

Day One  
Wednesday 22nd May

Day 1

<b>09:00:00</b> Welcome and registration (Parkside Atrium), and refreshments (third floor outside lecture theatre)			
<b>09:30:00</b> Opening + Keynote I - Hugh Hefner's "Homo Ludens" - Tom Apperley - room P350 (lecture theatre). Chair: Alex Wade			
<b>11:00:00</b> Coffee Break (P104)			
11:30:00	<p>1A: History of Games, shared personal memories, and nostalgia - room 131 Chair: Kieran Nolan</p> <p><b>105 - Translating Cultural Memory in Video Games: Realism and Localisation of Chinese Parents</b> Dody M. H. Chen, University College London, UK Haoxi Luo, The Chinese University of Hong Kong, Hong Kong</p> <p><b>170 - Avatars of nostalgia. Using videogames as a hub to reflect on nostalgia in contemporary media practices</b> Carl Therrien, Université de Montréal, Canada</p> <p><b>176 - Lifecycle of an Avatar: Shared Histories of Affective Experience</b> Poppy Wilde, Birmingham City University, UK</p>	<p>1B: History of Games, Media, and Social Contexts - room P132 Chair: Victor Navarro-Remesal</p> <p><b>160 - Re-Reading Video Game Adverts</b> Harrison Charles, Birmingham City University, UK Nick Webber, Birmingham City University, UK</p> <p><b>152 - Funny Niche – Gaming Culture Depiction in Swiss Media in the 1980s</b> Hiloko Kato, Zurich University of the Arts/University of Zurich/DSI Community Gaming, Switzerland</p> <p><b>153 - From the High Street to the Home: Identifying the Foundations of British Gaming Consumer Culture in the 1980s</b> Richard Sherriff, University of the Arts London, UK</p>	<p>1C: Online presentations: New Approaches to Game History - room P134 Chair: Michal Mochocki</p> <p><b>123 - The concept of interval in the history of videogames: towards a new methodology for the study of videogame evolution</b> Miguel Rodrigo de Haro, Universidad Complutense de Madrid, Spain</p> <p><b>167 - Calendar Board Games Past and Present. Playing Through Time and Space</b> Hugh Davies, RMIT, Australia</p> <p><b>163 - Historical Poetics of Video Games</b> Justin Carter, Griffith University, Australia</p>
<b>13:00:00</b> Lunch (Millennium Point - adjoins Parkside Building)			
14:00:00	<p>2A: Local game histories - room P131 Chair: Sophie Bemelmans</p> <p><b>148 - The Role of Intimacy in Amateur Video Games: Aventura I (1989) as a Case Study</b> Pierre-Yves Hurel, University of Lausanne - GameLab UNIL-EPFL, Switzerland</p> <p><b>117 - Mapping the history of ex-Yu video games</b> Meliha Handzic, International Burch University, Bosnia &amp; Herzegovina Samir Ribic, University of Sarajevo, Bosnia &amp; Herzegovina</p> <p><b>145 - Playing with the Family: An Exploration of Computer Clubs and Arcades in Soviet Russia, East Germany, and Czechoslovakia during the 1980s and 1990s</b> Regina Seiwald, University of Birmingham, UK</p>	<p>2B: Materialities of Game History - room P132 Chair: Lilli Sihvonon</p> <p><b>102 - What Memory Cards Cannot Store: Putting Player Memory and Materiality in Conversation</b> Dany Guay-Bélanger, Université de Montréal, Canada</p> <p><b>122 - Inside Blaseball: Preserving the folkloric properties of live-service videogames</b> Will Butler, Bath Spa University, UK</p> <p><b>126 - Mending an archeology of pornographic video games on micro-computers by hacking Sex Quiz (Male Version) anew</b> Charlotte Courtois, Université de Montréal, Canada</p>	<p>2C: Online presentations: History of Consoles and Games - room P134 Chair: Alex Wade</p> <p><b>120 - PC Fútbol: A brief history of the Spanish Football Manager</b> Jaume Esteve, Universidad Complutense de Madrid, Spain</p> <p><b>130 - Minor Platforms in computer games: The Timex Sinclair &amp; Timex Computer in the early Portuguese 1980s</b> Ivan Barroso, Universidade Lusófona, Portugal Filipe Luz, Universidade Lusófona, Portugal</p> <p><b>127 - Bootlegs, Jackals, and Clones: An Analysis of Early Video History Through the Lens of the Bootleg</b> Ian Larson, University of California, Irvine, USA</p>
<b>15:30:00</b> Coffee Break (P104)			
16:00:00	<p>3A: History of Game Design(ers)/Game Industry - room P131 Chair: Jaroslav Švelch</p> <p><b>201 - Chains of relations for building new game history narratives: a case study of the operations of Taito Corp. in Brazil</b> Leticia Perani, Federal University of Juiz de Fora, Brazil Melanie Swatwell, Swinburne University, Australia</p> <p><b>129 - "...Other dev stuff tomorrow": towards an archaeology of the devlog</b> Orcun Can, King's College London, UK Darren Berkland, Coventry University, UK</p>	<p>3B: History of Game Mechanics and Game Languages - room P132 Chair: Carl Therrien</p> <p><b>143 - Fighting for Family: The Aesthetics of Camaraderie in the Golden Age of Beat 'Em Up Video Games</b> Mariano Falzone, University of Lincoln, UK</p> <p><b>162 - Strategies of Selective Realism and In/Authenticity in "Death from Above" and "Ukraine War Stories"</b> Michal Mochocki, Kazimierz Wielki University, Poland</p>	<p>3C: Online presentations: Media and Local Game Histories - room P134 Chair: Regina Seiwald</p> <p><b>165 - Building critical authority within the early gaming press – ratings systems &amp; review conventions</b> Robin Bootes, Independent Scholar, UK</p> <p><b>200 - Genealogies of Videogame Production, Consumption and Distribution in the English Midlands</b> Alex Wade, Birmingham City University</p>
<b>17:00:00</b> Wine Reception (The Shell, ground floor of Parkside Building)			

