

GAMEPLAY &



THE EMERGING  
LUDDO-MIX

**DIGRa**

Digital Games Research Association

**2019**

**P R O G R A M**

**August 6-10**

**Ritsumeikan University**  
Kyoto • Japan

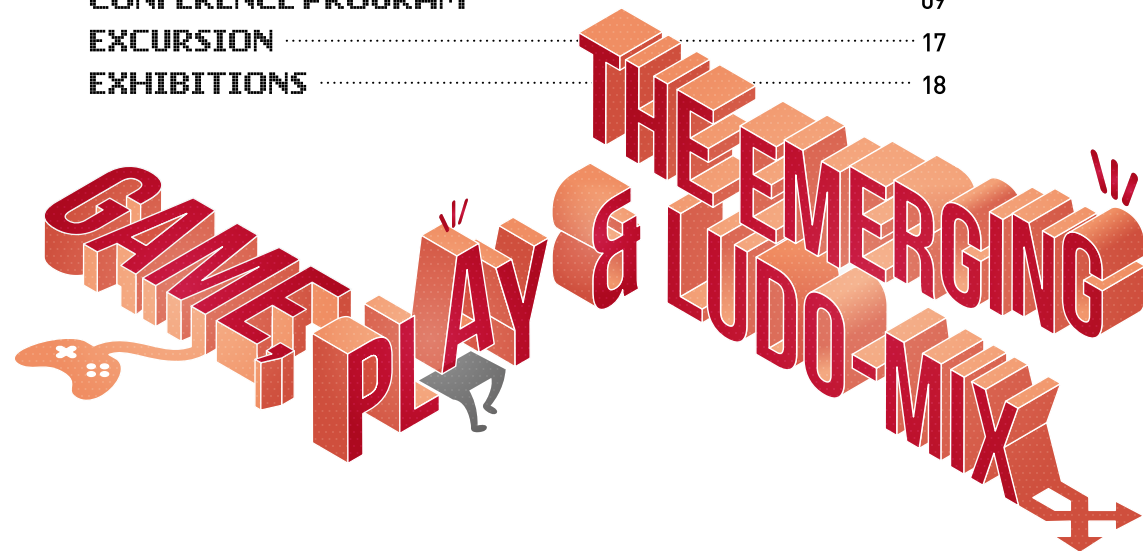
**R**  
RITSUMEIKAN

日本  
デジタル  
ゲーム  
学会

**DiGRA JAPAN**  
Digital Games Research Association JAPAN

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### Conference Chair

Akinori Nakamura, Ritsumeikan University (Japan)

### Program Chairs

Hanna Wirman, The Hong Kong Polytechnic University (Hong Kong)  
Masakazu Furuichi, Nihon University (Japan)  
Torill Mortensen, IT University of Copenhagen (Denmark)

### Organizing Committee

William Huber (DiGRA President)  
Keiji Amano, Seijoh University (Japan)  
Masahito Fujihara, Senshu University (Japan)  
Megumi Aibara, Nihon University (Japan)

### Track Chairs

- Games spectatorship:  
Emma Witkowski, RMIT University (Australia)
- Games business:  
Olli Sotamaa, Tampere University (Finland)  
Yuhsuke Koyama, Shibaura Institute of Technology (Japan)
- Philosophy and critique:  
Sebastian Moring, University of Potsdam (Germany)  
Akito Inoue, Ritsumeikan University (Japan)
- IP, law and games:  
Casey O'Donnell, Michigan State University (USA)  
Masaharu Miyawaki, Ritsumeikan University (Japan)

- Making sense of play and players:  
Seth Giddings, University of Southampton (UK)  
Nobushige Kobayashi (Hichibe), Tohoku Gakuin University (Japan)
- Computer games and artistic expression:  
Olli Leino, City University of Hong Kong (Hong Kong)
- Serious games:  
Toru Fujimoto, The University of Tokyo (Japan)  
Gareth Schott, University of Waikato (New Zealand)
- Doing games research:  
Mia Consalvo, Concordia University (Canada)

### Doctoral Consortium Mentors

Yong Ming Kow, Olli Leino, Gillian Smith, Jaakko Suominen,  
Paul Martin, Torill Mortensen, Kristine Jørgensen, Martin Gibbs

### Assistants to the Program Committee

Joleen Blom, IT University of Copenhagen (Denmark)  
Rhys Jones, The Hong Kong Polytechnic University (Hong Kong)

### Local Organizing Committee

Akito Inoue, Takashi Obana, Hitomi Mohri,  
Jiang Yehang, Jiao Yan, Kazufumi Fukuda,  
Koichi Hosoi, Liang Yuxi, Muneyuki Takahashi,  
Shu Mukae, Shuji Watanabe, Shin Juhyung  
DiGRA Japan Chapter Research Committee

## MESSAGES FROM CONFERENCE ORGANIZATION

### Welcome message from Conference Chair



Ritsumeikan University  
**Akinori Nakamura**

We are excited to bring the DiGRA 2019 conference in Kyoto, the ancient capital of Japan. This is the 2nd time we welcome you to Japan since the DiGRA 2007 conference which was held in Tokyo. Much has changed since then as various books, papers, and findings have been made public by researchers and scholars from multiple academic disciplines, and we are excited to emphasize that numerous members of DiGRA have been major contributors to these efforts. People now have not only come to realize the importance of this media as a form of mainstream entertainment but also enrich our social relationship, learning experience as well as enhancing healthy living. We hope that this conference will further extend our endeavors in uniting the voices, both from the academic as well as industry, that games in all forms can truly enhance the human experience. Kyoto, being a home for the emperors and aristocracy for centuries, has been the places where various forms of plays were nurtured and developed. We hope that following this tradition, creative and innovative concepts as well as ideas can be introduced during the conference with full of 'playfulness'.

## GAME PLAY AND THE EMERGING LUDO MIX

### Introduction to the theme from Program Chairs

Hanna Wirman, Masakazu Furuichi and Torill Mortensen

Media mix (wasei-eigo, メディアミックス or 'media mikkusu') bears a particular meaning in Japanese popular culture originating from anime production and consumption in the 1960s. Similarly to cross-media, media convergence, and transmediality, it refers to ways of presenting, representing, and sharing content on different platforms and media allowing dynamic communication between them.

