Central and Eastern European Game Studies Conference

"Ludic Rhizomes"

October 20-22, 2016

Keynote speakers:
Marcin Blacha (Story Director, CD Projekt RED, Poland)
Prof. Mirosław Filiciak (SWPS University, Warsaw, Poland)
Dr. Aphra Kerr (Maynooth University, Ireland)
Dr. Graeme Kirkpatrick (University of Manchester, Great Britain)

Venue:
Centre for the Meeting of Cultures in Lublin
Plac Teatralny 1, Lublin

The conference is organised by the Video Game Research Center,
Maria Curie Sklodowska University, in partnership
with the Centre for the Meeting of Cultures in Lublin

More info:
ceegs.eu
spotkaniakultur.com

VIDEO
GAME
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UMCS
MARIA CURIE-SKLODOWSKA UNIVERSITY
IN LUBLIN

SPOTKANIA
KULTUR

WORKSHOPS

Game of Nations:
National Identity and Nationalism in Games

9:00
Tomasz Z. Majkowski, Maciej Nawrocki, Piotr Sterczewski
Introduction

9:15-10:45
Jaroslav Svelch
Hyperlocal Games: A National Trend in Late 8-bit Homebrew Production

Joanna Płaszewska
Playing at the Crossroads. Critical Discourse Analysis of Polish Larping Communities' Reception of Larp Manifestos

Martin Picard
Nostalgia, Nationalism, and Re-Appropriation of Historical Contents in Japanese Video Games

Discussion

10:45-11:00
Coffee break

11:00-12:30
Kristian A. Bjørkelo
A Safe Space for Race and Nation

Magdalena Bednorz, Joanna Kucharska
A Patriot and a Real Son of a Bitch: Nationality and the Discourses of Race and Representation in *The Witcher 3* within Polish Fandom

Szymon Piotr Kukulak
The Planet as a Family. Multicultural Utopia in Little Big Adventure Series

Discussion

12:30-13:15
Round Table Discussion

13:15-13:30
Tomasz Z. Majkowski, Maciej Nawrocki, Piotr Sterczewski
Summary

WORKSHOPS

WYSI(N)WYG:
Video Game Visualities and Aesthetics

9:00
Piotr Kubiński, Paweł Frelik
Introduction

9:15-10:45
Kieran Nolan
Sketching from the Screen: The Processes and Aesthetics of Arcade to Home Computer Game Ports in the 1980s and 1990s

Sven Dwulecki
'V has come to': Communicating Narratives through Marketing Aesthetics in *Metal Gear Solid*

Discussion

10:45-11:00
Coffee break

11:00-12:15
Marta Tymińska
The Craft is in Avatar: Visual Aspects of Avatars and Its Influence on Gaming Experience

Paweł Kołtuniak
Neither a Game nor a Pretty Picture: An Investigation into the Appeal of Non-Realistic Games of Exploration

Discussion

12:30-13:15
Round Table Discussion

13:15-13:30
Piotr Kubiński, Paweł Frelik
Summary

13:30 – 14:45
Lunch break

14:45
Conference opening

15:15
Maciej Nawrocki, Marta Błaszkowska and Tomasz Majkowski
Between Parody, Mimesis and Self-Awareness. *Grand Theft Auto V*
 as a Sphere of Tensions

15:45
Sohail Dahdal
Gaming Story Worlds to Create Immersive Transmedia Narratives

16:15
Coffee break

16:30
Martyna Bakun
Playing the Thin Line: Border Crossing in Independent Video Games

17:00
Mikhail Fiadotau
Why Indie and Dōjin Games Are Fundamentally Different
and Why It Ultimately May Not Matter

17:30
Josef Florian Micallef
Analyzing Reflective Self-consciousness and Self-transformation
in the Experience of Digital Games

18:15
KEYNOTE 1: Mirosław Filiciak – Bumping Histories?
Digital Games, Pinball, and the Play Culture Research

19:45-23:15
Conference Reception - Insomnia Café and Restaurant,
ul. Marii Curie-Skłodowskiej 12

15:15
Bartłomiej Schweiger
Representations of Political Power in Central and Semiperipheral Narra-
tions: Case Study of *Dragon Age: Inquisiton* and *Witcher 3*.

15:45
Piotr Sterczewski
Simulating the 'Good Change': the *Democracy 3's* Mod *Polska 2015*:
Dobra zmiana as a Political Commentary and Transcultural Adaptation

FRIDAY
Room 1 / Cinema (Level -1)

09:00
KEYNOTE 2
Graeme Kirkpatrick
Early Games Production, Gamer Subjectivation and the Containment of the Ludic Imagination

10:30
Hans-Joachim Backe
Atomic Procedures. The Granularity of Procedural Expression

11:00
Justyna Janik
Glitched Perception: On the Transparency and Visibility of the Video Game Medium;

11:30
Ea Christina Willumsen
Automated Avatar Actions vs. Character Autonomy - An Analysis Model for Understanding Similarities and Differences

12:00
Laureline Chiapello
Game Design Theories: From Game Studies to Design Studies

12:30
Lunch break

13:45
Michael Debus
Drinking Game Studies: An Ontological Perspective on Contemporary Drinking Game Research

14:15
Jan Svelch
"Magic: The Platform" – Applying Platform Studies Framework to Analog Games

15:15
Coffee break

15:30
Sebastian Möring and Marco de Mutiis
The Doubly Conditional Image: On the Role of Gameplay in Artistic In-game Photography

16:00
Alesja Serada
The Meaning of Time in Casual Farming Games

FRIDAY
Room 2 / (Level 0)

10:30
Alicja Wolak
An Interactive Narration or a Hybrid Game. A Genealogical Approach to Understanding Western Visual Novels and Their Genre.

