

**CGSA 2014 @ Brock University
May 28, 2014**

	Glenridge Building A-164	East Academic-102	International Centre-303
8:30-9:00	Morning Coffee and Opening Remarks		
9:00-10:40	<p>Long papers: Borders and Boundaries of Game Studies</p> <p><i>Practice, participation and paratext: understanding the esports community</i> Aiden Buckland</p> <p><i>Ludoliteracy and the importance of learning with and about the games</i> Gustavo Nogueira de Paula</p> <p><i>"Games are evil!" Examining disparate discourses about video gaming in Russia</i> Cat Goodfellow</p> <p><i>Kusoge: S**t Games on the Boundaries of Taste, Criticism and History</i> Emily Flynn-Jones</p>	<p>Panel: Massively Multiplayer Marginalizations</p> <p><i>Racial exclusion in gaming: Black identities and the hegemony of whiteness</i> Alana Butler</p> <p><i>Mapping unconscious biases in unequal playing fields</i> Sarah Chu</p> <p><i>Gaming the Other: Resistance and self-advocacy beyond 'creepy treehouse' inclusion</i> Melanie McBride</p> <p><i>Parallel Play Revisited: Stages of play and tales of heteronomy</i> Jason Nolan</p>	<p>Short papers: Paying Closer Attention to Players</p> <p><i>Violence and Genre in Harvester</i> Daniel Barnowski</p> <p><i>Time Running Out: Horror and the Deadline Videogame</i> Michael Hancock</p> <p><i>Haunted Spaces, Lived-In Places: A Narrative Archaeology of Gone Home</i> Lauren Burr</p> <p><i>Taking the Player-Avatar Relationship to the Next Level: Male Homosocial Desire as a Pillar of Digital Gaming</i> Gerald Voorhees</p> <p><i>Interventions in Games: A New Perspective on the Players' Intervention Process</i> Godin, Danny</p>
10:40-11:00	Break		
11:00-12:00	<p>Long papers: Rethinking the Tools we Use to Play</p> <p><i>Hand To Heart: Crafting Videogames and Embodying Anatomy</i> Kara Stone</p> <p><i>Design of a Haptic Game Controller for Human Computer Interaction and Games User Research</i> Matthew White</p>	<p>CGSA/FSAC joint panel: New Perspectives on Bioshock</p> <p><i>"If you want to kill it, kill it:" The Bioshock movie and media franchise authorship in the "post-Bioshock era"</i> Jessica Aldred</p> <p><i>Into the Engine Room: Apocalypse and Katabasis in Ken Levine's Bioshock</i> Eben Holmes</p>	<p>Panel: The Player, Revisited: How Reflexive Research Affords a Better Understanding of a Complex Concept</p> <p><i>Restrictive play: Exploring the invisible rules and restrictions of video games</i> Andrew Keenan</p> <p><i>The Hard Player Definition: re-defining players and their motivations</i> Matt Bouchard</p>

		Bioshock and its Critics Felan Parker	<i>Fun and Games With the Computer: Programming as Play in the Microcomputer Era</i> Matt Wells
12:00- 13:00	Lunch		
13:00- 13:50	Keynote (CGSA 2013 Best Paper Award) Making Play: Life and death inside Montreal's independent game studios Jennifer Whitson		
14:00- 15:20	Long papers: Breaking Down Time, Space and Narrative <i>Playing in Circles: Repetition and the break down of narrative borders in video games</i> Dwayne M. Collins <i>On the Conception of Game Time: The Video Game as the Art of Suspended Time in Space</i> Charlotte Bonmati-Mullins <i>Mapping Metroid: Narrative, Space, and Other M</i> Luke Arnott	Panel: Sweetheart This Ain't Gender Studies Jennifer Jenson, Suzanne de Castell, Emma Westecott, Florence Chee, Emily Flynn- Jones	Short papers: Practices Beyond the Boundaries of Play <i>Assuming Indirect Control: New Techniques To Capture Collective Playbour and Reduce Risk</i> Austin Walker <i>Uncovering the Pirate Archive(s): an examination of Fan Preservation and Archival Practice.</i> Skot Deeming <i>Playing Spy Games: The Surveillance Architecture of the Xbox 360</i> Alex Dean Cybulski <i>The Console/Indie Courtship: Observations on the Further Divergence of Independent Video Game Development</i> Owen Livermore
15:20- 15:40	Break		