Of particular importance for media mix are Intellectual Properties that link together various media products and entertainment services across technologies and platforms from TV to toys and game arcades. The anime origins of media mix also bring along a range of analogue formats and outlets as parts of the mix. Conventionally, digital games are seen as one of these possible outlets.

Media mix is best seen as a commercial approach as it was conceived to improve advertising strategies through heavy reliance on characters. The term originates from Eiji Ōtsuka who worked in the entertainment industry and used the term to explain rapid changes in the dynamics of content production and distribution. Ōtsuka is currently Professor at the International Research Center for Japanese Studies and, to our great pleasure, the first keynote speaker of DiGRA 2019.

The commercial aspect of the term, together with the reliance on characters, is what distinguishes media mix from other, related concepts such as transmediality. Transmediality is a distributed narrative strategy for how a narrative can be told on several platforms, including games, whereas media mix is a unique concept that is particularly pertinent for character-driven and -focused games.

Taking media mix as a starting point for the DiGRA 2019 program, we invited contributors to consider the possibility of 'ludo mix' where games and play increasingly occupy the focal point of such a diversified distribution and consumption model. Ludo mixes may include several versions of a game or several different games together with other content thus resulting in novel media ecologies, business models, and development and consumption cultures. We look forward to seeing how the term has been applied in numerous accepted paper presentations can how it can further the development of game studies. We await with pleasure Project Professor Tetsuya Mizuguchi's keynote on this.

Eight tracks were formed to facilitate the inclusion of a range of related topics at DiGRA 2019. Among them, 'IP, law and games' was a new venture and gained a small but meaningful set of valuable contributions. Differences in local laws and regulations have wide-spanning implications to game content and play cultures through localization and censorship needs, for instance, and should be of interest of the conference delegates. Serious games, too, had their first dedicated track at this iteration of the conference and the Program Chairs were excited to see a significant amount of submissions in this area. Alongside the more 'traditional' tracks, 'Games spectatorship', finally, was included to reflect the latest developments in the industry, particularly in Japan, where professional gaming was legalised only during the early phases of DiGRA 2019 conference planning. We trust Professor T.L. Taylor's keynote will serve as a solid starting point for discussing esports in Japan.

We hope that the new additions to the themes of the DiGRA conference bring us towards an ever more versatile and transdisciplinary event. In terms of submission and double-blind review figures, we received a record-high number of 414 submissions – abstracts, papers and panels included – that were reviewed by more than 380 reviewers! The acceptance rate was around 60%. We would like to sincerely thank all track chairs, authors, and reviewers for their dedication and hard work. Finally, we wish you a productive conference and hope that you enjoy what we have put together!

# Conference at a glance

	MORNING	AFTERNOON	EVENING
<b>Aug 6 TUESDAY</b>	Resigtraion Opening Pre-Conference Workshop Interactive Session (DiGRA Japan 11:20-12:30)	Pre-Conference Workshop	Pre-Conference Workshop
<b>Aug 7 WEDNESDAY</b>	Parallel Sessions Special Exhibition (by Ritsumeikan Center of Game Studies/RCGS)	Conference Opening Keynote Speech Parallel Sessions Special Exhibition (RCGS)	Parallel Sessions Welcome Dinner (Ryoyukan Basement on Campus)
<b>Aug 8 THURSDAY</b>	Parallel Sessions Special Exhibition (RCGS)	Keynote Speech Parallel Sessions Special Exhibition (RCGS)	Parallel Sessions
<b>Aug 9 FRIDAY</b>	Parallel Sessions Special Exhibition(RCGS)	Keynote Speech Parallel Sessions Special Exhibition (RCGS)	Parallel Sessions Banquet at THE SODOH HIGASHIYAMA KYOTO
<b>Aug 10 SATURDAY</b>	Parallel Sessions Keynote Speech (with Replaying Japan) Special Exhibition (RCGS)	Conference Closing Special Exhibition (RCGS)	Social Event (Excursion to Samurai Lesson at Uzumasa Toei Studio Park)
<b>Aug 11 SUNDAY</b>	Social Eevent (Excursion to Fushimi Inari Shrine) Social Event (Excursion to Kyoto International Manga Museum)		

## KEYNOTE SPEAKERS



### Eiji Ōtsuka, Ph.D

*Professor, International Research Center for Japanese Studies*

Theme:

**The Origin of the Media-Mix** (With Simultaneous Translation)

The world-renowned researcher in the field of the Media Mix, he has been also known as the original author for Manga “Unlucky Youngmen (アンラッキーヤングメン)” and “coup d' État (クウデタア)” among others. He is also a renowned critic whose recent works include “Style of Mickey Mouse”(ミッキーの書式) and “Proposition of Atom”(アトムの命題).

As an editor, his works include “Media mix mobilization”(動員のメディアミックス).

Upcoming works include “Osamu Tezuka and Media Theory during the Wartime”(手塚治虫と戦時下のメディア理論), and “The Yokusan Family and the Media Mix during the Wartime.” He also manages “World Manga Workshops” with his pupils who had gone overseas, and he has held 10 workshops around the globe.

He also self-publishes an academic journal focused on Manga and Anime researches titled “Tobio-critics”(トビオクリティックス), providing young researchers with a research platform and an opportunity for publication.

1

Aug,7



### T.L. Taylor, Ph.D

*Professor, Comparative Media Studies, MIT*

Theme:

**Esports in the age of networked broadcast**

Dr. Taylor is a qualitative sociologist who has focused on internet and game studies for over two decades. Her research explores the interrelations between culture and technology in online leisure environments. Some of her works are Raising the Stakes: E-Sports and the Professionalization of Computer Gaming (MIT Press), and Play Between Worlds: Exploring Online Game Culture (MIT Press, 2006). She just published Watch Me Play: Twitch and the Rise of Game Live Streaming from Princeton University Press.