Day Two  
Thursday 23rd May

Day 2

09:00:00 Welcome (Parkside Atrium) and refreshments (third floor outside lecture theatre)			
09:30:00 Keynote II - La Famiglia: The Mafia and Videogames - Regina Seiwald - room P350 (lecture theatre). Chair: Poppy Wilde			
10:30:00 Coffee Break (P104)			
11:00:00	<p>4A: Materialities of Game History - room P131</p> <p>Chair: Will Noonan</p> <p><b>159 - RetroStream: a project in innovation to teach video game history</b></p> <p>Victor Navarro-Remesal, Tecnocampus, Universitat Pompeu Fabra, Spain</p> <p>Beatriz Pérez-Zapata, Tecnocampus, Universitat Pompeu Fabra, Spain</p> <p><b>184 - Ireland's Electromechanical Game Manufacturing Industry (1958-1981)</b></p> <p>Kieran Nolan, Creative Arts Research Centre, Dundalk Institute of Technology, Ireland</p> <p><b>190 - Digging through 1970s-80s Swiss Microcomputing Games with a Smaky 6 Floppy Disk</b></p> <p>Yannick Rochat, University of Lausanne, Switzerland</p> <p>Sophie Bémelmans, University of Lausanne - GameLab UNIL-EPFL, Switzerland</p>	<p>4B: Analogue Game History - room P132</p> <p>Chair: Rob Gallagher</p> <p><b>171 - Dungeons and Developments: Tracing the Impact of UK TTRPG designers pre-1987</b></p> <p>Ian Sturrock, Teeside University, UK</p> <p>Thomas Appertey, Centre of Excellence Game Culture Studies, Tampere University, Finland</p> <p><b>173 - "It's the Circle of Life". Transmedial History of Escape Rooms</b></p> <p>Konrad Augustyniak, AGH UST, Poland</p> <p><b>116 - The Waddingtons Archive: design, play, and cultural representation</b></p> <p>Robert Shail, Leeds Beckett University, UK</p>	<p>4C: Online presentations: History of Games, shared personal memories, and nostalgia - room P134</p> <p>Chair: Bernard Perron</p> <p><b>132 - Bold Smugglers and DIY Heroes: Collective Memories and Erasures of Yugoslav Gaming Histories</b></p> <p>Jasmina Šepetavc, University of Ljubljana, Slovenia</p> <p>Nina Cvar, University of Ljubljana, Slovenia</p> <p><b>114 - Genealogies of Games in the Early 20th Century Finland</b></p> <p>Jaakko Suominen, University of Turku, Finland</p> <p><b>155 - Home is Where the Heart Container is. Hometowns in Video Game Worlds</b></p> <p>Giorgio Chiappa, FU Berlin, Germany</p>
12:30:00 Lunch (Millennium Point - adjoins Parkside Building)			
13:30:00	<p>5A: History of Game Design(ers)/Game Industry - room P131</p> <p>Chair: Tom Appertey</p> <p><b>136 - Six Degrees of Spieleentwicklung – On Artisan's Workshops and Relations in the Early German Game Development Scene</b></p> <p>Björn Blankenheim, Independent Scholar, Germany</p> <p><b>154 - Finding the first woman in Spanish video games: A case study in researching families</b></p> <p>Victor Navarro-Remesal, Tecnocampus, Universitat Pompeu Fabra, Spain</p> <p>Jaume Esteve, Universidad Complutense de Madrid, Spain</p> <p>Marçal Mora, Universidad de Alcalá, Spain</p> <p><b>185 - Anchoring the history of Swiss video games : the case of Daniel Roux, game developer since the 70s</b></p> <p>Sophie Bémelmans, University of Lausanne - GameLab UNIL-EPFL, Switzerland</p>	<p>5B: History of Games, Media, and Social Contexts - room P132</p> <p>Chair: Aleksandra Mochocka</p> <p><b>118 - From 2D to 3D in Video Games Reviews: Sonic and Mario in the Light of New Graphical Regimes (1990s-2000s)</b></p> <p>Francis Lavigne, Université de Montréal, Canada</p> <p>Clément Personnic, Université de Montréal, Canada</p> <p><b>142 - The Sound of Music as an Old Family Trait: Exploring Sound and Music Coverage in the Video Game Magazine of the 1980s.