

**PLAYING WITH THE FUTURE:
DEVELOPMENT AND DIRECTIONS IN COMPUTER GAMING
APRIL 5-7, 2002**

Thursday 4th April 2002

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| 4.00 – 7.00 | Registration for early arrivals | Dalton Ellis Reception |
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Friday 5th

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| 8:30 – | Registration | Dalton Ellis Reception |
| 9:15 – 10:45 | Parallel Session 1 | |
| | 1a | Chair: Annika Waern |
| | <ul style="list-style-type: none"> Axel Stockburger, “HEAD LEFT – CLIMB UP – JUMP IN: What do Walkthrough texts reveal about representational navigable spaces in computer games?” Julian Barker, “An Investigation of Play Studies” | Dalton Gallery |
| | 1b | Chair: Frans Mäyrä |
| | <ul style="list-style-type: none"> Julian Kücklich, “Neverending Stories – Perspectives of Computer Game Philology” Piotr Sitarski, “Play It Again: Repetitions in Computer Games” | Dalton Lecture Room |
| 10:45 – 11:15 | Coffee | Dalton Library |
| 11:15 – 12:45 | Plenary Session A – “Gaming Regulation” <ul style="list-style-type: none"> Mike Rawlinson: ELSPA Jason Della Rocca: IGDA | Nield Wing JCR |
| 12:45 – 1:30 | Lunch | Dining Room |
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| 1:30 – 3:00 | Parallel Sessions 2 | | |
| | 2a | Chair: <i>Cath Sullivan</i> | |
| | <ul style="list-style-type: none"> • Will Brooker, “The Many Lives of the Jetman: A Case Study in Video Game Analysis” • Dmitri Williams, “The Social Construction of Video Games” | | Dalton Committee Room |
| | 2b | Chair: <i>Helen Kennedy</i> | |
| | <ul style="list-style-type: none"> • Mia Consalvo, “Hot Dates and Fairy-Tale Romances: Studying Sexuality in Videogames” • Jeroen Jansz, “Why is Violent Appealing to Male Gamers?” | | Dalton Gallery |
| | 2c | Chair: <i>Jason Rutter</i> | |
| | <ul style="list-style-type: none"> • Aphra Kerr, “Producing Players Not Games: The Digital Games Industry in Ireland” • Philippe Larrue, William Lazonick & Mary O’Sullivan, “European Competitors in the Video Game Industry: Venture Creation and Enterprise Growth in France and Britain” | | Dalton Lecture Room |
| 3:00 – 3:30 | Coffee | | Dalton Library |
| 3:30 – 5:30 | Parallel Sessions 3 | | |
| | 3a | Panel | |
| | Games with an Agenda: When is a game not a game or a game is a game is a game <ul style="list-style-type: none"> • Anja Rau, “All Your Game Are Belong to Us – Computer Games and Online-Marketing” • Susana Pajares Tosca, “Games ARE the new black” • Simon Egenfeldt-Nielsen, “Games and Learning: The Case for the Trojan Horse” | | Dalton Gallery |
| | 3b | Panel | |
| | Frustration, Fear and Grammar: Approaches to Player Engagement, Affect and Agency in Role Play Games <ul style="list-style-type: none"> • Andrew Burn, “Final Fantasy: Multimodal Competences in Player Engagement” • Diane Carr, “Play Dead: Planescape Torment, Horror and RPG’s” • Gareth Schott, “Moving between the Spectral and Material Plane: Interactivity in Social Play with Computer Games” | | Dalton Lecture Room |
| 6:30 – 8:30 | Reception (The FilmWorks) | | |

Saturday 6th

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| 9:30 – 11:00 | Parallel Sessions 4 | Chair: <i>Dmitri Williams</i> | |
| | 4a | | |
| | <ul style="list-style-type: none"> Friedrich Krotz, “Computer Games as a Form of Computer Mediated Communication and the Changing Images of Childhood” Anna Maria Mullally, “The way we tell ‘em: Children, Narrative and ICT” | | Dalton Committee Room |
| | 4b | Chair: <i>Jason Rutter</i> | |
| | <ul style="list-style-type: none"> Alberto Alvisi, Alessandro Narduzzo & Marco Zamarian, “Squint-Eyed Strategies for Success: Playstation and the Power of Unexpected Consequences” Alison McMahan, “Consoles versus Content: The Battle at Sega” | | Dalton Gallery |
| | 4c | Chair: <i>Susana Tosca</i> | |
| | <ul style="list-style-type: none"> Jesper Juul, “Protect Your Resource Gathering Units At All Cost: Sketching a Theory of Gameplay” Andrew Mactavish, “Mods, Gods, and Creative Computer Gameplay” | | Dalton Lecture Room |
| 11:00 – 11:30 | Coffee | | Dalton Library |
| 11:30 – 1.00 | Parallel Sessions 5 | | |
| | 5a | Chair: <i>Craig Fletcher</i> | |
| | <ul style="list-style-type: none"> Xavier Retaux & Juliette Rouchier, “Realism vs Surprise and Coherence: Different Aspect of Playability in Computer Games” Tomi Kujanpää & Tony Manninen, “Interaction Forms in Multi-player Games” | | Dalton Gallery |
| | 5b | Chair: <i>Jo Bryce</i> | |
| | <ul style="list-style-type: none"> Timothy Dumbleton, “Becta’s Computer Games in Education project: how can computer games influence new software for schools?” Johannes Fromme, “Computer Games as a Part of Children’s Culture” | | Dalton Lecture Room |
| 1:00 – 1:45 | Lunch | | Dining Room |

