PROGRAM

Friday, March 10

10:00-11:00   **Keynote**
Richard Bartle (University of Essex)
"Anti-Social Consequences of Social Play"

Panel 1: Limbo is Other People - Game Design and Tools for Affect and Immersion
Chair: Undine Remmes

11:00-11:20   Angelina Skuratova (Paderborn University)
"Re-living the Eternal Present: An Exploration of (Narrative) Loops in Video Games"

11:20-11:40   Zlatko Bukač and Emilia Musap (University of Zadar)
"Fear and Anxiety in Louisiana: Affects and Immersion in *Resident Evil 7: Biohazard"*

11:40-12:00   Alesha Serada (University of Vaasa)
"Not Actual Gameplay: Affective Non-Playable Characters in Match-3 Game Advertising"

12:00-12:30   Panel Discussion

12:30-13:30   **Lunch Break**

Panel 2: Cistemic Spectrum - Topics of Gender and Fluidity
Chair: Maria Sulimma

13:30-13:50   Anja Gödl (University of Innsbruck)
"A Female Rabbit Called Bonbon and a Male Lion Called Elvis: Gender Theoretical Analysis of the Naming of Characters in *Animal Crossing New Horizons"*

13:50-14:10   Rebecca Käpernick (University of Oldenburg)
"Girls who Run the (End of the) World - Female Protagonists and Side-Kicks in Post-Apocalyptic Video Games"

14:10-14:30   Jasmin Bieber (University of Konstanz)
"Who is Controlling the Heart?": Non-Binary Identities and Troubled Player Agency in *Deltarune"*

14:30-15:00   Panel Discussion

15:00-15:30   **Coffee Break**

15:30-16:30   **Keynote**
Sarah Stang (Brock University)
"Identity, Embodiment, and Monstrosity: Playing as the Nonhuman Other"

16:30 - 17:00   **Coffee Break**

Panel 3: The Borderlands - Fleeing (into) Society
Chair: Jennifer Howard

17:00.17:20   Marie Zarda (Philipps-University Marburg)
        "'There Was No Country For People Like Me!': Ideologies and Identities of *Bioshock*'s Rapture"

17:20-17:40   Carolin Becklas (University of Oldenburg)
        "Playing 'Climate Refugees' in *Frostpunk*"

17:40-18:00   Marko Jevtic (University of Konstanz)
        "Between Interactivity and Activism: Identity Tourism and the 'Playful Translations' of (Radical) Resistance"

18:00-18:30   Panel Discussion

19:00-21:00   **Two Simultaneous Sessions**
        Workshop 1: Creating Desired Characters. Host: Florian Schäfer
        Workshop 2: Let's Play Multiplayer 'Party' Games. Host: Janna Kaiser

Saturday, March 11

10:00-11:00   **Keynote**
        Lena Falkenhagen (UE Hamburg)
        "'Who am I?' Player-collaboration in Digital Games"

Panel 4: "Despite everything, it's still you." - Tropes of Character Development
Chair: Andreas Rauscher

11:00-11:20   Fiona Schönberg (Mainz University)
        "'This is my Story, and it will go the way I want it!'"

11:20-11:40   Ted Richthofen (University of Bonn)
        "Niko Bellic: 'The Gangster as Tragic Hero,' Criminal Embodiment and Capitalist Escapism in *Grand Theft Auto IV*"

11:40-12:00   Carmel Anne Abela (Nagoya University)
        "Rethinking the Player Character as an Outsider: a Different Perspective on the Playing Experience and Its Implications"

12:00-12:30   Panel Discussion

12:30-13:30   **Lunch Break**

Panel 5: Bravely Default - Breaking From or Adhering To Normativity
Chair: Ece Ergin

13:30-13:50   Agata Waszkiewicz and Robin Longobardi Zingarelli(University of Lublin/Institute of Digital Games, Malta)
        "Emergence of Non-Binary Identities in Video Games: a Discourse Analysis Approach"

13:50-14:10   Xuan Truong (University of Freiburg)
        "The Feminine Alternate: An Examination of 'Default' Avatar Genders in Role Playing Video Games"

| 14:10-14:30 | Aska Mayer (Aalto University) |
| | "Transmutation and Mimicry. Shapeshifting Avatars as Spatial Reaction and Modes of Alienation" |

| 14:30-15:00 | Panel Discussion |

| 15:00-15:30 | **Coffee Break** |

15:30-16:30	Kübra Aksay, Andreas Rauscher, Undine Remmes (University of Freiburg)
	"Interdisciplinary Perspectives on Virtual Spaces":
	Poster presentation followed by roundtable discussion

| 16:30 - 17:00 | **Coffee Break** |

Panel 6: Choose your fighter! - Representation and Perspectives as Design-Tools
Chair: Sarah Busch

| 17:00-17:20 | Tobias Weißer (PH Ludwigsburg) |
| | "Nikolay Dybowski's *Pathologic* as a Hypertextual Contemplation on Modernity and Progress" |

| 17:20-17:40 | Nour Habib (University of Freiburg) |
| | "Gender and Race Representation in *Tekken*" |

| 17:40-18:00 | Panel Discussion |

| 19:00-21:00 | **Conference Dinner (On-Site, in Freiburg)** |