<p>15:40-16:40</p>	<p>Long papers : Meta-Play and Subversive Practices</p> <p><i>Stratégies et tactiques dans les jeux de rôle participatifs en environnement virtuel : défense, négociation et subversion de la thèse de l'ordre naturel dans la communauté goréenne de Second Life</i> Christophe Duret</p> <p><i>From metagaming to metadesigning: designing actively beyond rules and borders</i> Vincent Mauger</p>	<p>Panel: Rise of the Media Mix, Cinematics, and Adult Gaming on Console: The NEC PC Engine</p> <p><i>The Media Mix Engine: Transmedia synergies in the Japanese video game industry during the PC Engine era</i> Martin Picard</p> <p><i>Death of the player. Anatomy of a cut-scene</i> Carl Therrien</p> <p><i>Eroge: Sex, bits and CD-ROM</i> Mikaël Julien</p>	<p>Panel: Playing, Bugging, Breaking: Modding & Skyrim</p> <p>Discussant: Skot Deeming</p> <p><i>Playing Bodies, Modding Bodies, Breaking Bodies</i> Carolyn Jong</p> <p><i>What We Talk About When We Talk about Bugs: On Modding and The Poetry of Patch Notes</i> Rob Gallagher</p> <p><i>'Disruptive' Mod Glitches and Player Immersion: Mod Installation as Game Design in Bethesda's Skyrim</i> Kalervo Sinervo</p>
<p>17:00</p>	<p>President's Reception @ Congress Centre (Walker Complex)</p>		

**CGSA 2014 @ Brock University
May 29, 2014**

	Glenridge Building A-164	International Centre-104	International Centre-110
8:30-9:00	Coffee!		
9:00-10:20	<p>Long papers: Motivations in Players and Games</p> <p><i>Engagement and Emotions in Gaming: A Multidisciplinary Approach</i> Dragana Martinovic, Chantal M. Pomerleau, Yuqi Yang, Cristina Marin, Robert Whent</p> <p><i>Identity, Ritual, and Rites of Practice: Identity Informs Motivation and Engagement</i> Brock Dubbels</p> <p><i>The Semiotics of the Roguelike</i> Mark Johnson</p>	<p>Panel: Bridges to the Ivory Tower: Community Organizing, Engagement, and Accountability in Digital Games</p> <p>Cecily Carver, Alison Harvey & Stephanie Fisher, Rebecca Cohen-Palacios, Tamara Shepherd</p>	<p>Short papers: Serious experimenting</p> <p><i>Directions for Player-centred Design of Games for Change: Engaging Civic Literacy</i> Emily Sheepy & David Waddington</p> <p><i>Overcoming the Boundaries of Selective Mutism: Lets Play Video Games!</i> Annuschka Bork, Natassia Bork, Zane Campbell, Jay Douglas, Robin Helbig, Dylan Johnston, Ben Mannell, John Tamminga</p> <p><i>Visual Memory and Gameplay in a Collaborative Bibliographic Management Tool and Game-Based Mapping Project</i> Jon Bath, Federica Giannelli, Jade McDougall, Benjamin Neudorf, Xiaohan Zhang, and the INKE Research Team</p> <p><i>Have you ever been DH-experienced</i> John Montague, Luciano Frizzera, Simone Sperhackle, Mauricio Bernardes, Geoffrey Rockwell, Stan Ruecker, and the INKE Team.</p>
10:20-10:40	Break		