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| 1:45 – 3:15 | Parallel Sessions 6 | | |
| | 6a | Chair: <i>Jo Bryce</i> | |
| | <ul style="list-style-type: none"> • Graeme Kirkpatrick, “Cynicism, the Computer Games Player and ‘Soft Reality’” • Gitte Stald, “Meeting in the Combat Zone. Online Multiplayer Computer Games as Spaces for Social and Cultural Encounters” | | Dalton Committee Room |
| | 6b | Chair: <i>Jason Della Rocca</i> | |
| | <ul style="list-style-type: none"> • Sugih Jamin, Eric Kozlowski, Ho Lee & Scott Lenker, “Synchronization and Cheat-Proofing Protocol for Real-Time Multiplayer Games” • Nicolas Nova, “Awareness Tools: Lessons from First-Person Shooter Games” | | Dalton Gallery |
| | 6c | Chair: <i>Mia Consalvo</i> | |
| | <ul style="list-style-type: none"> • Tanya Krzywinska, “Constructions of Tension in Horror-Based Videogames” • Markus Wiemker, “‘Where does reality stop... and the game begin?’ – Postmodern media-reality – a sociological analysis of media discourses, cultures of simulations and gaming future exemplified by the film eXistenZ (1998) from David Cronenberg | | Dalton Lecture Room |
| 3:15 – 3:45 | Coffee | | Dalton Library |
| 3:45 – 5:15 | Parallel Sessions 7 | | |
| | 7a | Panel | |
| | Playful Futures: Game Cultures and a “New Media Studies” <ul style="list-style-type: none"> • Jon Dovey, “Intertextual Tie Ups: When Narratology Met Ludology” • Seth Giddings, “Playing with Theory: The Technological Imaginary and a ‘New Media Studies’” • Helen Kennedy, “Gender, Technicity and Play: Girl Gamers and Online Methodologies” | | Dalton Committee Room |
| | 7b | Chair: <i>Jane Coughlan</i> | |
| | <ul style="list-style-type: none"> • Hardy Dreier, “Windowing and Versioning: The Power of Combination” • Stina Nylander & Annika Waern, “Platform-Independent Interaction for Online Game Services” | | Dalton Gallery |

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| | 7c | Chair: <i>Alison McMahan</i> | |
| | <ul style="list-style-type: none"> • Dmitri Williams “Structure and Competition in the U.S. Home Video Game Industry” • Jai Kim, Jay Chung & Tae Kim, “Foreign Market Entry Strategies of Korean Online Game Developers” | | Dalton Lecture Room |
| 5:15 – 6:30 | Plenary Session B – “Public Gaming” <ul style="list-style-type: none"> • Edward Watson: Csports.net • Craig Fletcher: Multiplay | | Nield Wing JCR |
| 7:30 | Conference Dinner Coaches to leave Dalton-Ellis at 7.30 | | |
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Sunday 7th

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| 9:30 – 10:00 | Coffee | Dalton Library |
| 10:00 – 12:00 | Parallel Sessions 8 | Chair: Anna Maria Mullally |
| | 8a | |
| | <ul style="list-style-type: none"> • Marinka Copier, “Is Gaming Just for Kids? Elderly People do Play Games!” • Ole Ertløv Hansen, “A Cognitive Theoretical Approach to Computer Games and the Aesthetics of Repetition” • Bo Kampmann Walther, “Gaming and Playing: Reflections and Classifications” | Dalton Gallery |
| | 8b | Panel |
| | <p>Videogame Effects Research: New Wine in Old and New Bottles</p> <ul style="list-style-type: none"> • Brian Brantley, John Chisholm, Lucian Dinu, Dorina Miron, Barry Smith, “Effects of Individual/Team Playing and Constructive/Destructive Goal on Players’ Scores on the Game and on Social Desirability, Individualism, and Coping Style Scales” • Dorina Miron, Mary Ellen Maxwell, “The Impact of Videogame Playing on Children’s Learning of Prosocial Scripts from Edutainment” • Hong-Sik Yu, “Effects of Competitive Videogame Playing on Players’ Affects and Self-Ascribed Toughness” • Pierre Wilhelm, “Videogame Ratings and Regulation in the United States” | Dalton Lecture Room |
| 12.00 – 1:30 | <p>Plenary Session C – “Gaming Futures”</p> <ul style="list-style-type: none"> • Mike Rawlinson: ELSPA • Tim Dumbleton; BECTA • Jason Della Rocca: IGDA • Jo Bryce: UCLAN | Nield Wing JCR |
| 1:30 – 2:30 | Lunch & Conference Close | Dining Room |