Room Key

P350	P131
P132	P134
P104	

Day One
Wednesday 22nd May

Day 1

Time			
09:00:00	Welcome and registration (Parkside Atrium), and refreshments (third floor outside lecture theatre)		
09:30:00	Opening + Keynote I - Hugh Hefner's "Homo Ludens" - Tom Apperley - room P350 (lecture theatre). Chair: Alex Wade		
11:00:00	Coffee Break (P104)		

11:30:00	1A: History of Games, shared personal memories, and nostalgia - room 131 *Chair: Kieran Nolan*	1B: History of Games, Media, and Social Contexts - room P132 *Chair: Victor Navarro-Remesal*	1C: Online presentations: New Approaches to Game History - room P134 *Chair: Michał Mochocki*
	105 - Translating Cultural Memory in Video Games: Realism and Localisation of Chinese Parents *Dody M. H. Chen, University College London, UK* *Haoxi Luo, The Chinese University of Hong Kong, Hong Kong*	**160 - Re-Reading Video Game Adverts** *Harrison Charles, Birmingham City University, UK* *Nick Webber, Birmingham City University, UK*	**123 - The concept of interval in the history of videogames: towards a new methodology for the study of videogame evolution** *Miguel Rodrigo de Haro, Universidad Complutense de Madrid, Spain*
	170 - Avatars of nostalgia. Using videogames as a hub to reflect on nostalgia in contemporary media practices *Carl Therrien, Université de Montréal, Canada*	**152 - Funny Niche – Gaming Culture Depiction in Swiss Media in the 1980s** *Hiloko Kato, Zurich University of the Arts/University of Zurich/DSI Community Gaming, Switzerland*	**167 - Calendar Board Games Past and Present. Playing Through Time and Space** *Hugh Davies, RMIT, Australia*
	176 - Lifecycle of an Avatar: Shared Histories of Affective Experience *Poppy Wilde, Birmingham City University, UK*	**153 - From the High Street to the Home: Identifying the Foundations of British Gaming Consumer Culture in the 1980s** *Richard Sherriff, University of the Arts London, UK*	**163 - Historical Poetics of Video Games** *Justin Carter, Griffith University, Australia*

13:00:00	Lunch (Millennium Point - adjoins Parkside Building)		

14:00:00	2A: Local game histories - room P131 *Chair: Sophie Bemelmans*	2B: Materialities of Game History - room P132 *Chair: Lilli Sihvonen*	2C: Online presentations: History of Consoles and Games - room P134 *Chair: Alex Wade*
	148 - The Role of Intimacy in Amateur Video Games: Aventura I (1989) as a Case Study *Pierre-Yves Hurel, University of Lausanne - GameLab UNIL-EPFL, Switzerland*	**102 - What Memory Cards Cannot Store: Putting Player Memory and Materiality in Conversation** *Dany Guay-Bélanger, Université de Montréal, Canada*	**120 - PC Fútbol: A brief history of the Spanish Football Manager** *Jaume Esteve, Universidad Complutense de Madrid, Spain*
	117 - Mapping the history of ex-Yu video games *Meliha Handzic, International Burch University, Bosnia & Herzegovina* *Samir Ribic, University of Sarajevo, Bosnia & Herzegovina*	**122 - Inside Blaseball: Preserving the folkloric properties of live-service videogames** *Will Butler, Bath Spa University, UK*	**130 - Minor Platforms in computer games: The Timex Sinclair & Timex Computer in the early Portuguese 1980s** *Ivan Barroso, Universidade Lusófona, Portugal* *Filipe Luz, Universidade Lusófona, Portugal*
	145 - Playing with the Family: An Exploration of Computer Clubs and Arcades in Soviet Russia, East Germany, and Czechoslovakia during the 1980s and 1990s *Regina Seiwald, University of Birmingham, UK*	**126 - Mending an archeology of pornographic video games on micro-computers by hacking Sex Quiz (Male Version) anew** *Charlotte Courtois, Université de Montréal, Canada*	**127 - Bootlegs, Jackals, and Clones: An Analysis of Early Video History Through the Lens of the Bootleg** *Ian Larson, University of California, Irvine, USA*

15:30:00	Coffee Break (P104)		

