## DAY 1: Saturday, June 15

### ROOM A

**10:00am - 10:30am**  
1A1: Sustaining Ingredients: Food, Cooking & Community  
Christina Faccett and Andrea Brathwaite - "Creating and Sustaining Community: Cozy Gaming and Cultural Connections"
Sarah Smith - "Foraging, Food, and Farming: Sustenance and Ecological Responsibility in The Legend of Zelda: Breath of the Wild and Tears of the Kingdom"
Rosa Chiasson - "Endured Over the Ages: Cooking and the Divine Right of Kings in The Legend of Zelda: Breath of the Wild"

### ROOM B

**10:30am-10:50am**  
1B1: Playable Futures: Storytelling, Design and Development in Indigenous New Media  
Vanessa Racine, Taylor McArthur, Caelleigh Lightning, and Kahentawaks Tiewshaw

**Break // Pause**

### ROOM C

**10:50am-12:20pm**  
1C1: Game Rhythms & Resonances  
Personnic Clément - "Qu’agit-ce que l’émotionnellement résonant? Une exploration et redefinition de la ressonance comme concept ludonarratif"
Jean Ketterling - "Aural Fixations: Sound and Rhythm in Sexual Videogames"
Hugo Montembault and Frédéric Maheux - "Sustaining Game Studies Through the Study of Noise"

### ROOM A

**12:20pm-1:40pm**  
1A2: Studies in Critical & Subversive Design  
Sarah Thorn and Caighlan Smith - "Revisiting Critical Play: Subversive Game Design and Flanagan’s Rearming, Reckoning, and Unplaying Fifteen"
Yifat Shaik, Alex Borkowski, and Sk Sabada - "I Want to Be Invisible": A Feminist Exploration of Human-Machine Relationships
Megan Hutchison - "Ghost Hunting within Season: A Letter to the Future - Haunthology as a World Building Mechanic"
Jackson McLaren - "Playing Transnese: A Framework for Meaningful Transgender Representation in Video Games"

**1:40pm-3:10pm**  
1B2: Games, TV, Intermediaity  
Jeremy Matthews - "Trick or teach: Mapping tutorial systems in gamified mobile apps"
Matthew Honnig - "Narrative Engines: Survival Game Shows, Hollywood Legacies"
Catherine Bernardi - "'Come on Down!': Celebrity Game Show Hosts and Activism on Television"
Burcak Aydintik - "An Analysis on Interactive Intermediality: Not For Broadcast"

**Break // Pause**

### ROOM B

**3:10pm-3:30pm**  
1A3: Playable History  
Vic Wojciechowski - "Gudzie Nikol Krzyży (Where Heaven Hides): A Modern Queer Fable"
Andrew Bailey - "Playful Record: Videogames as Playable Archives and Public History"
Raluca Fratiloiu - "Experience 1990: Hope – From the Game Experiment to the Game Post-mortem"

**3:30-5:00pm**  
1B3: Ecology, Environmentalism & Climate Change  
Kara Stone - "Known Mysteries Post-Mortem: Creating a Low-Carbon Game"
Eric Stein - "Dreams of Extraction: The Techno-Ecological Imaginary of Bethesda’s Starfield"
Chris Kerich - "Twitch Synchrony: Environmental Reckoning With Nearly-Duplicated Game Footage"
Jason Hawrelak and Matilda Davidson - "Mitigating Climate Apathy and Doomerism: The Value of Speculative Optimism in Gathering Storm and Stray"

**Break // Pause**

### ROOM C

**5:30pm-7:30pm**  
1C2: Game Workers, Games Work  
Scott Preston and Katelyn Roger with the Resolve Applied Game Design Research Group

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**Game Demo Night - at The Université du Québec en Abitibi-Témiscamingue, a joint event with CIFEL**

Hanieh El Mir - In Our Garden (Board game demo)
Adan Jerrate-Poole - Apartheid Party (Twine game demo)
Scott Preston and Katelyn Roger w/Resolve - Project Aude
Michael Iantorno - Game artifact and preservation demonstration in collaboration with Toronto Games Week

