

The Canadian Game Studies Association
l'Association canadienne d'études des jeux
2024 Annual Conference
Conférence annuelle de 2024

All times in EDT (UTC -04:00) - les heures indiquées sont en HNE (TUC -04:00)

DAY 1: Saturday, June 15 JOUR 1: Samedi, le 15 juin			
TIME (EDT/UTC-4) HEURE (HAE/TUC-4)	ROOM A SALLE A	ROOM B SALLE B	ROOM C SALLE C
9:00am-10:00am		New Member Welcome & Breakfast	
10:00am - 10:30am		Opening Remarks from Nadia Shammas "What does sustainability mean from an Indigenous standpoint, in regards to an industry (and mainstream culture) which seems to be built on exploration and scorched earth capitalism? Beginning with lessons learned on a local youth-led Indigenous farm in Tkaronto, speaker Nadia Shammas attempts to parse through what game development can be versus what they've been taught must be."	
10:30am-10:50am	Break // Pause		
10:50am-12:20pm	1A1: Sustaining Ingredients: Food, Cooking & Community Christina Fawcett and Andrea Braithwaite - "Creating and Sustaining Community: Cozy Gaming and Cultural Connections" Sara Smith - "Foraging, Food, and Farming: Sustenance and Ecological Responsibility in <i>The Legend of Zelda: Breath of the Wild</i> and <i>Tears of the Kingdom</i> " Ross Chiasson - "Endured Over the Ages: Cooking and the Divine Right of Kings in <i>The Legend of Zelda: Breath of the Wild</i> "	1B1: Playable Futures: Storytelling, Design and Development in Indigenous New Media Vanessa Racine, Taylor McArthur, Caeleigh Lightning, and Kahentawaks Tiewshaw	1C1: Game Rhythms & Resonances Personnic Clément - "Qu'est-ce que l'émotionnellement résonant? Une exploration et redéfinition de la résonance comme concept ludo-narratif" Jean Ketterling - "Aural Fixations: Sound and Rhythm in Sexual Videogames" Hugo Montembeault and Frédéric Maheux - "Sustaining Game Studies Through the Study of Noise"
	Lunch		
12:20pm-1:40pm	1A2: Studies in Critical & Subversive Design Sarah Thorne and Caighlan Smith - "Revisiting Critical Play: Subversive Game Design and Flanagan's Rewriting, Reskinning, 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 - Hauntology as a World Building Mechanic" Jackson McLaren - "Playing Transness: A Framework for Meaningful Transgender Representation in Video Games"	1B2: Games, TV, Intermediality Jeremy Matthew - "Trick or teach: Mapping tutorial systems in gamified mobile apps" Matthew Horrigan - "Narrative Engines: Survival Gameshows, Hollywood Legacies" Catherine Bernardi - "'Come on Down!': Celebrity Game Show Hosts and Activism on Television" Burcak Aydinlik - "An Analysis on Interactive Intermediality: Not For Broadcast"	1C2: Game Workers, Games Work Andre Pase and Roberto Tietzmann - "Playing on hard level: An analysis of the gaming industry in a Brazilian province" Jing Shi - "Understanding video gaming as 'occupation' among Asians through the Kawa Model" Thorsten Busch, Florence Chee, and Tanja Sihvonen - "Sustenance for whom, and how? Sustainability challenges in the games industry" Aleksander Francizek - "Sustaining Videogame Authorship: A Method for Developer-Centric Analysis"
3:10pm-3:30pm	Break // Pause		
3:30-5:00pm	1A3: Playable History Vic Wojciechowska - " <i>Gdzie Niebo Krzyje</i> (Where Heaven Hides): A Modern Queer Fable" Andrew Bailey - "Playful Record: Videogames as Playable Archives and Public History" Raluca Fratiloiu - " <i>Experience 1990: Hope</i> - From the Game Experiment to the Game Post-mortem"	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 <i>Starfield</i> " Chris Kerich - "Twitch Synchrony: Environmental Reckoning With Nearly-Duplicated Game Footage" Jason Hawrelak and Matilda Davidsson - "Mitigating Climate Apathy and Doomism: The Value of Speculative Optimism in <i>Gathering Storm</i> and <i>Stray</i> "	1C3: Game Demo: <i>Project Aude</i> Scott Preston and Katelyn Roger with the Resolve Applied Game Design Research Group
	Game Demo Night - at The Université du Québec en Abitibi-Témiscamingue, a joint event with CIFEL Hanine El Mir - In Our Garden (Board game demo) Adan Jerreat-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		

