



The Canadian Game Studies Association / l'Association canadienne d'études vidéoludiques			
2019 Annual Conference, University of British Columbia, Vancouver			
DAY 0 - Tuesday, 4 June 2019			
7:00 - 9:00pm	Pre-conference social @ Coppertank Grill 3162 W Broadway / www.coppertankgrill.com <i>Join fellow attendees for informal drinks and socializing before the conference starts.</i>		
DAY 1 - Wednesday, 5 June 2019			
	ROOM ONE Hennings HENN 200	ROOM TWO Hennings HENN 201	ROOM THREE Hennings HENN 202
8:00 - 8.30am	Conference Welcome + Announcements		
8:30 - 10am	Cultural Legitimation and Affect in Gaming Culture (chair: Brian McKernan)	"Casual" Games and Gaming (chair: Tanya Pobuda)	Theories & Epistemologies (chair: Jason Hawreliak)
	Truths Universally Acknowledged: Jane Austen, Women's Culture, and Ever, Jane	Building Casual Leisure through Information Practice in Hidden Object Games	Reconsidering The Grasshopper: On the Reception of Bernard Suits in Game Studies
	<i>Andrea Braithwaite (U of Ontario Institute of Technology)</i>	<i>Anna Borynec (U of Alberta)</i>	<i>Liam Mitchell (Trent U)</i>
	Feeling Critical, Feeling Queer, and Other Affects of Game Studies	eSport Psychology: Exploring the Psychological Traits of Casual and Competitive Gamers	Representation(al) Matters: Matter, Materials, and Materialism
	<i>Aubrey Anable (Carleton U)</i>	<i>Devin Bonk, Erkin Zuluev and Katherine Tamminen (U of Toronto)</i>	<i>Gerald Voorhees (U of Waterloo)</i>
	Anger, Disappointment, and Love: The Affective and Discursive Foundations of Boundary Work in Game Communities		"Agniq Suarjaktuq and Kisima Ingitchuna (Never Alone): 'Cause Gaia likes it cold"
	<i>Brian McKernan (Syracuse U)</i>		<i>Kateryna Barnes (U of Alberta)</i>
	Boutique Indie: Annapurna Interactive and Contemporary Independent Game Development		
<i>Felan Parker (St. Michael's College, U of Toronto)</i>			

10 - 10:30am	BREAK ONE		
10:30 - 12pm	WORKSHOP: The Art of Serious Game Design	Japanese Game Cultures (chair: Dany Guay-Belanger)	Platforms & Infrastructures (char: Andrea Braithwaite)
	<i>Naza Djafarova, Leonora Zefi, Anastasia Dimitriadou and Ozgur Turetken (Ryerson U)</i>	Deleuze, Cinema, and Videogames: A Study of Mikami's The Evil Within	Platformization through Iteration: Seasonal Changes to DOTA 2's Infrastructure
		<i>Kai Yin Lo (U of Minnesota)</i>	<i>Andrei Zanescu, Martin French and Marc Lajeunesse (Concordia U)</i>
		Agentivité des personnages féminins dans les jeux de rôle japonais	The Wrong Type of Failure: An infrastructural analysis of the limitations of cloud gaming services
		<i>Loïc Mineau-Murray (U of Montreal)</i>	<i>Sean Willett (U of Calgary)</i>
		Work Culture in Early Japanese Game Development	Data-Manipulating Play: How Player Social and Play Data can be used to Alter Player Patterns
	<i>Kynan Ly, Greg Whistance-Smith and Geoffrey Rockwell (U of Alberta)</i>	<i>Scott DeJong (Concordia U)</i>	
12pm - 1:30pm	LUNCH		
1:30 - 3pm	WORKSHOP: A Field of our Own: Toward a Millennial Feminist Game Studies	Narrative Structures (chair: Betsy Brey)	Playing With Senses (chair: Steve Wilcox)
	<i>Emma Vossen (York U), Sarah Evans (Molloy College), Joshua Jackson (North Carolina State U), Elyse Janish (U of Colorado Boulder) and Alisha Karabinus (Perdue U)</i>	Games Without Language: Reading the 'Story' Behind Silence	Games that Stink: Towards a Theory of Olfaction in Digital Game
		<i>Melanie Oberg (U of Alberta)</i>	<i>Jason Hawreliak (Brock U)</i>
		Prepare to Ask "Why?": Examining Extraludic Narrative Construction in the Dark Souls Series	The Myth of the "Clarté Française" in Players' Perception of Speech Accents in BioWare's Dragon Age
		<i>Dane Sauv� (U of Toronto)</i>	<i>Elizaveta Tarnarutckaia and Astrid Ensslin (U of Alberta)</i>
		"FNaF Can't be Solved!": Para-Narrative Structure in Five Nights at Freddy's	Aesthetic experience in audiodames: sound interactivity in a visual society
	<i>Betsy Brey (U of Waterloo)</i>	<i>Emmanuel Martins Ferreira (Universidade Federal Fluminense) and Felipe Barros de Sousa (Universidade Federal da Bahia)</i>	
3 - 3:30pm	BREAK TWO		