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## DAY 2: Sunday, June 16

### ROOM A

**9:00am-10:30am**  
2A1: Capitalism & Exploitation  
Rainforest Scully-Blaker - "Trucks in Sims and Sims in Trucks - The Blurification of Work and Play"
Gabrielle Tripanier-John - "Can Activist Board Games Sustain a Shared Future Outside Capitalism?"
Guillaume Lacombe-Kishibe - "Video game formalism and future politics: Three games about post-capitalism"
Steven Conway and Marc Osselette - "Sustaining The System: Digital Games and the Joy of Auto-exploitation"

**10:00am - 10:30am**  
2B1: (De)Containing Games  
Robyn Hope - "Womb for the End of the World: The Discursive Role of Doomsday Bunkers"
Nick Taylor - "It’s Got Pockets: Gaming, Gender, and Storage"
Christine Tran - "How (Not) to Play in the Bathroom: The Platform Governance of Placehood in Livestreaming"

**Break // Pause**

### ROOM B

**10:30am-12:20pm**  
2A2: Sustaining the Algorithm: Monetization, Data, Surveillance  
Alex Custodio and Andrei Zawadzcu - "Gamnich by the Numbers: Triangulating Gameplay, Advertising, and Fandom"
Valsh Sookraman and Kenzie Gordon - "Perspectives on Credentializing Gameswork"

**2B2: "Who Wants to Be a Game Designer\?": Game Developer Education**  
Chelsea Russell - "Queer Subversion in Asymmetric Horror Games: Navigating Grafixing, Visibility, and Toxicity"

**2C1: Playing Speculative Cat’s Cradle: Exploring Feminist Collaboration, Solidarities, and Sustenance Through Non-Linear Storytelling**  
(A Virtual Twine Workshop - This Space is Set Aside for Participants)

**Hosts:** Sarah York-Bertram with the Feminist Digital Methods Research Cluster
### Keynote: Dr. Aaron Trammell (joint with CCA/ACC)

"The Limits of Alliance: Rethinking Games, Inclusivity, and Consumer Capitalism"

This session is made possible with the financial support of the Federation for the Humanities and Social Sciences

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<td><strong>4A1: Metagaming &amp; Social Play</strong></td>
<td><strong>Break // Pause</strong></td>
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<td><strong>LUNCH</strong></td>
<td><strong>4A2: Games &amp; Animal Ethics</strong></td>
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| Ryan Scheiding - "A Typology of Trophies: PlayStation Trophies, Game Design, & Contemporary Video Games" | | Sarah Evans - "Spirited Play: Analyzing the Ouija Board’s Gamification" | | Jason Wallin - "Animal Futures in an Era of Extinction"
  Alex Neufeld - "Off-Leash in the Ruins of GeoCities"
  Hanine El Mir and Alex Custodio - "Cannibal Crossing: Why Eat One and Greet the Other"
  Gregory Blomquist - "Gotta Cook 'Em All? The Wicked Problem of Pokémon (as) Sustenance"

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| Scott DeJong - "A game will fix it!: Moving from fantasy and failure to sustainable learning in learning games" | | Elif Memis - "Teaching with Digital Games: The Relationship Between Voting Behavior and Civic Games" | | Ryan Clement - "The NES Mini, (B)arcades, and the Rhetoric of Nostalgia: A Retrospective on Retrogaming"
  Marc Lajevide - "Nostalgic Disjuncture and Newstalgia in World of Warcraft Classic"
  Patrick R Dolan - "The Inherent and Inescapable hauntology of Bitsy"
  Richy Srirachanikorn - "Passing on the Past: Challenging Media-produced Nostalgia with Hikikomori Life"

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| Ryan Clement - "The NES Mini, (B)arcades, and the Rhetoric of Nostalgia: A Retrospective on Retrogaming" | | Yi Chen - "Exploring the Role of League of Legends in Developing Sustainable Development: A Case Study using Actor-Network Theory" | | Hosts: Sarah Stang, Lauren Cruikshank, and Emily Veysey

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