DAY 2: Sunday, June 16 JOUR 2: Dimanche, le 16 juin			
TIME (EDT/UTC-4) HEURE (HAE/TUC-4)	ROOM A SALLE A	ROOM B SALLE B	ROOM C SALLE C
9:00am-10:30am	2A1: Capitalism & Exploitation Rainforest Scully-Blaker - "Trucks in Sims and Sims in Trucks - The Blurification of Work and Play" Gabrielle Trépanier-Jobin - "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 Ouellette - "Sustaining The System: Digital Games and the Joy of Auto-exploitation"	2B1: (De)Containing Games Robyn Hope - "Wombs 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"	2C1: Playing Speculative Cat's Cradle: Exploring Feminist Collaboration, Solidarities, and Sustenance Through Non-Linear Storytelling (Virtual Twine Workshop - This Space is Set Aside for Participants) Hosts: Sarah York-Bertram with the Feminist Digital Methods Research Cluster
	Break // Pause		
10:30am-10:50am	2A2: Sustaining the Algorithm: Monetization, Data, Surveillance Alex Custodio and Andrei Zanescu - "Genshin by the Numbers: Triangulating Gameplay, Advertising, and Fandom"	2B2: "Who Wants to Be a Game Designer?": Game Developer Education Vishal Sooknanan and Kenzie Gordon - "Perspectives on Credentializing Gameswork"	2C2: Navigating Play through Subversion and Parody Chelsea Russell - "Queer Subversion in Asymmetrical Horror Games: Navigating Griefing, Visibility, and Toxicity"
10:50am-12:20pm			

	Jeremy Andriano - "Netflix Games: Player Data in the Era of Big Surveillance" Sâmia Pedraça - "How monetization systems double as advertising strategies to promote hype and engage players in a continuous game consumption loop"	Dave Hawey - "Understanding Design Culture in Video Game Development: Toward better sustenance for game education" Hélène Sellier - "Video game storytelling and narrative design manuals: A thematic and stylistic analysis"	Ben Scholl - "The Myth of Raids: On the persistence of raiding as torturous play" Annie Harrison - "Let's not Play Together: An Analysis of Failed Attempts and Parodies in Written Let's Plays from Something Awful"
12:20pm-1:40pm	LUNCH		
1:40pm-3:10pm	2A3: Observing & Capturing Spaces	2B3: Playing with Feelings: Emotion & Affect in Games	2C3: Author Meets Critics Discussion of <i>Not all Fun and Games</i> (2024) with Greig de Peuter, Amanda Cote, and Alexandre Rivet Hosts: Johanna Weststar & Marie-Josée Legault
	Mariana Gomes da Fontoura - "Playing to photograph: The photographic configurative act in the <i>Gran Turismo</i> series photo modes" Lee Cadwallader - "To try and make the answers more than maybe: Aspiring Beyond Urban Architecture in <i>Tony Hawk's Pro Skater</i> " Samuel Heine - "Maps and Enclaves: Observing the Links Between the Representations of Ethnic Identities in Video Game Spaces and Cartography" Francis Lavigne and Personnic Clément - "From 2D to 3D in video games reviews: Hypotyposis in the light of new graphical regimes (1980s-2000s)"	Hong Nguyen-Sears - "Never Fade Away: Death/Dying, Buddhism, and <i>Cyberpunk 2077</i> 's "Imagine" Quest" Melanie Oberg - "Body Language in <i>Virginia</i> and <i>The Last Day of June</i> - Emotional Storytelling in Games" Courtney Blamey - "Right in the Feels: A Series of Emotional Game Design Analyses" Lyne Dwyer and Justin Roberts - "Hurt Me Plenty: Exploring Queer Affects and Appetites in Digital Games"	
3:10pm-3:30pm	Break // Pause		
3:30pm-5:00pm	2A4: What Happens When We Materialise Game Design? A Roundtable with the <i>Games as Research Project</i> (Lightning Talks) Hosts: Kalervo Sinervo & Rilla Khaled	2C4: Sexual Violence Prevention Video Games: Preservation and Praxis	
		Charlotte Courtois - "Towards a history and mediation of video games against gender-based and sexual violences" Caroline Bem - "Rethinking Games Designed for Sexual Education: Navigating Perceptions and Engaging Young Men" Kenzie Gordon - "Games for Primary Prevention of Sexual Violence"	
After hours	Trivia Night		

