

First British Digital Games Research Association Conference, 5th May 2017

Foyer Table 1		Foyer Table 2	
9:30-10:00		Arrive and coffee	
10:00-10:30		Welcome	
10:30-11:30	Abstracts Session 1 (Embodiments)	Abstracts Session 2 (Gender)	
	Mark Johnson & Jamie Woodcock: "It's like the Gold Rush": The Lives and Careers of Professional Video Game Broadcasters	Ying Ying Law: 'Where are all the female gamers?' -- Female Gamers and Competitive Gaming in eSports	
	Tom Brock & Emma Fraser: Is Gaming a Craft? Prehension, Practice and Pride in Gameplay	Rob Gallagher: All Work and All Play: Time, Value and Gender in Destiny and Kim Kardashian Hollywood	
	Neil Dansey & Peter Howell: Playful Developers: A Study of Artificial Constraints and Developer Experiences	Esther MacCallum-Stewart & Nia Wearn: Enjoy! Façade Time Moonlit Dreamscapes, or "How we learned to use a boathook". Adventures in Hidden Objects Games, Chapter 1	
11:30-12:00		Break	
12:00-13:00	Abstracts Session 3 (Poetry/Humour/Politics)	Abstracts Session 4 (Game Environments)	Panel (Egg Suite)
	Jon Stone: Oil and Water: The Hurdle For Poetry Games	Aleena Chia: Gaming the Participatory Commons: Achievement Systems in Live-action Role-play and its Organization	Aphra Kerr, Kristine Jørgensen, Josh Jarrett and Anna Ozimek: Towards Comparative Game Industry and Production Studies - Beyond the Global
	Claire Dormann: Humour Odyssey	Juan Hiriart: Exploring, Living and Imagining the Past: Studying the Role of Spatial Representation in Studying the Role of Spatial Representation in Game-based Historical Learning	
	Richard Bingham: Border Play: engaging with the realities of socio-political systems in Lucas Pope's Papers, Please .	Ali Umran: Virtual Landscapes: A Practice-Based Exploration of Natural Environment Design	
13:00-14:30		Lunch break & DiGRA meeting	

	Egg Suite	Room 3.11
14:30-15:30	Paper Session 1 (Human/Non-Human Labour)	Paper Session 2 (Game Design)
	Alison Harvey, Nick Webber: Cultivating Games Workers: Challenges and Opportunities in University-Industry Partnerships	Bradley James: The Cultural Codes of Games Design
	Sonia Fizek: Idle" Games to (Dis)play. From Interactivity to Interpassivity.	Chris Bateman, International Hobo and Jose Zagal: Game Design Lineages: Minecraft's Inventory
15:30-16:00		
16:00-17:30	Paper Session 3 (Game Ethics)	Paper Session 4 (Aesthetics)
	Carina Assunção: Is Pokemon Go feminist?	Feng Zhu: Computer Gameplay and the aesthetic practices of the self.
	Joanna Cuttell: Traumatic Prologues and Ethical Responses	Fabrizio Poltronieri: Possible Relationships Between Art and Digital Games
		Jesper Juul: The Aesthetics of the Aesthetics of the Aesthetics of Video Games
17:30 +	Social event	



University of
Salford
MANCHESTER