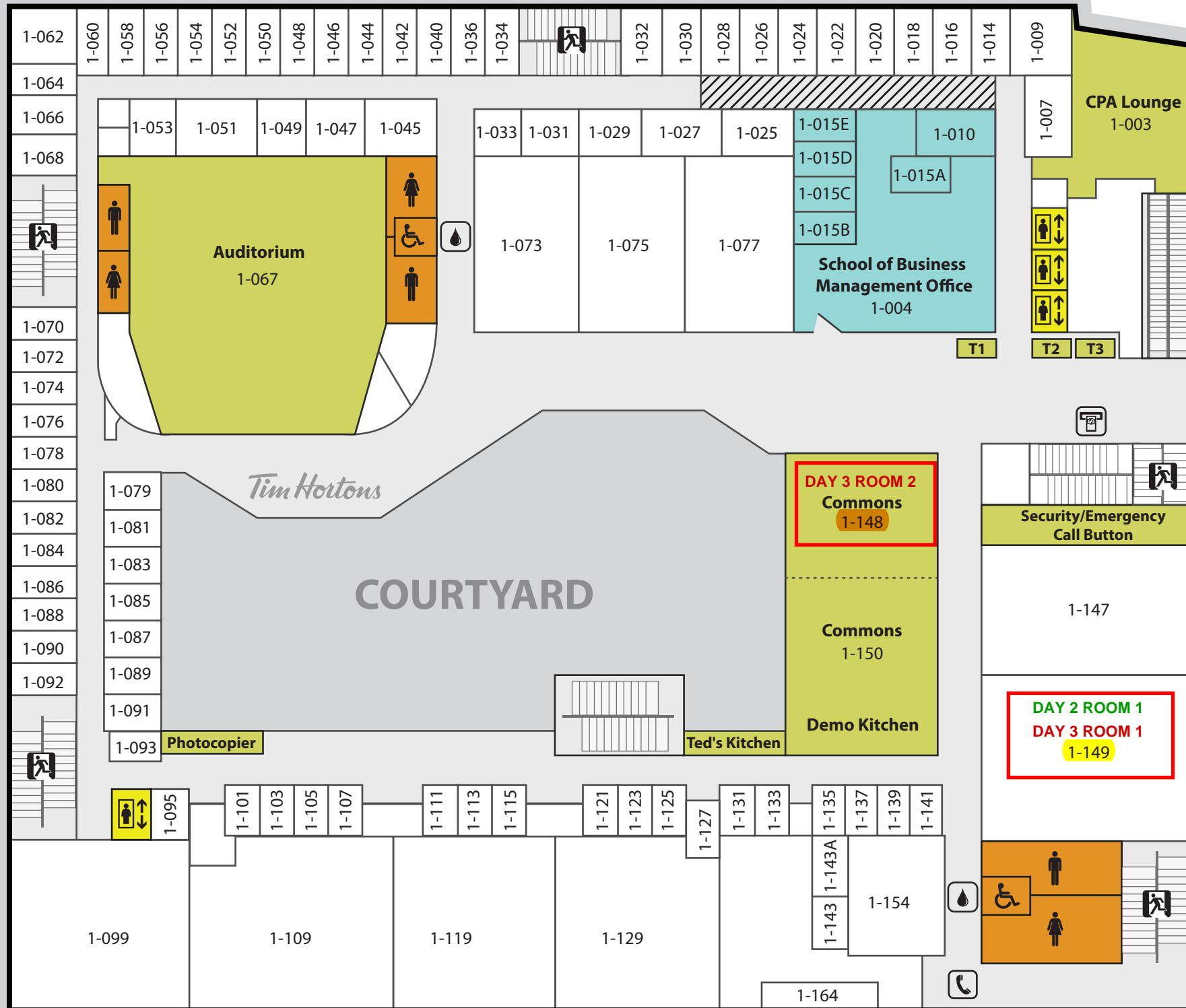
TRS 1 7TH FLOOR

WHAT IS ON THIS FLOOR?