2

Aug,8



### Tetsuya Mizuguchi

*Project Professor, Graduate School of Media Design, Keio University*

Theme:

**The Future of Ludo-Mix**

After being at Sega and United Artists, he co-founded Q Entertainment with Shuji Utsumi. During his tenure at Q Entertainment, he developed such legendary titles as Luminus, Ninety-Nine Nights and Child of Eden. Currently, he is a project professor at Keio University, Graduate School of Media Design, and a company representative of Enhance where he introduced critically acclaimed titles such as Rez Infinite and Tetris Effect.

3

Aug,9



### Yosuke Hayashi

*Managing Director of KOEI TECMO GAMES.*

*Joined TECMO (now KOEI TECMO GAMES) in 2001.*

Mr. Hayashi joined Tecmo (now Koei Tecmo Games) in 2001. He was involved as a game designer in the development of various Team Ninja titles including the Dead or Alive and Ninja Gaiden series. When Tecmo and Koei merged in 2010, forming what is now Koei Tecmo Games, Mr. Hayashi served as producer for Team Ninja titles. In 2015, when he became head of Team Ninja, he co-directed the production of Nioh. This keynote is jointly hosted by Replaying Japan 2019. (Simultaneous translation provided by DiGRA Japan Chapter).

4

Aug,10

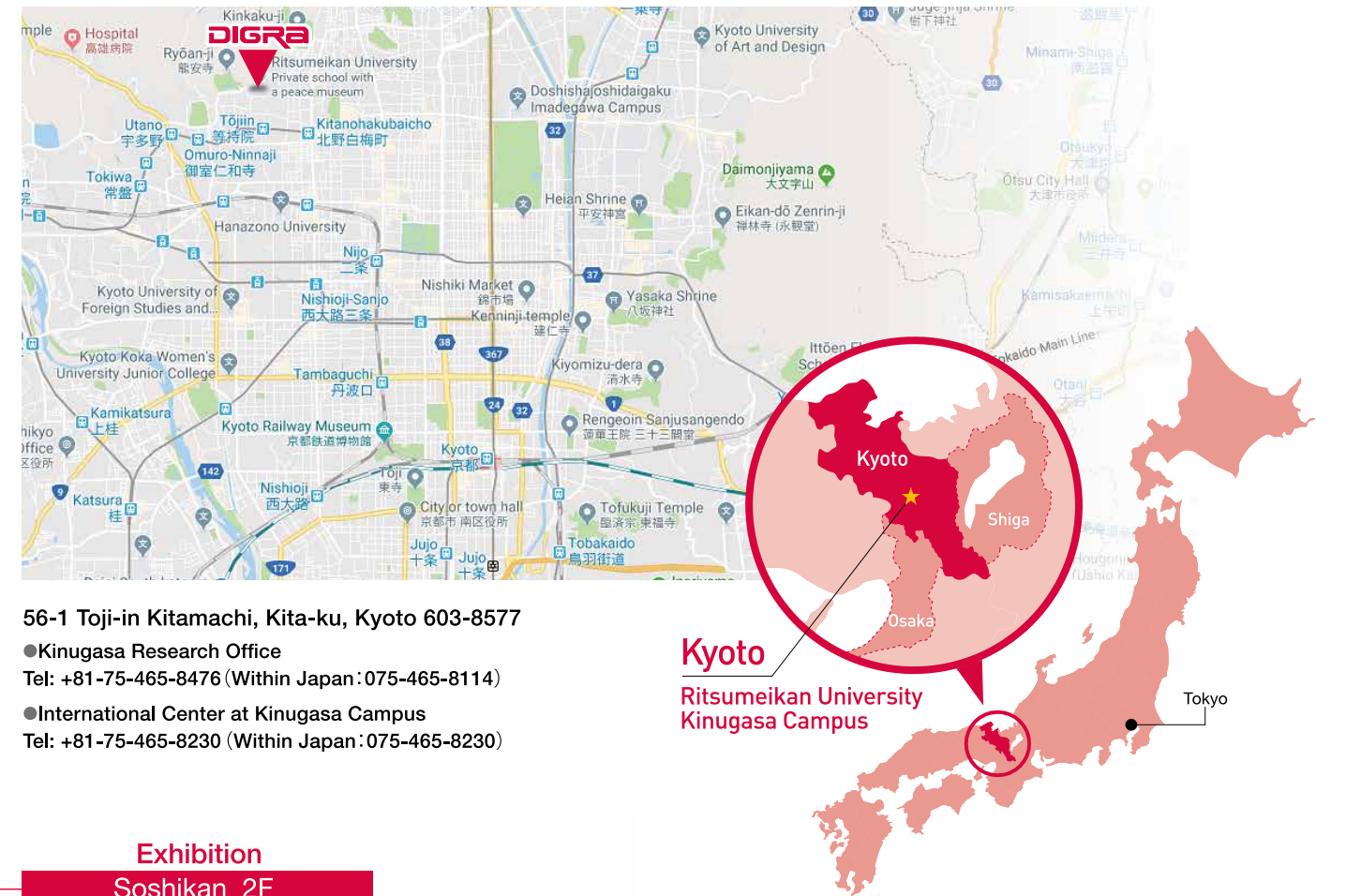


# CONFERENCE VENUE

Ritsumeikan University  
Kinugasa Campus



**KINUGASA**  
Campus  
Map



56-1 Toji-in Kitamachi, Kita-ku, Kyoto 603-8577  
●Kinugasa Research Office  
Tel: +81-75-465-8476 (Within Japan: 075-465-8114)  
●International Center at Kinugasa Campus  
Tel: +81-75-465-8230 (Within Japan: 075-465-8230)