</b></p> <p>Christopher Ravenelle, LUDOVO, Université de Montréal, Canada</p> <p><b>179 - In the Aftermath: Artists Reframing Gaming's History in the Wake of GamerGate</b></p> <p>Rob Gallagher, King's College London, UK</p>	<p>5C: Online presentations: Topics for Game History Analysis - room P134</p> <p>Chair: Meliha Handzic</p> <p><b>151 - Remakes and Demakes: Gaming Families and Prodigal Children</b></p> <p>Stephen Mandiberg, University of North Texas, USA</p> <p><b>193 - Excavating the present: Reflections on researching the recent history of an ever-changing tropical context</b></p> <p>André Pase, PUC-RS, Brazil</p> <p>Roberto Tietzmann, PUC-RS, Brazil</p> <p>Leticia Dallegrave, Independent Scholar, Brazil</p>
15:00:00 Coffee Break (P104)			
15:30:00	<p>6A: Analogue Game History - room P131</p> <p>Chair: David ten Cate</p> <p><b>134 - Finnish Family Business and a Family of Board Games Representing the Company's Internationalisation Process</b></p> <p>Lilli Sihvonon, University of Turku, Finland</p> <p><b>112 - Play in the Everyday Life: Games and Gaming within the Mustelin Family in Finland in the 1920s and the 1930s</b></p> <p>Karoliina Koskinen, University of Turku, Finland</p> <p>Jaakko Suominen, University of Turku, Finland</p> <p>Lilli Sihvonon, University of Turku, Finland</p> <p><b>149 - Weird Ancestors: The Literary Prehistory of Rational Magic in Dungeons &amp; Dragons</b></p> <p>Mikael Sebag, University of California, Irvine, USA</p>	<p>6B: Theories and Methods of Game History Research - room P132</p> <p>Chair: Alex Wade</p> <p><b>141 - Gardens of Video Game Criticism (GVGC)</b></p> <p>Jesse Aidyn, Université de Montréal, Canada</p> <p><b>146 - 'You Just Keep on Pushing My Code Over the Borderline' - Designing Methods to Improve Intercoder Agreement and Data Analysis in the Study of Videogame Adverts</b></p> <p>Carl Therrien, Université de Montréal, Canada</p> <p>Dany Guay-Bélanger, Université de Montréal, Canada</p> <p>Samuel Poirier-Poulin, Université de Montréal, Canada</p> <p><b>188 - Video Games Flying Under the Radar: Unearthing Local Productions</b></p> <p>Pierre-Yves Hurel, University of Lausanne - GameLab UNIL-EPFL, Switzerland</p> <p>Yannick Rochat, University of Lausanne, Switzerland</p>	<p>6C: Online presentations: History of Game Design(ers)/Game Industry - room P134</p> <p>Chair: Poppy Wilde</p> <p><b>113 - Silas Warner and the Apple II</b></p> <p>John Aycock, University of Calgary, Canada</p> <p><b>177 - Becoming an Intellivision Videogame Programmer</b></p> <p>Tom Boellstorff, University of California, Irvine, USA</p> <p>Braxton Soderman, University of California, Irvine, USA</p> <p><b>111 - Video Game Localization History: exploring games and companies' histories</b></p> <p>Marina Fontolan, University of Texas at Austin, USA</p>
17:00:00 End			
17:30:00 Leave Parkside Building to walk 20 minutes to Chance and Counters for Board Game Social (includes board game hire, mixed buffet of chips, cauliflower wings and chicken wings, buy your own drinks)			
18:00:00 Meet us at Chance and Counters at the Custard Factory (postcode B9 4AA) if you're travelling there separately!			