11:00
Łukasz Wilk
Unreliable Narrators in Video Games: A Literary Device or Perhaps One More Thing To Kill the Player With?

11:30
Stanisław Krawczyk
If They Don't Like You, Just Move Back in Time: Narrative as Commentary to Gameplay in *Life Is Strange*

12:00
Dagmara Dziedzic and Wojciech Włodarczyk
The Impact of Failures on the Enjoyment of the Game

12:30
Lunch break

13:45
Mateusz Kominiarczuk
Frame Analysis as an Interpretative Tool for Games within Games

14:15
Marcin Petrowicz
Beyond Core Gameplay. Defining Primary, Secondary, Additional, Supporting and Meta Dynamics

14:45
Pawel Łupkowski
Logical Tools in Game Design

15:15
Coffee break

15:30
Dominika Staszenko
Reading (about) Games: A Case Study of Polish 90's Gaming Magazines

FRIDAY
Room 1 / Cinema (Level -1)

17:00
Coffee break

17:15
KEYNOTE 3
Aphra Kerr
Global Games: Opportunities and Challenges

19:00
FILM SCREENING
Lo and Behold, Reveries of the Connected World (dir. Werner Herzog, 2016) - free with the conference badge

In this documentary, Werner Herzog examines the impact of the Internet and robotics on human life. The director interviews scientists and artificial intelligence and robotics specialists as well as hackers and people who try to overcome their addiction to the Internet. He asks many important questions concerning the human condition and inter-personal relationships in a world which will be dominated by advanced technologies.

20:00-late
Padbar (The Old Town), ul. Grodzka 1 – tables reserved for conference participants - 10% off drinks with the conference badge

FRIDAY
Room 2 / (Level 0)

16:00
Tereza Krobova and Jan Švelch
Games of Our Lives: Complex Continuous Fannish Histories of Mainstream Video Game Series

16:30
Krzysztof M. Maj
Cataloguing Madness. On the Role of Encyclopaedic Competence in Transfictional Gaming

17:00
Coffee break

SATURDAY
Room 1 / Cinema (Level -1)

09:00
KEYNOTE 4
Marcin Blacha
Fear and Pity: Crafting Tragedy in *The Witcher 3*

10:30
Ulf Sandqvist and Josef Lilljegren
Global Gaming and a Global Game Industry: International and Method-ological Perspectives on Digital Distribution in PC-Gaming

11:00
Maxim Podvalnyy
Objectification of Users: Behavioral Game Design and "Tortureware"

11:30
Mateusz Felczak
"Melon Field, Under the Plums": Playbour in the Multiplayer Games: The Chinese Case Study

SATURDAY
Room 2 / (Level 0)

10:30
Riccardo Fassone
Italian Video Games of the 1980s. A Contribution to Non-canonical, Local Video Game Histories

11:00
Maria B. Garda
Oldie but Atari. The Preservation of Local Video Game Heritage and Emergence of Retrogaming Practices in Poland.

11:30
Bartosz Wieremiej
The Curious Case of the Modern Professional Wrestling Video Games. Between Nostalgia for a Long Gone Era and a Struggle to Meet Expectations of Smarks and Players

12:30
Lunch break

13:45
Vit Sisler
Critical War Game Design: Mapping New Territories

14:15
Michał Żmuda
Historical Remediation – How Games Represent History through Media

14:45
Pawel Schreiber
Tree and Leaf. Eastern European History in Video Games.

15:15
Closing Remarks

19:00
FILM SCREENING
Creative Control (dir. Benjamin Dickinson, 2015)
- free with the conference badge

Set in near-future Brooklyn and starring cult comedian and musician Reggie Watts, *Creative Control* is a visually stunning and elegant film whose main character, an ad executive, uses the new "augmented reality" technology to conduct an affair with his best friend's girlfriend . . . or at least that's what he thinks. *USA Today* called the movie "a Kubrick-Fellini-Larry Page lovechild." Winner of the SXSW 2015 Jury Award.

12:00
Marcin M. Chojnacki
"As in the good old years": Demake and the Medium of Video Games

12:30
Lunch break

13:45
Maciej Maciejewski
Plures in Arcadia Sunt – Death in *Dark Souls*

14:15
Aleksandra Mochocka
The Anatomy of Spectacular Failure: Tabletop Role-playing Game Systems *Zły Cień: Kruki Urojenia* and *Arkona*