**Kyoto**  
Ritsumeikan University  
Kinugasa Campus

Lunch and Reception Dinner Area  
Ryoyukan B1F

Main Conference Rooms  
Zonshinkan Building

Exhibition  
Soshikan 2F

Keynotes  
Igakukan Hall No.1

Gathering Area for the  
Banquet and Excursions  
Special Bus Area

Main Conference Rooms: Zonshinkan Building



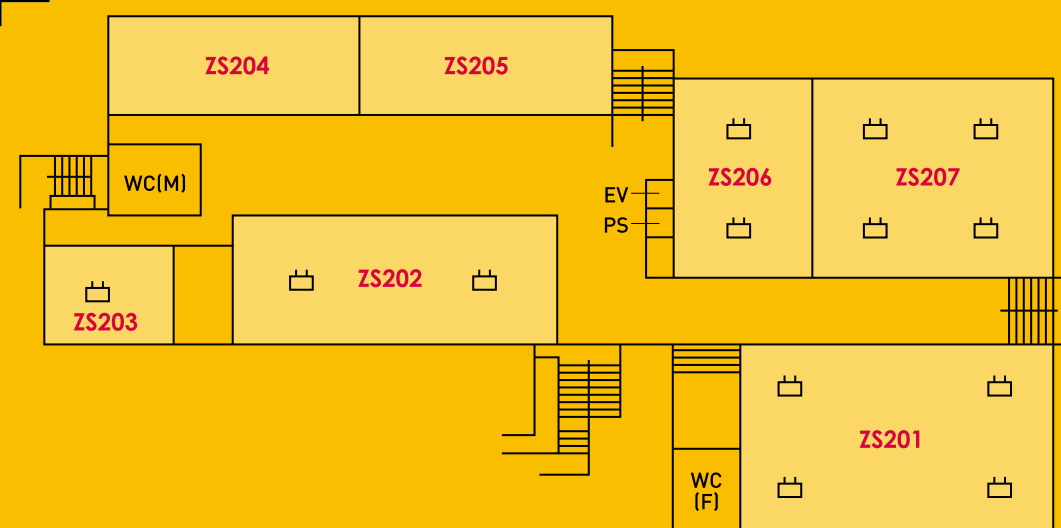
Keynotes: Igakukan Hall



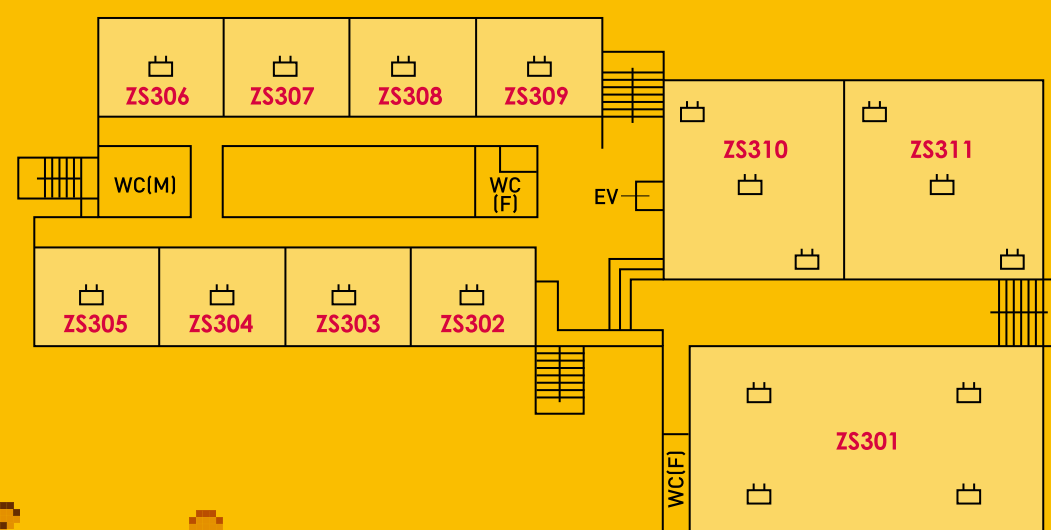
# CONFERENCE VENUE



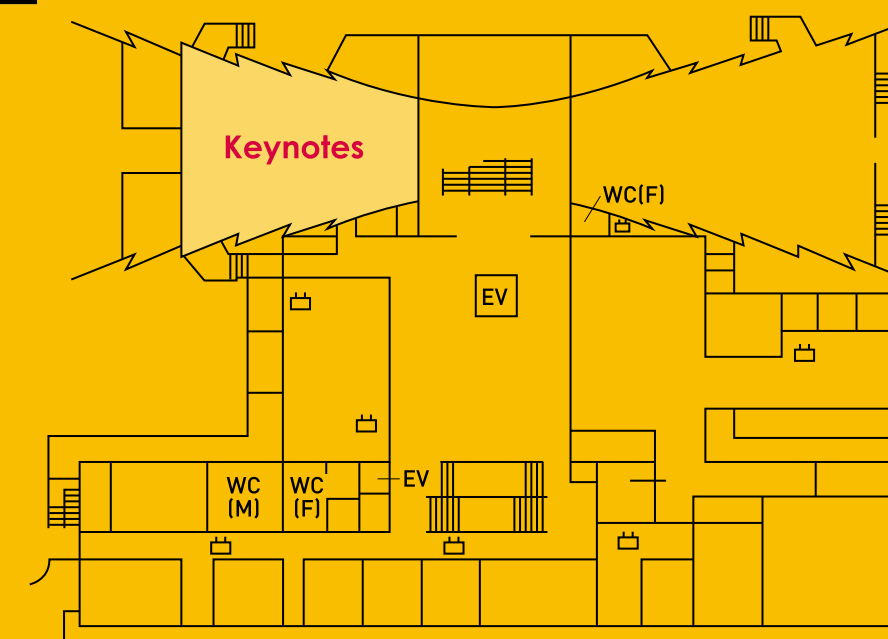
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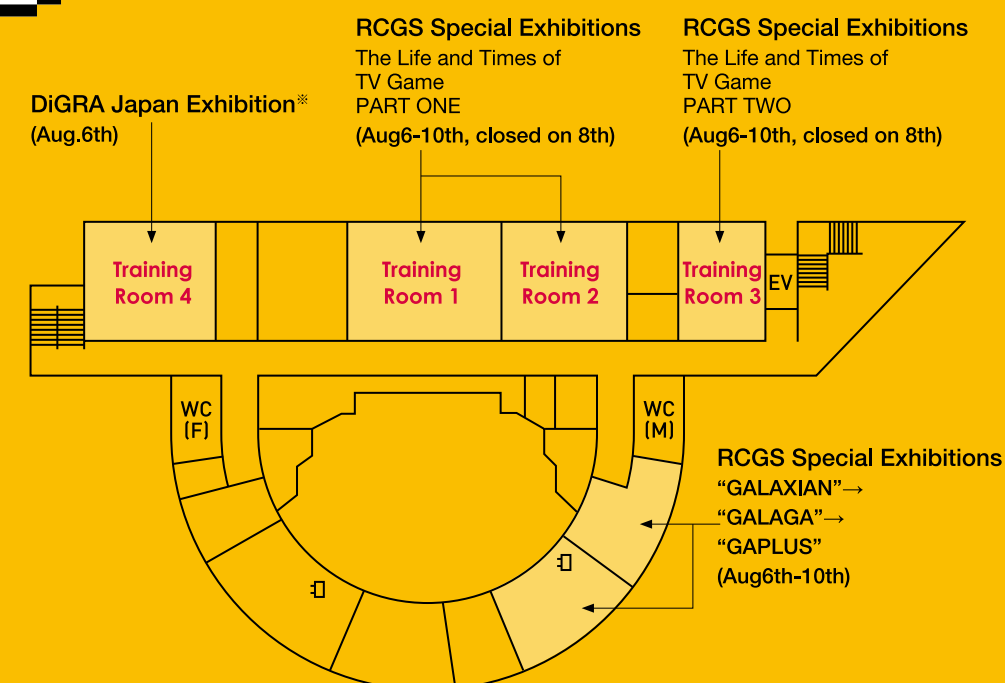
## Zonshinkan | 3F 存心館 3F