3:30 - 5pm	Teaching Games & Teaching <i>With</i> Games (chair: Meghan Blythe Adams)	Animals & Nature (chair: Sonja Sapach)	
	Digital Games in the Political Science Classroom	The Mechanical Wilds: New Relations with an Unnatural Nature in Horizon Zero Dawn	
	<i>Nolan Bazinet (U of Sherbrooke)</i>	<i>Marika Brown (McMaster U)</i>	
	GAMERella, Community Outreach and Inclusive Design	Skin Deep: Getting to the Meat of Video Game Animals	
	<i>Gina Haraszti (TAG)</i>	<i>Nicholas Hobin (U of Waterloo)</i>	
	Teaching Games While Feminist	Calories, Calories: Complicating Food Economies in the Survival Game Genre	
	<i>Emma Vossen (ReFiG)</i>	<i>Joshua Call (Grand View U)</i>	

DAY 2 - Thursday, 6 June 2019			
	ROOM ONE Hennings HENN 200	ROOM TWO Hennings HENN 201	ROOM THREE Hennings HENN 202
7:30am-8:30am	New Members' Breakfast!		
8:30 - 10am	Sharing Games: Proliferation, Posterity, Practice (chair: Jess Marcotte)	Art, Creativity, & Cultural Reception (chair: Felan Parker)	Higher Education (Chair: Kym Stewart)
	Randomize, Replay, Repeat: Fan Tactics and Sharing Videogame Hacks Online	Orbital Experiences: Examining the Affective Aesthetic of David O'Reilly's Game Art	Video Game Education in British Columbia
	<i>Michael Iantorno (Concordia U)</i>	<i>Andrew Bailey (York U)</i>	<i>Julija Jeremic (Simon Fraser U)</i>
	On Crumbling Platforms: Game Making Tools as Sharing Practices	Learning to Get over It: Authorship and Audiences	The Work of Play: A survey of graduates from higher education programs in video games
	<i>Enric Llagostera (Concordia U)</i>	<i>Sarah Thorne (Carleton U)</i>	<i>Anna Borynec, Yang Chen, Kenzie Gordon, Evgeniya Kuznetsova, Zhenyan Liu, Antony Owino, Cate Peter, Luisa Salvador Dias, Jonathan Elmergreen, Andrew Phelps and Sean Gouglas (U of Alberta)</i>
	Rules, Beliefs, and Actions: A Sociolinguistic Model for the Efficacy of Political Games	Critical Masses: Evolving Frameworks for Video Game Criticism as Discursive Space	Making the Grade: Women in Games Higher Education
	<i>Joel Jordon (Concordia U)</i>	<i>Oscar Moralde (U of California, Los Angeles)</i>	<i>Alison Harvey (U of Leicester)</i>
	Hybrid Problems: Questions and Practices Around Archiving/Documenting Physical-Digital Hybrid Games		
<i>Jess Marcotte (Concordia U)</i>			
10 - 10:30am	BREAK ONE		
10:30 - 12pm	I WILL MAKE YOU A BETTER PERSON: A Research-Creation Experiment in Collaboration	Interesting Interfaces (chair: Jason Hawreliak)	Canadiana (chair: Alison Harvey)
	<i>Performance/roundtable featuring Rebecca Goodine, Dietrich Squinkifer and Kalervo A. Sinervo (Concordia U)</i>	Left On Read Again: Mixed-Reality UI Design in Bury me, my Love and Emily Is Away Too	Video games, eh?: Can we talk about a Canadian Video game History?
		<i>Lyne Dwyer (Concordia U)</i>	<i>Dany Guay-Belanger (Independent Scholar)</i>
		Games Imitating Life	Works from the Willy-Wags: Considering the "Regional Factor" in Atlantic Canadian Games
		<i>Benjamin Unterman (Simon Fraser U)</i>	<i>Lauren Cruikshank (U of New Brunswick)</i>
	Healing by the Hearth, Puzzles through Time: Interfacing Identities through Hearthstone and Tetris	Louis Riel and High Treason!: Histo-Cultural Revisionism and Ideology in Trial Games	
	<i>Sonja Sapach (U of Alberta)</i>	<i>Jeremy Antley (Independent Scholar)</i>	