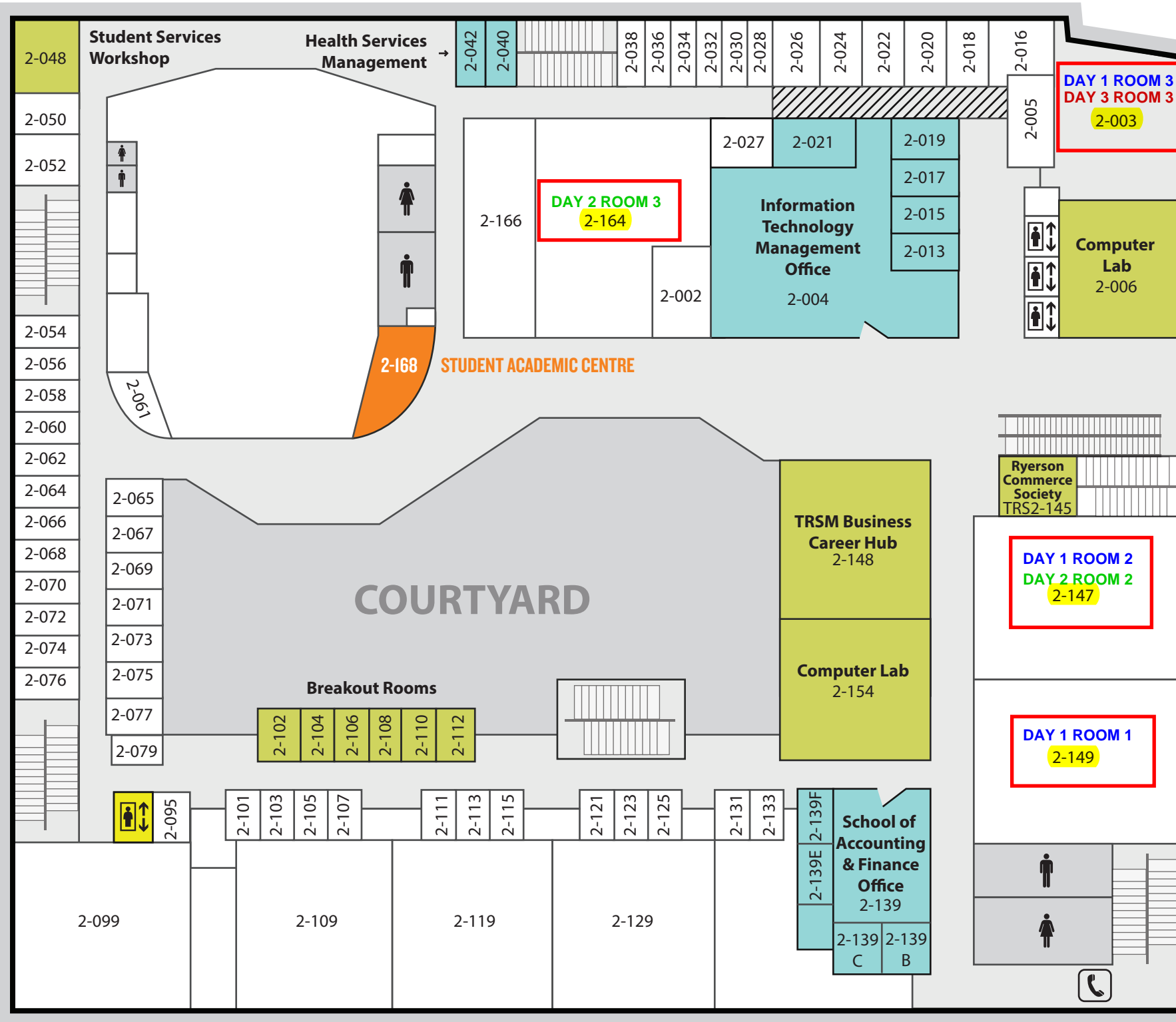
- Auditorium
- Business Management
- CPA Lounge
- Commons
- Security/Emergency Call Button

-  ATM
-  Payphone
-  Elevator
-  Washrooms
-  Water Refill Station
-  Emergency Exit

* Maps are not to scale



TRS 2 8TH FLOOR



WHAT IS ON THIS FLOOR?

- Accounting & Finance
- Breakout Rooms
- Computer Lab
- Health Services Management
- Information Techonology Management
- Ryerson Commerce Society
- Student Academic Centre
- Student Services Workshop
- TRSM Business Career Hub

- Elevator
- Payphone
- Washrooms
- Information

* Maps are not to scale