## Igakukan | 1F 以学館 1F



## Soshikan | 2F 創思館 2F



※DiGRA Japan Interactive & Poster Session (Aug. 6th 11:00-18:00)



# CONFERENCE PROGRAM

## Workshop Day Aug 6th

Room	9:00-11:50	Lunch	13:00-15:50	16:00-18:50
Zonshin 207	Contemporary issues on the Digital Game Research in Japan		Contemporary issues on the Digital Game Research in Japan	Contemporary issues on the Digital Game Research in Japan
Soshikan Training room 4 (2F)		11:20-12:30 Interactive Session		
Zonshin 310			The IGDA Building Blocks of a Video Game Curriculum	Meta-data in Game Studies
Zonshin 311			Between Media Mix and Franchising Theory: A Workshop on the Theoretical Worlds of Transmedia Production	
Zonshin 202	The Future of Location-based Gaming Research		The Future of Location-based Gaming Research	DiGRA 2019 One Hour Game Jam & Bitsy Tutorial
Zonshin 204	Playful Method for Play and Game Research		Diversity Workshop: Social Justice Tactics in Today's LudoMix	Diversity Workshop: Social Justice Tactics in Today's LudoMix
Zonshin 206	Teaching Games: Pedagogical Approach		Teaching Games: Pedagogical Approach	Making of BitSummit-How Independent Game Movement Surged from Kyoto (16:15-17:15)
Zonshin 304	Playing (with) Race, Gender, and Queerness: A Serious Game Development Workshop		Playing (with) Race, Gender, and Queerness: A Serious Game Development Workshop	Making Space for Inclusivity: Code/Spaces in Informal Games Education
Zonshin 305	“Ex-PhD-ition” – Gameful Support for the PhD Student’s Journey		Teaching with Twitch: A Practical Workshop	
Zonshin 306	Game Analysis Workshop		Metaphor-based Character Design	Ruins in Digital Games
Zonshin 307		DiGRA Local Chapter Meeting	DiGRA doctoral consortium	DiGRA doctoral consortium
Zonshin 308			DiGRA doctoral consortium	DiGRA doctoral consortium

## Wednesday, August 7th

08:30-10:20	Registration
10:20-10:40	Welcome and introduction to conference practical matters (conducted at each session room)
10:40-12:00	Session 1A Making sense of play and players Location: Zonshin 311
Eleonora Imbierowicz (University of Wroclaw, Poland) Perma-dying worlds and other mechanics of limiting the access to digital games Gemma Potter (Manchester Metropolitan University, UK) Tom Brock (Manchester Metropolitan University, UK) Failure in Videogames: Similarities and Differences to Textile Craft Paul Atkinson (Monash University, Australia) Farzad Parsayi (Monash University, Australia) Living in the Present: Rethinking the Paradox of Suspense through Videogames	
10:40-12:00	Session 1B Games business Location: Zonshin 304
Anna Ozimek (Tallinn University, Estonia) Breaking into the Polish Videogame Industry: Education, Informality and Inequality Henrik Engstrom (University of Skövde, Sweden) GDC vs. DiGRA: Gaps in Game Production Research Brendan Keogh (Queensland University of Technology, Australia) Who is a videogame developer? The politics of videogame maker identities Sebastián Baeza (The University of Manchester, UK) Video Games Production Networks in the periphery: the Chilean case	
10:40-12:00	Session 1C Doing games research Location: Zonshin 305
Yijin He (Department of Sociology, Beijing University of Technology, China) Di Zhu (Institute of Sociology, Chinese Academy of Social Sciences, China) Feng Tian (Institute of Sociology, Chinese Academy of Social Sciences, China) Paul Martin (Digital Media and Communications at University of Nottingham Ningbo China, China) Wenjun Gao (Institute of Sociology, Chinese Academy of Social Sciences, China) Hanna Wirman (School of Design of the Hong Kong Polytechnic University, Hong Kong) Gaming in the Chinese Context (abstract) Gaming in the Chinese Context	
10:40-12:00	Session 1D Serious games Location: Zonshin 307
Charlotte Lærke Weitze (Digital & Creative Learning Lab, Denmark) Learning Through Game Design - Is This Deep Learning? Morris Jong (The Chinese University of Hong Kong, Hong Kong) Gaowei Chen (The University of Hong Kong, Hong Kong) Vincent Tam (The University of Hong Kong, Hong Kong) Gamifying Flipped Learning for Promoting Students’ Online Participation Toru Fujimoto (The University of Tokyo, Japan) Ryohei Ikejiri (The University of Tokyo, Japan) Yuki Fukuyama (Meisei University, Japan) Bridging Meaningful Play and Playful Learning - Supporting the Design Process of Gamification in Education Sandeep Athavale (TCS TRDDC, India) Girish Dalvi (IIT Bombay, India) Strategies for Endogenous Design of Educational Games	
12:10-13:00	Lunch
13:00-14:30	Conference Opening and Keynote 1 Location: Igakukan 1
Eiji Ōtsuka Professor, International Research Center for Japanese Studies "The Origin of the Media-Mix" (with simultaneous interpretation)	
14:30-15:00	Coffee Break
15:00-16:20	Session 2A Philosophy and critique Location: Zonshin 310
Dom Ford (IT University of Copenhagen, Denmark) Beyond the Wall: The Boundaries of the Neomedieval Town in Single Player Roleplaying Games Kaelan Doyle-Myerscough (City University of Hong Kong, Hong Kong) The Path That Lies Ahead: Intimacy Through Overwhelmedness in The Legend of Zelda: Breath of the Wild Daniel Vella (University of Malta, Malta) Dwelling in Digital Game Worlds	
15:00-16:20	Session 2B Making sense of play and players Location: Zonshin 311
Nick Webber (Birmingham City University, UK) Monetising memory? MMOGs, anniversaries, and ownership of the past	

