

Beyond Play:

The Transformative Power of Digital Gaming in a Deeply Mediatized Society

30. September – 2. October 2024

International conference at the
University of Bremen, Germany

Preliminary Program



Monday, September 30, 2024

Time	Location			
11:00 - 13:00	SFG	Registration		
13:00 - 15:00	Keksdose	Welcome and Introductory Panel The Transformative Power of Digital Gaming in a Deeply Mediatized Society		
15:00 - 15:30	SFG	Coffee Break		
15:30 - 17:30	SFG	Panel 1 Nation, Identity & Gaming	Panel 2 Gaming, Health and Education	Panel 3 Players, Streamers and Communities
19:00 - 20:30	Haus der Wissenschaft (House of Science)	Public Keynote: Sonia Fizek Video Games in Times of Climate Crisis. From Aesthetics to Ethics		
From 20:30	Haus der Wissenschaft (House of Science)	Get-together		



Tuesday, October 1, 2024

Time	Location			
09:00 - 11:00	SFG	Panel 4 Technological Frontiers of Gaming: VR AR AI	Panel 5 Intersectional Perspectives	Panel 6 Bonding and Relationship
11:00 - 11:30	SFG	Coffee Break		
11:30 - 12:30	Keksdose	Keynote: Vít Šisler Video Gaming and Education (preliminary title)		
12:30 - 13:30	Mensa	Lunch		
13:30 - 15:30	SFG	Roundtable Discussion: Gaming in a Datafied Society		
15:30 - 16:00	SFG	Coffee Break		
16:00 - 18:00	SFG	Panel 7 Ethical Play	Panel 8 Cultural Heritage	Panel 9 Civic Engagement
Evening		Free Evening		



Wednesday, October 2, 2024

Time	Location		
09:00 - 10:30	SFG	Panel 10 Gamevironments Revisited I	Panel 11 Epistemic Genres I
10:30 - 11:00	SFG	Coffee Break	
11:00 - 12.30	SFG	Panel 12 Gamevironments Revisited II	Panel 13 Epistemic Genres II
12:45 - 13:45	Keksdose	Keynote: Torill Elvira Mortensen I feel this is right: Epistemic insecurity and transgressive online culture	
13:45 - 14:00	Keksdose	Closing	



Monday, September 30, 2024

15:30 - 17:30

Panel 1 Nation, Identity & Gaming	Panel 2 Gaming, Health and Education	Panel 3 Players, Streamers and Communities
Trattner “Was Barbarossa not German?!” Nation, History, and Identity in German Civilization- Players’ Online-Discussions	El Semmary & Elmezeny Exploring the Temporal Dynamics of Video Gaming Health Research: A Pre and Post-COVID-19 Analysis in the Context of Mediatization and Datafication	Pellicone Assembling a Fictive Personality: Analysis of VTubing as a Transformative Practice
van der Merwe What does a South African game even look like?	Rebecchi Video games as tools for creating counter discourses on neurodiversity and normality	Jiwandono Mobile Game Esports Streaming as Community Based Practices in Indonesia
de Wildt Games’ Re-Orientation toward China	Holroyd & Parker Transforming Games into Therapy: A Case Study of Hero Journey Club’s Commercialization of Communal RPG Gameplay	Wimmer & Wurm Gaming streamers as new intermediaries: Differentializing the contexts of a profession between entertainment, information and commerce
Grieve Unmasking the Digital Hydra: QAnon and White Nationalism’s Game of Deception	Dass, Rao & Rajaram Gamification of Media Education in India	Razhkou Features of the statistical study of gaming activity in Belarus, Ukraine and Russia



Tuesday, October 1, 2024

09:00 - 11:00

Panel 4 Technological Frontiers of Gaming: VR AR AI	Panel 5 Intersectional Perspectives	Panel 6 Bonding and Relationship
Jadamba "If Only" from Enjoyful Games to Effective Work: Exploring the Managerial Expectations of Immersive Virtual Reality Technology within Organizational Practice	Stelter Sexualizations as forms of character valuations in The Last of Us: Part II: A case study on the margins	Dai Community: A Case Study of League of Legends Fans
Zhang Resilient Play: Game-Based AI and AR for Social-Ecological Memory Integration	Wurm "No one can prepare you how it's really going to be": Female game journalists in Germany and gender-attributed hate	Kovalenko & van Tilborg Crossing Paths and Impactful Bonds: Exploring Player-Character Relationships in Animal Crossing and Genshin Impact
Sihvonen & Ask Playful Interactions: Observing User Engagement on TikTok through Ludic Lenses	Varini Perfection or Vanity? Old and new inequalities in nowadays gaming platforms	Yoshimura & de Villemor Chauveau Keeping your head in the game: Retrospective imaginative involvement with video game narratives
Siuda Video Games for AI Education	Richter Failure Beyond: Intercultural perspective on metaphysical metaphors in games	Meilania Revolutionizing Digital Romance: The Gamified Appeal of IQupid on OkCupid



Tuesday, October 1, 2024

16:00 - 18:00

Panel 7 Ethical Play	Panel 8 Cultural Heritage	Panel 9 Civic Engagement
<p>Barker & Uribe-Jongbloed Defining Risk & Responsibility in Video Games: Exploring Norms and Values in Game Governance</p>	<p>Banyan Game Over for Forgetting: How Video Games Could Keep Holocaust Memory Alive</p>	<p>Beadle Gaming as Climate Action? Digital Trees and the Moral Market in China</p>
<p>Stahmann Potential and limitations of decision-making situations in computer games for ethical-moral reasoning</p>	<p>Şimşek Making and Meaning of a Game: Lost in Art: A Miniature Realm (2024)</p>	<p>Pais & Geslin A manifesto for non-anthropocentric play</p>
<p>Siuda Discursive Malleability of the Dark Web: Analyzing Dark Web's Representations in Video Games</p>	<p>Boxhammer Historicising Speedrunning; Summoning Salt and the Emplotment of Speedrunning Progression</p>	<p>Tin Digital Gaming as a Social Catalyst: Examining MLBB's Role in Community Resilience and Civic Engagement in Post-Coup Myanmar</p>
<p>Andıç Games Beyond Violence: Using Critical Play Strategies to Counter Dominant Communicative Practices in First-Person Shooter Games</p>	<p>Betzing The gameenvironment of LAN parties</p>	<p>Cook Developing a Design Framework that Integrates Experiential Gestalts and Reflective Practice for Deep Games on Social Issues</p>



Wednesday, October 2, 2024

09:00 - 10:30

Panel 10 Gamevironments Revisited I	Panel 11 Epistemic Genres I
Ford Community, alienation and the experience of networks: Maybe the real gameenvironment was the friends we didn't make along the way	Nunes ARGs, LARPs, and Insurrection: Playing with Politics after the End of the Fake
Holloway-Attaway Gendered Gameenvironments: Exploring the Entangled Material Cultures of Games, Gaming and Playful Gendered Creation	Moody MyHouse? No, Our House! How A Doom II Mod Uses Production of Culture to Craft a Modern Social Experience
Zhang Ludonarratology and Gamenvironments in Dialogue	



Wednesday, October 2, 2024

11:00 - 12.30

Panel 12 Gamevironments Revisited II	Panel 13 Epistemic Genres II
Grieve Gamevironments and the Ludic Litmus Test	Schmidt & Heeg Horror as a Medium: An Examination of Environmental Horror in Video Games
Helland Videogaming and the Postcolonials' Turn: Reclaiming and Re-Presenting Indigenous Identity through Videogames	Hurezeanu Soulsborne Games and the Transcultural Gaming Experience
Radde-Antweiler Critical Response	