10:40-12:00	<p>Panel: A Cross-Cultural and Interdisciplinary Study of Japanese Video Games</p> <p><i>Gotta Catch Em' All: The Compelling Act of Creature Collection in Pokémon, Ni No Kuni, Shin Megami Tensei, and World of Warcraft</i> Sonja Sapach</p> <p><i>Self-Regulation as a System: Policing Pornographic Video Games in Japan</i> Jérémie Gagnon</p> <p><i>Visual Novels and the International Fandom Community</i> Domini Gee</p> <p><i>From Pain to Pleasure: An Exploration of Rape Fantasy in Japanese Boys' Love Visual Novel Games</i> Tsugumi (Mimi) Okabe</p>	<p>Panel: The Borders of Empire</p> <p><i>"Let's Roll": Comparative Representations of Empire in Boardgames</i> William Robinson</p> <p><i>Dust to Dust: The Empires of Spectres and Speculations in Kentucky Route Zero</i> Daniel Joseph</p> <p><i>Equal Opportunity Murder: Assassin's Creed, Games of Empire, Colonial Strategies and Tactical Responses</i> Pierson Browne</p> <p>Paper: <i>Using Ludonarrative Dissonance for Political Critique</i> David Murphy</p>	<p>Panel: Exploring Death and Finitude in Videogames</p> <p><i>Keeping Death at Bay: A Terror Management Study in Videogame Death.</i> Jason Hawreliak</p> <p><i>Cute But Gorey: Collectible Deaths, Completionism and Achieving Failure in Long Live the Queen.</i> Meghan Blythe Adams</p> <p><i>"We Put a Lot of Names in the Bell Tower:" Call of Duty: Modern Warfare and (The) War Game(s).</i> Marc A. Ouellette</p> <p><i>Exploring the Permadeath Mechanic in Roguelikes.</i> Rob Parker</p>
12:00-13:00	Lunch		
13:00-13:50	<p>Keynote (CGSA 2013 Best Paper Award)</p> <p>Inspecting video game history: misinformation echo chambers, techno-industrial glorification, and the distortion cycle Carl Therrien</p>		
14:00-15:20	<p>Long papers: Negotiating Creative Logics</p> <p><i>Can You See Mii? A Microethnographic Study of Camera-Based Mii Creation on the Wii U</i> Vicky McArthur</p>	<p>Panel: Video Game History as a Challenge to Video Game Theory: A Study of the Formal Aspects and Reception of Video Game Genres</p> <p>Bernard Perron, Dominic Arsenault, Guillaume Roux-Girard, Andréane Morin-Simard, Hugo Montembeault-Paquette</p>	<p>Short papers: Role-Playing Between Narrative and Gameplay</p> <p><i>Gone Home: Exploring Identity, Narrative and Place</i> Negin Dahya, Jennifer Jenson & Kelly Bergstrom</p>

	<p><i>Lost in Translation: Cultural Triggers of Humour in Japanese and Western Videogames</i> Javier A. Salazar Vilchez</p> <p><i>Abducting Games: A research-creation logic for game studies</i> Adam van Sertima</p>		<p><i>Narrating Play: Enjoyment and Play in Gamespaces</i> Sarah Thorne</p> <p><i>Le jeu vidéo en éducation à la sexualité: De la frontière entre mécaniques de jeux et techniques de modification de comportement</i> Sara Mathieu-C</p> <p><i>"Long Ago, the People Were Dying at the End of the World": Why Polaris is the Greatest Game</i> Graham MacLean</p>
15:20-15:40	Break		
15:40-17:00	<p>Long papers : Games Beyond Physical Boundaries</p> <p><i>Beyond the rules; the interfaces and play space as modulator of interactions behaviors and playing strategies</i> Sylvain Payen</p> <p><i>Location-based Research Platforms: A comparative case study between Canadian universities</i> Vicki Moulder <i>et al.</i></p> <p><i>A Framework for Exploring Tablet-based Tabletop Games</i> Scott Nicholson & Jason Begy</p>	<p>Short Papers: Human Connections</p> <p><i>Developers, Gamers, and Go-Betweeners: Fan Influence on Game Design</i> Sean Gouglas, Geoffrey Rockwell, Domini Gee, Daniel McKechnie, Christina Paleche, Samia Pedraca, Brett Nisbet & Joyce Yu</p> <p><i>Gendered Spaces and Contestations of Performance in Online Fandoms</i> Sarah Dorchak</p> <p><i>The WoW Factor: The Development of Social Solidarity in Azeroth</i> Sonja Sapach</p> <p><i>Bridging the Boundaries Between Game Studies and Feminist Theory</i> Gabrielle Trépanier-Jobin & Maude Bonenfant</p>	<p>Special session: Publishing in Game Studies</p> <p>Gerald Voorhees, Jennifer Jenson, Suzanne de Castell, Jason Hawreliak</p>
17:00	CGSA Reception + Annual General Meeting		