Patrick Deslauriers (Université du Québec à Montréal, Canada)  
Élodie Simard (Université du Québec à Montréal, Canada)  
Defining Gaming Communities: A Super Smash Bros. Ultimate Case Study  
Zhe Wang (National Chengchi University, Taiwan, China)  
"For the Horde": Players' Collaborative Actions in Massively Multiplayer Online Games  
Jack Denham (York St John University, UK)  
Steven Hirschler (York St John University, UK)  
Matthew Spokes (York St John University, UK)  
Consumptive Play: The Reification of Capitalism in Grand Theft Auto Online

15:00-16:20 Session 2C Philosophy and critique  
Location: Zonshin 202

Nathan Altice (UC Santa Cruz, United States)  
Joy Family: Japanese Board Games in the Post-War Shōwa Period  
Samuel Pizelo (University of California, Davis, United States)  
Meta/Style: Strategic Histories in Korean Esports  
Philip Lin (Providence University, Taiwan)  
Games as a Recall for Popular Memory in Taiwan: Revealing the Procedural Rhetorics in Pan-Political Indie games of Raid on Taihoku and Detention  
Tero Pasanen (University of Turku, Finland)  
Jaakko Suominen (University of Turku, Finland)  
Examining the Gaming Subcultures through the Lens of Finnish Game Journalism: From the 1980s to the 2010s

15:00-16:20 Session 2D Games business  
Location: Zonshin 304

Akinori Nakamura (Ritsumeikan University, Japan)  
Susana Tosca (IT University of Copenhagen, Denmark)  
The Mobile Suit Gundam Franchise: a Case Study of Transmedia Storytelling Practices and the Role of Digital Games in Japan  
Nökkvi Jarl Bjarnason (University of Iceland, Iceland)  
A Recipe for Disaster? The Emerging Ludo Mix and the Outsourcing of Narrative  
Tanja Sihvonen (University of Vaasa, Finland)  
Alesja Serada (European Humanities University, Vilnius, Lithuania)  
J. Tuomas Harviainen (Tampere University, Finland)  
CryptoKitties and the New Ludic Economy: How blockchain introduces value, ownership, and scarcity in the digital world  
Laureline Chiapello (NAD- UQAC (Université du Québec à Chicoutimi), Canada)  
Ludo Mix as an Aesthetic Experience: Designing Games for Franchises

15:30-16:20 RPG Summit@DiGRA 2019 Location: Zonshin 207

16:30-17:50 Session 3A Philosophy and critique  
Location: Zonshin 310

Benjamin James Marshall Horn (City University of Hong Kong, Hong Kong)  
Trapped in the Ludo Mix: Kingdom Hearts and the Failed Bildungsroman  
Johnathan Harrington (City University of Hong Kong, Hong Kong)  
Play // Make: Media Mix Games as Controlled Open Reading  
Anh-Thu Nguyen (University of Cologne, Germany)  
The theme park experience: Kingdom Hearts and the franchise  
Joleen Blom (IT, Denmark)  
A Ludo Mix Perspective on Dynamic Game Characters

16:30-17:50 Session 3B Making sense of play and players  
Location: Zonshin 311

Troy Innocent (Swinburne University of Technology, Australia)  
Playable Cities Now  
Hugh Davies (RMIT University, Australia)  
Troy Innocent (RMIT University, Australia)  
Olivia Guntarik (RMIT University, Australia)  
Playful Explorations of Indigenous Cartography  
Suely Fragoso (Federal University of Rio Grande do Sul (UFRGS), Brazil)  
Fabiana Freitas (Federal University of Rio Grande do Sul (UFRGS), Brazil)  
Mariana Amaro (Federal University of Rio Grande do Sul (UFRGS), Brazil)  
Beyond God's Eye: on the Reliability of Gameworld Images  
Carlos Ramírez-Moreno (University of Seville, Spain)  
Promoting Yokosuka via Video Game Tourism: The case of the Shenmue Sacred Spot Guide Map

16:30-17:50 Session 3C Games business  
Mark R Johnson (University of Alberta, Canada)  
Location: Zonshin 304

Jessie Marchessault (Concordia University, Canada)  
Bart Simon (Concordia University, Canada)  
Indie Game Studios and the Attention Economy: On route to actually participatory media?  
Samuel Coavoux (Orange SENSE, France)  
Noémie Roques (Experice, Paris 13, France)  
Diversity and conformism on Twitch. The effects of the labor market for video game live streaming on artistic convention.