DAY 3: Monday, June 17 JOUR 3: Lundi, le 17 juin			
TIME (EDT/UTC-4) HEURE (HAE/TUC-4)	ROOM A SALLE A	ROOM B SALLE B	ROOM C SALLE C
9:00am-10:30am	3A1: Inclusion and Exclusion in Analog Communities	3B1: Relationships & Power	3C1: Bodies in Movement
	Chelsea Russell, Michael Tisi, Justine Bittu, and Michael Nixon - "The benefits of banding: overcoming barriers to community participation among <i>Magic: The Gathering</i> " Tanya Pobuda - "The Sinister Side of Board Games" Jess Wind - "Roll for stats: Investigating marginalizing discourses in <i>D&D</i> homebrew communities"	Sarah-Nelle Jackson - "It Was the New New World": Playing through Irrelation in Videogame Environments" E. Jules Maier-Zucchino - "The Player as Leader: Subverting Designed Leadership Structures through Transgressive Play in <i>Dragon Age: Inquisition</i> " Simon Dor, Adam Lefloïc-Lebel, Laurie-Mei Ross Dionne, and Loïc Mineau-Murray - "Power Relationships and Figures in Strategy and Management Games"	Andy Lee - "Invisible Bodies in Virtual Space: Playing <i>Counter-Strike</i> with Merleau-Ponty" Mitchell Brown - "The Atomization of Movement in Games, and What We Can Learn" Haoran Chang - "Queer(ing) Exergame in Time and Space" Cindy Poremba - "Deadmans and Normanisms: Assembling capture in Kojima's <i>Death Stranding</i> "
10:30am-10:50am	Break // Pause		
10:50am-12:20pm	3A2: Exploring Sound in Games	3B2: Studying Game Studies	3C2: Narrative Mechanics & Procedural Narratives
	Deanna Fong and Jon Saklofske - "Play it by ear: Imagining a Sound-Centric Future for Video Games" Nina Penner and Paul Drotos - "Representing Narrative Progression through Music in <i>The Pathless</i> (2020) and <i>Tchia</i> (2023)" James Heazlewood-Dale - "Soundtracking Danger: Adapting the Jazz Noir Fallacy in Game Noir"	Gerald Voorhees, E Oropeza, Ashlee Bird, and Kishonna Gray - "Race in Games and Game Studies: A Scoping Literature Review" Lauren Cruikshank and Mario Tiozzo - "Alright Stop, Collaborate and Listen: Citation Analysis and Scholarly Sustenance within Canadian Game Studies" Laureline Chiapello - "La contribution de la philosophie pragmatiste à l'avenir des études du jeu" Carl Therrien - "Where in Quebec is my Queer Franco Dude-bro?"	Derek Manderson, Bethany Schaufler-Biback, and Charlotte Dorey - "Theatricality Unlocked: How Immersive Narratives in Escape Rooms Generate Positive Play" Leonid Moyzhes - "Evolution of the narrative role of blood drinking in different editions of <i>Vampire: the Masquerade</i> " Yutong Wang - "Gender Narrative with 'Multiplicity': The Case of the Japanese Otome Game <i>Butterfly's Poison; Blood Chains</i> "
12:20pm-1:40pm	LUNCH		
1:40pm-3:10pm	3A3: Games & Cultural Histories	3B3: The Kids Are Alright: Youth Perspectives	3C3: Not Waiting for Godot Improvisational Game-Making Workshop Hosts: David Ogborn, Leo Jatuweerapong, Jack Le Tran, Nadia Lofaro, and Vic Wojciechowska
	Liam Mitchell - "Welcome Back to Video Games: Tim Rogers and the Critical Affordances of the Longform Video Essay" Nicole Winchester - "Xanathar's Guide to Academia: A Historical Review of <i>Dungeons & Dragons</i> Literature 1979-2019" Daniel Green - "The Defence of the Video Game: Assessing 'Poetic' Stigma in Early Modern England and Contemporary America" Alexander Hurezeanu - "Discrimination and the JRPG: Transculturalizing the Genre of a Nation"	Bronwyn Swerdfager, Alan Bul, Riley McNair, and Sara Grimes - "Hey! Listen!: Comments and Concerns About Digital Games That Kids Have Been Trying to Tell Us" Aimee Lutrin and Jillianne Code - "Enabling Constraints: Balancing Student Agency Through a Novel Game" April Welch - "Nourishing existing and future generations through sustained and inclusive collegiate esports communities" Julianna Kowlessar - "Games Deserve a Space in the Classroom: How Student-Created, Remixed Monopoly Games Serve as a Meaningful Medium and Art Form to Teach"	
3:10pm-3:30pm	Break // Pause		
3:30pm-5:00pm	AGM & Best Student Paper Awards		
After hours	Social at Arcade Montreal		

