

Game analysis workshop

The aim of the workshop is a presentation and an application of the method of clarification of concepts used in game studies. The result of the workshop is a number of concepts clarified enough so they can be deployed in game analysis during the last part of the workshop.

The first part of the workshop presents the framework and illustrates its application through discussion. In the second part of the workshop the participants apply the framework to the concepts they presented as relevant to their research and discuss possible clarifications. In the third part of the workshop, participants test the clarified concepts during game analysis. The game for the analysis will be chosen by the participants.

Potential participants should fill in the following questionnaire, and email a maximum of 500 words excluding bibliography to pawg@itu.dk:

- Name and affiliation, including academic position:
- Approach to game analysis (Research Question; main types of phenomenon/objects studied)
- Key concepts for your investigation (eg.: game mechanics; representation; player-generated stories):
- Brief statement regarding the use of the concepts through the lens of different disciplines, and their impact on the research they are conducting