

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

Program



Monday, September 30, 2024

Time	Location			
11:00- 13:00	SFG	Registration (Room: SFG 2080)		
13:00 – 15:00	CART	Welcome and Introductory Panel The Transformative Power of Digital Gaming in a Deeply Mediatized Society (Room: CART Rotunde - 0.67)		
15:00 - 15:30	SFG	Coffee Break		
15:30 - 17:30	SFG	Panel 1 Nation, Identity & Gaming (Room: SFG 2020)	Panel 2 Gaming, Health and Education (Room: SFG 2030)	Panel 3 Players, Streamers and Communities (Room: SFG 2040)
19:00 - 20:30	Haus der Wissenschaft (House of Science)	Public Keynote: Sonia Fizek (TH Köln – University of Applied Sciences) Video Games in Times of Climate Crisis. From Aesthetics to Ethics Chair: Kerstin Radde-Antweiler (University of Bremen) (Room: Olbers-Saal)		
From 20:30	Haus der Wissenschaft (House of Science)	Get-together with food and drinks		



Tuesday, October 1, 2024

Time	Location			
09:00 - 11:00	SFG	Panel 4 More than a serious game - reflections on online sports betting and gaming as communicative figurations (Room: SFG 2020)	Panel 5 Intersectional Perspectives (Room: SFG 2030)	Panel 6 Bonding and Relationship (Room: SFG 2040)
11:00 - 11:30	SFG	Coffee Break		
11:30 - 12:30	CART	Keynote: Vít Šisler (Charles University) From Pixels to Pedagogy: Unveiling the Educational Power of Historical Video Games Chair: Karsten D. Wolf (University of Bremen) (Room: CART Rotunde - 0.67)		
12:30 - 13:30	Mensa (University Cafeteria)	Lunch		
13:30 - 15:30	SFG	Roundtable Discussion: Gaming in a Datafied Society (Room: SFG 2040)		
15:30 - 16:00	SFG	Coffee Break		
16:00 - 18:00	SFG	Panel 7 Ethical Play (Room: SFG 2020)	Panel 8 Cultural Heritage (Room: SFG 2030)	Panel 9 Civic Engagement (Room: SFG 2040)
Evening		Free Evening		



Wednesday, October 2, 2024

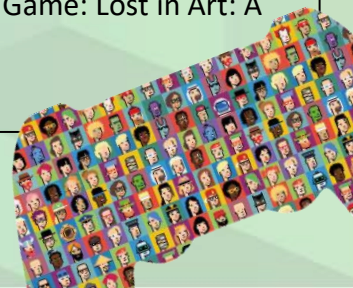
Time	Location		
09:00 - 11:00	SFG	Panel 10 Gamevironments Revisited (Room: SFG 2020)	Panel 11 Epistemic Genres (Room: SFG 2030)
11:00 - 11:30	SFG	Coffee Break	
11:30 - 12:30	CART	Keynote: Torill Elvira Mortensen (Nord University) I feel this is right: Epistemic insecurity and transgressive online culture Chair: Christian Schwarzenegger (University of Bremen) (Room: CART Rotunde - 0.67)	
12:30 - 13:00	CART	Closing (Room: CART Rotunde - 0.67)	
14:00 – 16:00	SFG	Journal gameenvironments Board Meeting (internal) (Room: SFG 2020)	



Monday, September 30, 2024

15:30 - 17:30 Uhr

<p>Panel 1 Nation, Identity & Gaming Chair: Kathrin Trattner (University of Bremen) (Room: SFG 2020)</p>	<p>Panel 2 Gaming, Health and Education Chair: Karsten D. Wolf (University of Bremen) (Room: SFG 2030)</p>	<p>Panel 3 Players, Streamers and Communities Chair: Christian Schwarzenegger (University of Bremen) (Room: SFG 2040)</p>
<p>Kathrin Trattner (University of Bremen) “Was Barbarossa not German?!” Nation, History, and Identity in German Civilization- Players’ Online-Discussions</p>	<p>Piotr Siuda (Kazimierz Wielki University in Bydgoszcz) Video Games for AI Education</p>	<p>Tony Pellicone (Falmouth Games Academy) Assembling a Fictive Personality: Analysis of VTubing as a Transformative Practice</p>
<p>Rachel Lara van der Merwe (University of Groningen) What does a South African game even look like?</p>	<p>Kevin Rebecchi (Université de Liège) Video games as tools for creating counter discourses on neurodiversity and normality</p>	<p>Jeffrey Wimmer (University of Augsburg) & Antonia Wurm (University of Jena) Gaming streamers as new intermediaries: Differentiating the contexts of a profession between entertainment, information and commerce.</p>
<p>Lars de Wildt (University of Groningen) Games’ Re-Orientation toward China</p>	<p>Deanna Holroyd (The Ohio State University) & Holly Parker (Lincoln University) Transforming Games into Therapy: A Case Study of Hero Journey Club’s Commercialization of Communal RPG Gameplay</p>	<p>Aliaksandr Razhkov (Rheinische Friedrich-Wilhelms-University Bonn) Features of the statistical study of gaming activity in Belarus, Ukraine and Russia</p>
<p>Gregory Grieve (University of North Carolina Greensboro) Unmasking the Digital Hydra: QAnon and White Nationalism’s Game of Deception</p>		<p>Cansu Nur Şimşek (The University of Texas at Dallas / Istanbul Bilgi University) Making and Meaning of a Game: Lost in Art: A Miniature Realm (2024)</p>