K.T. Wong (University of California, Irvine, United States)

**Automated Inequality: Behind the Apparent Neutrality of Steam’s Algorithmic Culture**

Ben Abraham (University of Technology, Sydney, Australia)

Brendan Keogh (Queensland University of Technology, Australia)

**Challenges and Opportunities for Collective Action in Local Games Industries**

**16:30-17:50 Session 3D Doing games research**  
**Location: Zonshin 305**

James Newman (Bath Spa University, UK)

Akinori Nakamura (Ritsumeikan University, Japan)

Iain Simons (BGI, UK)

Koichi Hosoi (Ritsumeikan University, Japan)

Masayuki Uemura (Ritsumeikan, University, Japan)

Jing Sun (Perfect World Education Game Research Center, China)

**‘Next Generation’: towards best practices in preserving, curating and exhibiting videogames**

**16:30-17:50 RPG Summit@DiGRA 2019 Location: Zonshin 207**

**18:00-19:20 Session 4A Philosophy and critique**  
**Location: Zonshin 310**

Tuo Yang (Fudan University, China)

**“Monopoly” in Merging Digital and Urban Playspaces**

Alexander Bacalija (The University of Melbourne, Australia)

**Negotiating Pedagogy and Play in the Games-as-text English classroom**

Ruud Jacobs (University of Twente, Netherlands)

Zino Duyvestijn (Erasmus University Rotterdam, Netherlands)

**Discourse at play: construction and professionalism of video-based game reviews**

**18:00-19:20 Session 4B Making sense of play and players**  
**Location: Zonshin 311**

Tomasz Majkowski (Jagiellonian University in Kraków, Poland)

**By Svarogi! Slavic Game Renaissance and the Ideology of the Extreme Right**

Annie Harrison (Concordia University, Canada)

**Playing Polybius: Navigating Marginalizing Discourses on Youth and Gaming Through Myth Transgression**

Joan Casas-Roma (The Metamakers Institute, Falmouth University, UK)

Joan Arnedo-Moreno (Estudis d’Informàtica Multimèdia i Telecomunicació, Universitat Oberta de Catalunya, Spain)

**Categorizing Morality Systems Through the Lens of Fallout**

**18:00-19:20 Session 4C Games business**  
**Location: Zonshin 304**

Mikhail Fiadotau (Tallinn University, Estonia)

Anna Ozimek (Tallinn University, Estonia)

Camille Laurelli (Lv!up! Videogame Museum, Estonia)

Jaroslav Švelch (Charles University, Czechia)

**Tracing the Histories of Videogame Piracy in Eastern Europe in the 1980s-1990s**

**18:00-19:20 Session 4D Games spectatorship**  
**Location: Zonshin 306**

Mark R Johnson (University of Alberta, Canada)

Tom Brock (Manchester Metropolitan University, UK)

Miia Siuttila (University of Finland, Finland)

Will Partin (The University of North Carolina at Chapel Hill, United States)

David Cumming (The University of Melbourne, Australia)

**Skill, Streaming and Sociality in Contemporary Esports**

**18:00-19:20 Session 4E Serious games**  
**Location: Zonshin 307**

Hernâni Zão Oliveira (University of Porto, Portugal)

Gonçalo Marques Barbosa (University of Porto, Portugal)

António Coelho (University of Porto, Portugal)

Helena Lima (University of Porto, Portugal)

**The HOPE Project: from a serious game to an awareness campaign**

William Dunkel (University of California; Irvine, United States)

Minerva Wu (University of California; Irvine, United States)

**Constructing Haenyeo: Defamiliarzzation and Sensemaking in the Game Design Process**

Kuo-Ting Huang (Ball State University, United States)

**Exergaming Cognitive Functions: A Virtual Reality-Based Training for Older Adults**

Rafael Leonardo da Silva (University of Georgia, United States)

**Designing a Digital Roleplaying Game to Foster Awareness of Hidden Disabilities**

**18:00-19:20 RPG Summit@DiGRA 2019 (DEMO)**  
**Location: Zonshin 207**

**19:30-21:00 Welcome Dinner**

## Thursday, August 8th

**08:30-09:00 Registration**

**09:00-10:20 Session 5A Philosophy and critique**  
**Location: Zonshin 310**

Huaxin Wei (The Hong Kong Polytechnic University, Hong Kong)

Betty Durango (The Hong Kong Polytechnic University, Hong Kong)

**Exploring the Role of Narrative Puzzles in Game Storytelling**

Curie Roe (National University of Singapore, Singapore)

Alex Mitchell (National University of Singapore, Singapore)

**"Is This Really Happening?": Game Mechanics as Unreliable Narrator**

Gordon Calleja (University of Malta, Malta)

**Mechanical Narrative: The Relationship Between Rules and Narrative in Boardgame Design**

Ilaria Mariani (Politecnico di Milano – Department of Design, Italy)

Mariana Ciancia (Politecnico di Milano – Department of Design, Italy)

**Character-Driven Narrative Engine. Storytelling System for Building Interactive Narrative Experiences**

**09:00-10:20 Session 5B Making sense of play and players**  
**Location: Zonshin 311**

Elisa Wiik (Tampere University, Finland)

**“More interaction, more story, more lore” : motivations related to game-centric transmedia**

Rob Gallagher (King's College London, UK)

**The Uses of Ludobiography: Life Writing and Game Studies**

Mia Consalvo (Concordia University, Canada)

Christopher Paul (Seattle University, United States)

**YouTubeurs and Real Games: Examining the Discourse of Play Itself**

Jérémie Pelletier-Gagnon (University of Alberta, Canada)

**Spatial Narrative Fragments: Contemporary Media Integration and Spatiality in Game Centers through the Case Study of SEGA GIGO Ikebukuro**

**09:00-10:20 Session 5C Philosophy and critique**  
**Location: Zonshin 202**

David Murphy (Ryerson University, Canada)

**Firmware is Anything But Firm: Remembering and Forgetting the PlayStation Portable Homebrew Software Production Scene**

Paweł Grabarczyk (IT University, Denmark)

Espen Aarseth (IT University, Denmark)

**Port or conversion? An ontological framework for classifying game versions**

James Newman (Bath Spa University, UK)

**Slower, Squashed and Six Months Late! Remembering and forgetting Japanese videogames in Europe, 1991-2019**

Bobby Schweizer (Texas Tech University, United States)

**How Theme Park Rides Adapted the Shooting Gallery**

**09:00-10:20 Session 5D Making sense of play and players**  
**Location: Zonshin 206**

Bastian Kordyaka (University of Siegen, Germany)

Katharina Jahn (University of Siegen, Germany)

Marius Müller (University of Siegen, Germany)

Björn Niehaves (University of Siegen, Germany)