12 - 1:30pm	LUNCH		
1:30 - 3pm		Reflections on Design Practice (chair: Jess Marcotte)	Narratives, In Theory (chair: Betsy Brey)
		Designing Self-Care: Affect and Debility in #SelfCare	The Phenomenology of Videogame Narrative
		<i>Kara Stone (U of California, Santa Cruz)</i>	<i>John Yoon (U of Waterloo)</i>
		Queer Critical Making and the Logic of Control	Through The Doors to Everywhere: The BioShock Series as Liminal Experience
		<i>Jason Lajoie (U of Waterloo)</i>	<i>Matthew Wysocki (Flagler College)</i>
		Making Sense of Videogames: Using Games to Share Various Ways of Being and Knowing	Video Game Narrative Design: Objects, roles, communities and EST Model for critical analysis
		<i>Steve Wilcox (Wilfrid Laurier U)</i>	<i>Vincent Mauger (Laval U)</i>
		Polygonal Modeling: The Aestheticization of Identity	
		<i>Chris Kerich (U of California, Santa Cruz)</i>	
3 - 3:30pm	BREAK TWO		
3:30 - 5pm		Pedagogy & Education Theory (chair: Astrid Ensslin)	Masculinity & Games (chair: Meghan Blythe Adams)
		Writing Programs and Procedural Creativity: The Possibility of a Literary Platform Studies	When Gender-Neutral Means Male
		<i>Jason Boyd (Ryerson U)</i>	<i>Anna Borynec and Evgeniya Kuznetsova (U of Alberta)</i>
		Starting From Scratch: Building Games on a Pedagogical Programming Platform	Come With Me If You Want to Live: The Resident Evil Series, The Gendered Nature of Escort Missions, and the Interactive Male Gaze
		<i>Matthew Wells (Ryerson U)</i>	<i>Chris Alton</i>
		Video Games As Texts - Viewing Video Games Through The Lens of Literary Theory	You never gained lv, but you gained love: masculinity, combat, and indie games
		<i>Alexander Hurezeanu (George Brown College)</i>	<i>Matthew DeSimone (Simon Fraser U)</i>
5:15 - 7:30pm	CGSA Annual General Meeting + Reception All attendees welcome!		