16:00:00	3A: History of Game Design(ers)/Game Industry - room P131 *Chair: Jaroslav Švelch*	3B: History of Game Mechanics and Game Languages - room P132 *Chair: Carl Therrien*	3C: Online presentations: Media and Local Game Histories - room P134 *Chair: Regina Seiwald*
	201 - Chains of relations for building new game history narratives: a case study of the operations of Taito Corp. in Brazil *Letícia Perani, Federal University of Juiz de Fora, Brazil* *Melanie Swalwell, Swinburne University, Australia*	**143 - Fighting for Family: The Aesthetics of Camaraderie in the Golden Age of Beat 'Em Up Video Games** *Mariano Falzone, University of Lincoln, UK*	**165 - Building critical authority within the early gaming press – ratings systems & review conventions** *Robin Bootes, Independent Scholar, UK*
	129 - "…Other dev stuff tomorrow": towards an archaeology of the devlog *Orcun Can, King's College London, UK* *Darren Berkland, Coventry University, UK*	**162 - Strategies of Selective Realism and In/Authenticity in "Death from Above" and "Ukraine War Stories"** *Michał Mochocki, Kazimierz Wielki University, Poland*	**200 - Genealogies of Videogame Production, Consumption and Distribution in the English Midlands** *Alex Wade, Birmingham City University*

17:00:00	Wine Reception (The Shell, ground floor of Parkside Building)		

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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	4A: Materialities of Game History - room P131	4B: Analogue Game History - room P132	4C: Online presentations: History of Games, shared personal memories, and nostalgia - room P134
	Chair: Will Noonan	Chair: Rob Gallagher	Chair: Bernard Perron
	159 - RetroStream: a project in innovation to teach video game history	**171 - Dungeons and Developments: Tracing the Impact of UK TTRPG designers pre-1987**	**132 - Bold Smugglers and DIY Heroes: Collective Memories and Erasures of Yugoslav Gaming Histories**
	Victor Navarro-Remesal, Tecnocampus, Universitat Pompeu Fabra, Spain	*Ian Sturrock, Teeside University, UK*	*Jasmina Šepetavc, University of Ljubljana, Slovenia*
	Beatriz Pérez-Zapata, Tecnocampus, Universitat Pompeu Fabra, Spain	*Thomas Apperley, Centre of Excellence Game Culture Studies, Tampere University, Finland*	*Nina Cvar, University of Ljubljana, Slovenia*
	184 - Ireland's Electromechanical Game Manufacturing Industry (1958-1981)	**173 - "It's the Circle of Life". Transmedial History of Escape Rooms**	**114 - Genealogies of Games in the Early 20th Century Finland**
	Kieran Nolan, Creative Arts Research Centre, Dundalk Institute of Technology, Ireland	*Konrad Augustyniak, AGH UST, Poland*	*Jaakko Suominen, University of Turku, Finland*
	190 - Digging through 1970s-80s Swiss Microcomputing Games with a Smaky 6 Floppy Disk	**116 - The Waddingtons Archive: design, play, and cultural representation**	**155 - Home is Where the Heart Container is. Hometowns in Video Game Worlds**
	Yannick Rochat, University of Lausanne, Switzerland	*Robert Shail, Leeds Beckett University, UK*	*Giorgio Chiappa, FU Berlin, Germany*
	Sophie Bémelmans, University of Lausanne - GameLab UNIL-EPFL, Switzerland		

12:30:00	Lunch (Millennium Point - adjoins Parkside Building)		
13:30:00	5A: History of Game Design(ers)/Game Industry - room P131	5B: History of Games, Media, and Social Contexts - room P132	5C: Online presentations: Topics for Game History Analysis - room P134
	Chair: Tom Apperley	Chair: Aleksandra Mochocka	Chair: Meliha Handzic
	136 - Six Degrees of Spieleentwicklung – On ›Artisan's Workshops‹ and Relations in the Early German Game Development Scene	**118 - From 2D to 3D in Video Games Reviews: Sonic and Mario in the Light of New Graphical Regimes (1990s-2000s)**	**151 - Remakes and Demakes: Gaming Families and Prodigal Children**
	Björn Blankenheim, Independent Scholar, Germany	*Francis Lavigne, Université de Montréal, Canada*	*Stephen Mandiberg, University of North Texas, USA*
		Clément Personnic, Université de Montréal, Canada	
	154 - Finding the first woman in Spanish video games: A case study in researching families	**142 - The Sound of Music as an Old Family Trait: Exploring Sound and Music Coverage in the Video Game Magazine of the 1980s.**	**193 - Excavating the present: Reflections on researching the recent history of an ever-changing tropical context**
	Victor Navarro-Remesal, Tecnocampus, Universitat Pompeu Fabra, Spain	*Christopher Ravenelle, LUDOV, Université de Montréal, Canada*	*André Pase, PUC-RS, Brazil*
	Jaume Esteve, Universidad Complutense de Madrid, Spain		*Roberto Tietzmann, PUC-RS, Brazil*
	Marçal Mora, Universidad de Alcalá, Spain		*Letícia Dallegrave, Independent Scholar, Brazil*
	185 - Anchoring the history of Swiss video games : the case of Daniel Roux, game developer since the 70s	**179 - In the Aftermath: Artists Reframing Gaming's History in the Wake of GamerGate**	
	Sophie Bémelmans, University of Lausanne - GameLab UNIL-EPFL, Switzerland	*Rob Gallagher, King's College London, UK*	
15:00:00	Coffee Break (P104)		