Day Three  
Friday 24th May

Day 3

09:00:00	<b>Welcome (Parkside Atrium) and refreshments (third floor outside lecture theatre)</b>	
09:30:00	<b>Keynote III - Tracing forgotten family lineages through oral histories - John Szczepaniak - room P350 (lecture theatre). Chair: Nick Webber</b>	
10:30:00	<b>Coffee Break (P104)</b>	
11:00:00	<p>7A: <i>Local Game Histories - room P131</i> Chair: <i>Jesse Aidyn</i></p> <p><b>189 - Political economy instead of social history: late Yugoslavia gaming in action</b> <i>Maruška Nardoni, Faculty of Social Sciences, University of Ljubljana, Slovenia</i></p> <p><b>164 - Cross-pollinating game development cultures: The case of Tectoy Digital in Brazil</b> <i>Bruno de Paula, University College London, UK</i></p>	<p>7C: <i>Mechanics, Readings, and Representations - room P134</i> Chair: <i>Clément Personnic</i></p> <p><b>133 - "I am the Truth overcoming...the lie that you are here for power": Complicity and Historical Consciousness in We. The Revolution</b> <i>Jack Orchard, University of Oxford, UK</i></p> <p><b>174 - Writing, Reading, Playing, Remembering the Middle Ages: Inkulinati (Yaza Games, 2023)</b> <i>Aleksandra Mochocka, Kazimierz Wielki University in Bydgoszcz, Poland</i></p> <p><b>191 - The impact of role-playing mechanics on game design choices in Multi-Users in Middle-Earth</b> <i>Johan Cuda, University of Lausanne, Switzerland</i></p>
12:30:00	<b>Lunch (Millennium Point - adjoins Parkside Building)</b>	
13:30:00	<p>8A: <i>History of Game Mechanics and Game Languages - room P131</i> Chair: <i>Dany Guay-Bélanger</i></p> <p><b>140 - Families of games, games about families: self-referential and intergenerational point-and-click humour, from Maniac Mansion to Thimbleweed Park</b> <i>Will Noonan, Université de Bourgogne, France</i></p> <p><b>147 - The smallest of the family: microhorror and the genealogy tree of the genre</b> <i>Bernard Perron, Université de Montréal, Canada</i> <i>Jean-Charles Ray, Université de Montréal, Canada</i></p> <p><b>128 - Boss Fights: Player Experiences, Design Histories, and Intensities</b> <i>Thomas Apperley, Centre of Excellence Game Culture Studies, Tampere University, Finland</i> <i>Olli Sotamaa, Centre of Excellence Game Culture Studies, Tampere University, Finland</i></p>	<p>8C: <i>History of Games, Media, and Social Contexts - room P134</i> Chair: <i>Nick Webber</i></p> <p><b>175 - Rebuilding the Residence – Do Remakes and Remasters Preserve or Invent Gaming Traditions?</b> <i>Krzysztof Olszamowski, AGH UST, Poland</i></p> <p><b>178 - A "messianic approach" to computer games: Activism in 1980s game design and game journalism by Mel Croucher</b> <i>Jaroslav Švelch, Charles University, Czechia</i></p> <p><b>187 - The Banalization of Wargames in H. G. Wells' Floor Games and Little Wars</b> <i>David ten Cate, Utrecht University, Netherlands</i></p>
15:00:00	<b>Closing Remarks - room P350 (lecture theatre)</b>	
15:30:00	<b>End of conference</b>	
<b>End of conference - safe travels home!</b>		