DAY 3 - Friday, 7 June 2019			
	ROOM ONE Hennings HENN 200	ROOM TWO Hennings HENN 201	ROOM THREE Hennings HENN 202
8:30 - 10am	Ludic Monstrosity: The Marginalized 'Other' in Games (chair: Sarah Stang)	Unpacking Overwatch (chair: Cat Goodfellow)	
	Spider-Women, Hybridity, and Female Monstrosity in Role-Playing Games	Patches, Updates, and the Meta: Examinations of the Temporality of Digital Game Development and Play in Overwatch	
	<i>Sarah Stang (York U)</i>	<i>William Dunkel (UC Irvine)</i>	
	Beyond Junkenstein's Monster: Monstrosity in Overwatch	The Digital Asiatic: Race, Camp, and the Dizzying Diversity of Overwatch	
	<i>Amanda Cullen (U of California, Irvine)</i>	<i>Christopher Patterson (U of British Columbia)</i>	
	The Horror of the Other: Indigenous Monstrosity in Until Dawn	"Try not to get yourselves killed out there": The (Im)Possibility of Queer Survival in Overwatch's First-Person Shooter	
	<i>Rebecca Waldie (Concordia U)</i>	<i>Braidon Schaufert and Gregory Blomquist (U of Alberta)</i>	
10 - 10:30am	BREAK ONE		
10:30 - 12pm	Data, Preservation & Methods (chair: Dany Guay-Belanger)	Play, Power & Politics (chair: Emma Vossen)	Tabletop Gaming Cultures (chair: Lauren Cruikshank)
	The Sea of Doors: Navigating Video Games in Variant Versions	Now You're Playing With Power: Literacy and Legibility in Play	Tabletop Innovation
	<i>Alan Galey (U of Toronto)</i>	<i>Rainforest Scully-Blaker (U of California, Irvine)</i>	<i>Ray Op'Tland (U of Calgary)</i>
	Carpe Diem: The necessity of preserving the ephemerality of participatory, interactive game experiences	#Notmywarchief: examining political discourse, resistance, and online play in the age of Trump via World of Warcraft - Battle for Azeroth	Meaningful Decisions: Diversity and Inclusion in History-Themed Board Games
	<i>Jon Saklofske (Acadia U)</i>	<i>Samuel Mccready (U of York)</i>	<i>Seth McCormick (Western Carolina U)</i>
	Community and Identity: Prolific Tweeters and Self-Identification on a Toxic Gaming Topic		Inclusivity or Invisibility?: Gender and Racial Representation in the 100 Top-Rated BoardGameGeek Games
	<i>Andrea Budac & Geoffrey Rockwell (U of Alberta)</i>		<i>Tanya Pobuda (Ryerson U)</i>
	(Meta)Playing for Research		
<i>Allen Kempton (U of Toronto)</i>			

12 - 1:30pm	LUNCH		
1:30 - 3pm	Rules and Regulations (chair: Alison Harvey)	Spooky! (chair: Sonja Sapach)	Taking Serious Games Seriously (chair: Cat Goodfellow)
	Cheating & Modding Video Games: A place of social liminality	Danse Macabre: Playing in the Tomb in Planescape Torment and the Souls Series	Discarded: A Card Game to Reduce Biases in Sexual Healthcare
	<i>Jenn Rickert (U of Waterloo)</i>	<i>Meghan Blythe Adams (Western U)</i>	<i>Steve Wilcox (Wilfrid Laurier U)</i>
	Regulation in Modern Virtual Economies: Regulatory Pluralism and Capitalism in Monetization	Trauma and Demogorgons: Analyzing Dungeons & Dragons in Stranger Things	Exploring Canadian Corrections: A Security Governance Approach to Simulating Risk
	<i>Matthew Perks (U of Waterloo)</i>	<i>Toben Racicot (U of Waterloo)</i>	<i>Becky Anderson (U of Waterloo)</i>
		Basic witch: an introduction to the videogame witch	PICT.IO: Developing a Collaborative Game for Humans and Machines
		<i>Pascale Theriault and Loïc Mineau-Murray (U of Montréal)</i>	<i>Luciano Frizzera, Julia Zamboni (Concordia U) & Julia Salles (Ué du Québec à Montréal)</i>
THE END			

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.