15:30:00	6A: Analogue Game History - room P131	6B: Theories and Methods of Game History Research - room P132	6C: Online presentations: History of Game Design(ers)/Game Industry - room P134
	Chair: David ten Cate	Chair: Alex Wade	Chair: Poppy Wilde
	134 - Finnish Family Business and a Family of Board Games Representing the Company's Internationalisation Process	**141 - Gardens of Video Game Criticism (GVGC)**	**113 - Silas Warner and the Apple II**
	Lilli Sihvonen, University of Turku, Finland	*Jesse Aidyn, Université de Montréal, Canada*	*John Aycock, University of Calgary, Canada*
	112 - Play in the Everyday Life: Games and Gaming within the Mustelin Family in Finland in the 1920s and the 1930s	**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**	**177 - Becoming an Intellivision Videogame Programmer**
	Karoliina Koskinen, University of Turku, Finland	*Carl Therrien, Université de Montréal, Canada*	*Tom Boellstorff, University of California, Irvine, USA*
	Jaakko Suominen, University of Turku, Finland	*Dany Guay-Bélanger, Université de Montréal, Canada*	*Braxton Soderman, University of California, Irvine, USA*
	Lilli Sihvonen, University of Turku, Finland	*Samuel Poirier-Poulin, Université de Montréal, Canada*	
	149 - Weird Ancestors: The Literary Prehistory of Rational Magic in Dungeons & Dragons	**188 - Video Games Flying Under the Radar: Unearthing Local Productions**	**111 - Video Game Localization History: exploring games and companies' histories**
	Mikael Sebag, University of California, Irvine, USA	*Pierre-Yves Hurel, University of Lausanne - GameLab UNIL-EPFL, Switzerland*	*Marina Fontolan, University of Texas at Austin, USA*
		Yannick Rochat, University of Lausanne, Switzerland	

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 if you're travelling there separately!

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Day 3

Time		
09:00:00	**Welcome (Parkside Atrium) and refreshments (third floor outside lecture theatre)**	
09:30:00	**Keynote III - Tracing forgotten family lineages through oral histories - John Szczepaniak - room P350 (lecture theatre). Chair: Nick Webber**	
10:30:00	**Coffee Break (P104)**	

11:00:00	*7A: Local Game Histories - room P131* *Chair: Jesse Aidyn*	*7C: Mechanics, Readings, and Representations - room P134* *Chair: Clément Personnic*
	189 - Political economy instead of social history: late Yugoslavia gaming in action *Maruška Nardoni, Faculty of Social Sciences, University of Ljubljana, Slovenia* **164 - Cross-pollinating game development cultures: The case of Tectoy Digital in Brazil** *Bruno de Paula, University College London, UK*	**133 - "I am the Truth overcoming…the lie that you are here for power": Complicity and Historical Consciousness in We. The Revolution** *Jack Orchard, University of Oxford, UK* **174 - Writing, Reading, Playing, Remembering the Middle Ages: Inkulinati (Yaza Games, 2023)** *Aleksandra Mochocka, Kaziemierz Wielki University in Bydgoszcz, Poland* **191 - The impact of role-playing mechanics on game design choices in Multi-Users in Middle-Earth** *Johan Cuda, University of Lausanne, Switzerland*

12:30:00	**Lunch (Millennium Point - adjoins Parkside Building)**	

13:30:00	*8A: History of Game Mechanics and Game Languages - room P131* *Chair: Dany Guay-Bélanger*	*8C: History of Games, Media, and Social Contexts - room P134* *Chair: Nick Webber*
	140 - Families of games, games about families: self-referential and intergenerational point-and-click humour, from Maniac Mansion to Thimbleweed Park *Will Noonan, Université de Bourgogne, France* **147 - The smallest of the family: microhorror and the genealogy tree of the genre** *Bernard Perron, Université de Montréal, Canada* *Jean-Charles Ray, Université de Montréal, Canada* **128 - Boss Fights: Player Experiences, Design Histories, and Intensities** *Thomas Apperley, Centre of Excellence Game Culture Studies, Tampere University, Finland* *Olli Sotamaa, Centre of Excellence Game Culture Studies, Tampere University, Finland*	**175 - Rebuilding the Residence – Do Remakes and Remasters Preserve or Invent Gaming Traditions?** *Krzysztof Olszamowski, AGH UST, Poland* **178 - A "messianic approach" to computer games: Activism in 1980s game design and game journalism by Mel Croucher** *Jaroslav Švelch, Charles University, Czechia* **187 - The Banalization of Wargames in H. G. Wells' Floor Games and Little Wars** *David ten Cate, Utretch University, Netherlands*

15:00:00	**Closing Remarks - room P350 (lecture theatre)**	
15:30:00	**End of conference**	