Tuesday, October 1, 2024

09:00 - 11:00

<p>Panel 4 More than a serious game - reflections on online sports betting and gaming as communicative figurations Chair: Karsten D. Wolf (University of Bremen) (Room: SFG 2020)</p>	<p>Panel 5 Intersectional Perspectives Chair: Lisanne Heilmann (University of Bremen) (Room: SFG 2030)</p>	<p>Panel 6 Bonding and Relationship Chair: Kerstin Radde-Antweiler (University of Bremen) (Room: SFG 2040)</p>
<p>Jörg-Uwe Nieland (University of Klagenfurt / German Sport University Cologne) Sports betting as a field of sports communication research - experiences and new requirements</p>	<p>Bodil Stelter (University of Bremen) Sexualizations as forms of character valuations in The Last of Us: Part II: A case study on the margins</p>	<p>Shimou Dai (Fudan University / University of Surrey) Study on Digital Interactions within the Chinese Esports Fan Community: A Case Study of League of Legends Fans</p>
<p>Jürgen Mittag (German Sport University Cologne) The (sports) policy dimension of online sports betting in Germany – gambling regulation between legalization and prohibition</p>	<p>Antonia Wurm (University of Jena) “No one can prepare you how it’s really going to be”: Female game journalists in Germany and gender-attributed hate</p>	<p>Daniil Kovalenko & Guus van Tilborg (Uppsala University) Crossing Paths and Impactful Bonds: Exploring Player-Character Relationships in Animal Crossing and Genshin Impact</p>
<p>Philip Sinner (University of Bremen) & Niels Bibert (University of Hasselt) Producers and consumers as a data source in a communicative figuration: actors of sports betting in Belgium</p>	<p>Sebastian R. Richter (University of Regensburg) Failure Beyond. Intercultural perspective on metaphysical metaphors in games</p>	<p>Koji Yoshimura (University of Amsterdam) & Philippe de Villeomor Chauveau (Embry Riddle Aeronautical University) Keeping your head in the game: Retrospective imaginative involvement with video game narratives</p>
<p>Andreas Hebbel-Seeger (Hochschule Macromedia Hamburg) What Can Really Be Learned Through Digital Games? Focusing the transfer potential in sport using the example of sailing</p>		



Tuesday, October 1, 2024

16:00 - 18:00

<p>Panel 7 Ethical Play Chair: Kerstin Radde-Antweiler (University of Bremen) (Room: SFG 2020)</p>	<p>Panel 8 Cultural Heritage Chair: Christian Schwarzenegger (University of Bremen) (Room: SFG 2030)</p>	<p>Panel 9 Civic Engagement Chair: Karsten D. Wolf (University of Bremen) (Room: SFG 2040)</p>
<p>Kim Barker (University of Lincoln) & Enrique Uribe-Jongbloed (Cardiff University) Defining Risk & Responsibility in Video Games: Exploring Norms and Values in Game Governance</p>	<p>Ella Banyan (Ben Gurion University of the Negev / In collaboration with Ludwig-Uhland-Institut für Empirische Kulturwissenschaft at Tübingen University) Game Over for Forgetting: How Video Games Could Keep Holocaust Memory Alive</p>	<p>Joseph J.L. Beadle (Harvard University) Gaming as Climate Action?: Digital Trees and the Moral Market in China</p>
<p>Rahel Camille Stahmann (Pädagogische Hochschule Freiburg) Potential and limitations of decision-making situations in computer games for ethical-moral reasoning</p>	<p>Xaver Boxhammer (Ludwig-Maximilians-Universität Munich) Historicising Speedrunning; Summoning Salt and the Emplotment of Speedrunning Progression</p>	<p>Mick Cook (University of Canberra) Developing a Design Framework that Integrates Experiential Gestalts and Reflective Practice for Deep Games on Social Issues</p>
<p>Piotr Siuda (Kazimierz Wielki University in Bydgoszcz) Discursive Malleability of the Dark Web: Analyzing Dark Web's Representations in Video Games</p>	<p>David Betzing (University of Lucerne) The gameenvironment of LAN parties</p>	<p>Thiri Tin (Lund University) Digital Gaming as a Social Catalyst: Examining MLBB's Role in Community Resilience and Civic Engagement in Post-Coup Myanmar</p>
<p>Atanur Andıç (Özyeğin University) Games Beyond Violence: Using Critical Play Strategies to Counter Dominant Communicative Practices in First-Person Shooter Games</p>		



Wednesday, October 2, 2024

09:00 – 11:00

<p>Panel 10 Gamevironments Revisited Chair: Kerstin Radde-Antweiler (University of Bremen) (Room: SFG 2020)</p>	<p>Panel 11 Epistemic Genres Chair: Mark Nunes (Appalachian State University) (Room: SFG 2030)</p>
<p>Dom Ford (University of Bremen) Community, alienation and the experience of networks: Maybe the real gameenvironment was the friends we didn't make along the way</p>	<p>Mark Nunes (Appalachian State University) ARGs, LARPs, and Insurrection: Playing with Politics after the End of the Fake</p>
<p>Lissa Holloway-Attaway (University of Skövde) Gendered Gameenvironments: Exploring the Entangled Material Cultures of Games, Gaming and Playful Gendered Creation</p>	<p>Kyle Moody (Fitchburg State University) Dad Gaming and 'Boomer Shooters:' Changing Demographics in a Shifting Gaming Landscape</p>
<p>Gregory Grieve (University of North Carolina Greensboro) Gameenvironments and the Ludic Litmus Test</p>	<p>Pamela Maria Schmidt & Sid Heeg (University of Waterloo) Horror as a Medium: An Examination of Environmental Horror in Video Games</p>
<p>Christopher Helland (Dalhousie University) Videogaming and the Postcolonials' Turn: Reclaiming and Re-Presenting Indigenous Identity through Videogames</p>	<p>Alexander Hurezeanu (George Brown College) Soulsborne Games and the Transcultural Gaming Experience</p>