DAY 4: Tuesday, June 18 JOUR 4: Mardi, le 18 juin			
TIME (EDT/UTC-4) HEURE (HAE/TUC-4)	ROOM A SALLE A	ROOM B SALLE B	ROOM C SALLE C

9:00am-10:30am		<p>Keynote: Dr. Aaron Trammell (joint with CCA/ACC)</p> <p>"The Limits of Alliance: Rethinking Games, Inclusivity, and Consumer Capitalism"</p> <p>This session is made possible with the financial support of the Federation for the Humanities and Social Sciences</p>	
10:30am-10:50am	Break // Pause		
10:50am-12:20pm	4A1: Metagaming & Social Play	4B1: Teaching & Learning with Games	4C1: Investigating Nostalgia
	<p>Ryan Scheiding - "A Typology of Trophies: PlayStation Trophies, Game Design, & Contemporary Video Games"</p> <p>Sarah Christina Ganzon - "Collecting Boyfriends Like Pokémon: Trophies, Non-Monogamy and Otome Game Player Communities"</p> <p>Sarah Evans - "Spirited Play: Analyzing the Ouija Board's Gamification"</p> <p>Alex Chalk and Nicole Toivonen Winchester - "Tabletop Role-Playing Culture on Google+: A Platform History"</p>	<p>Scott DeJong - "'A game will fix it!': Moving from fantasy and failure to sustainable learning in learning games"</p> <p>Elif Memis - "Teaching with Digital Games: The Relationship Between Voting Behavior and Civics Games"</p> <p>Stephanie Barcan, Geoffrey Meugens, Michael Serravalle, Sarah McIlwayne, Brittany Dalfen, Chaydon Salonijs, Gerald Jordan, Shannon Pagdon, Yedda Lam, Anaïs Mortazavi, Filip Vasileski, Connie Guo, Di Ah Lim, Arkana Fuentes-Pilafidis, Corina Lazarencu, Elena Bai, and Manuela Ferrari - "Gaming Against Stigma: A Youth-Led Initiative to Redefine Mental Health Portrayal in Video Games"</p> <p>Yi Chen - "Exploring the Role of <i>League of Legends</i> in Developing Sustainable Development: A Case Study using Actor-Network Theory"</p>	<p>Ryan Clement - "The NES Mini, (B)arcades, and the Rhetoric of Nostalgia: A Retrospective on Retrogaming"</p> <p>Marc Lajeunesse - "Nostalgic Disjuncture and Newstalgia in <i>World of Warcraft Classic</i>"</p> <p>Patrick R. Dolan - "The inherent and inescapable hauntology of Bitsy"</p> <p>Richy Srirachankorn - "Passing on the Past: Challenging Media-produced Nostalgia with <i>Hikikomori Life</i>"</p>
12:20pm-1:40pm	<p>LUNCH + Networking Event for Racialized and Indigenous Scholars</p>		
1:40pm-3:10pm	4A2: Games & Animal Ethics		<p>4C2: Game Design, Motherhood, and Feminist Collaboration: Running "The Mother of All Game Jams" A Roundtable</p> <p>Hosts: Sarah Stang, Lauren Cruikshank, and Emily Veysey</p>
	<p>Jason Wallin - "Animal Futures in an Era of Extinction"</p> <p>Alex Neufeldt - "Off-Leash in the Ruins of GeoCities"</p> <p>Hanine El Mir and Alex Custodio - "Cannibal Crossing: Why Eat One and Greet the Other"</p> <p>Gregory Blomquist - "Gotta Cook 'Em All? The Wicked Problem of Pokémon (as) Sustenance"</p>		
TBD	Tabletop RPG Gaming Night - Concordia, Location TBD		
END			