**The Comparative Self: Understanding the Motivation to Play and the Subsequent Video Game Use**

Jukka Vahlo (Tampere University & University of Turku, Finland)

Veli-Matti Karhulahti (University of Jyväskylä & University of Turku, Finland)

**Challenge Types in Videogame Play**

Ross Burkholder (University of Chicago, United States)

**Co-Constructing Virtual Identities: Insights from Linguistic Analysis**

Maria Ruotsalainen (University of Jyväskylä, Finland)

Tanja Väilisalo (University of Jyväskylä, Finland)

**“BECAUSE HE IS GAY LIKE ME (IM NOT JOKING)” THE ROLE OF SEXUAL ORIENTATION OF PLAYABLE HEROES AND PROFESSIONAL PLAYERS IN OVERWATCH FANDOM**

**09:00-10:20 Session 5E Games business**  
**Location: Zonshin 304**

Maxwell Foxman (University of Oregon, United States)

Jennifer Dewinter (Worcester Polytechnic Institute, United States)

Mathias Fuchs (Institute of Advanced Study on Media Cultures of Computer Simulation (MECS), Germany)

Mark R. Johnson (University of Alberta, Canada)

Carly A. Kocurek (Illinois Institute of Technology, United States)

**Revisiting Playbor: Extending the Ludo Mix into Media Industries**

**09:00-10:20 Session 5F Serious games**  
**Location: Zonshin 307**

Gerhard Bruyns (The Hong Kong Polytechnic University, Hong Kong)

**The Gamification of Tactical Thinking; Linking Gamification with Spatial Concepts.**

Keita Moore (University of California Santa Barbara, United States)

**Fast Times in FINAL FANTASY VII: Modern Anxieties, Postmodern Hopes**

Jin Dong (University of Hawaii, United States)

**Multimodal analysis of using video game Minecraft to study BA-construction in Chinese**

Benjamin Stokes (American University, United States)

**Localism with (Serious) Games: Horizontal Channels and Models**

**10:20-10:40 Coffee Break**

**10:40-12:00 Session 6A Making sense of play and players**  
**Location: Zonshin 311**

Andrei Zanescu (Concordia University, Canada)

Marc Lajeunesse (Concordia University, Canada)

Martin French (Concordia University, Canada)

**Gaming DOTA Players: Iterative Platform Design and Capture**

Ben Egliston (The University of Sydney, Australia)

**The data assemblage of play: Videogame data analytics and surveillance**

Courtney Blamey (Concordia University, Canada)

**“Mute, Report, Block,.”: Dissonance in Moderating Overwatch**

Tom Brock (Manchester Metropolitan University, UK)

**Counting Clicks: Gameplay Metrics, Power and the Body Politics of Competitive Videogames**

**10:40-12:00 Session 6B Philosophy and critique**  
**Location: Zonshin 202**

Tomasz Majkowski (Jagiellonian University in Kraków, Poland)

**Dragonborn is for Porn. The intertextual semiotics of the TESV: Skyrim fan made pornographic modifications**

Olli Tapio Leino (City University of Hong Kong, Hong Kong)

Sebastian Möring (European Media Studies, Department for Arts and Media, University of Potsdam, Germany)

**Games on Working, Games on Gaming, Working on Games, and Games on Working on Games: On the self-referentiality that entangles neoliberal play and work**

Anne Sullivan (Georgia Institute of Technology, United States)

Anastasia Salter (University of Central Florida, United States)

Gillian Smith (Worcester Polytechnic Institute, United States)

**Beyond the Recipe: A Critical Analysis of Craft in Games**

Patrick Prax (Uppsala University, Sweden)

**Is this still participation? A case study of the disempowerment of player labourers**

**10:40-12:00 Session 6C Making sense of play and players**  
**Location: Zonshin 206**

Amanda Cote (University of Oregon, School of Journalism and Communication, United States)

Cody Mejeur (Michigan State University, Dept. of English, United States)

Kishonna Gray (University of Illinois- Chicago, Depts. of Communication and Gender & Women’s Studies, United States)

Mahlí-Ann Butt (University of Sydney, Media & Communication and Gender & Cultural Studies, Australia)

**Remixing Masculinities: Identity and Intersectionality in Video Gaming**

**10:40-12:00 Session 6D Games business**  
**Location: Zonshin 304**

Kati Alha (Tampere University, Finland)

**The imbalanced state of free-to-play game research: A literature review**

Mark R Johnson (University of Alberta, Canada)

Tom Brock (Manchester Metropolitan University, UK)

**What do Game Developers Think about Loot Boxes?**

Stefan Brückner (Keio University, Japan)

Shuichi Kurabayashi (Cygames Research, Japan)

Yukiko Sato (Keio University, Japan)

Ikumi Waragai (Keio University, Japan)

**Analyzing random reward system mechanics and social perception**

Jan Švelch (Tampere University, Finland)

Lies van Roessel (Martin-Luther-Universität Halle-Wittenberg, Germany)

**Who Creates Microtransactions: The Production Context of Video Game Monetization**

**10:40-12:00 Session 6E Games spectatorship**  
**Location: Zonshin 306**

Mia Consalvo (Concordia University, Canada)

Roger Altizer (QUT, Australia)

Andy Phelps (RIT, United States)

**Live Streaming and Research: New Directions**

**10:40-12:00 Session 6F Computer games and artistic expression**  
**Location: Zonshin 307**

Andrew Westerside (University of Lincoln, UK)

Jussi Holopainen (University of Lincoln, UK)

**Sites of Play: Locating Gamepace in Red Dead Redemption 2**

Jon Stone (UWE, UK)

**Modding the Waste Land: Intertextual Mutation Between Games and Poems**

Matthew Riley (RMIT University, Australia)

Uyen Nguyen (RMIT University, Australia)

**YomeciLand: Found Sound as Play**

Dooley Murphy (University of Copenhagen, Denmark)

**How Musical Leitmotifs Enhance Narration and Evoke Emotion**

**12:10-13:00 Lunch**

**13:00-14:00 Conference Opening and Keynote 2**  
**Location: Igakukan 1**

T.L. Taylor

**Professor, Comparative Media Studies, MIT**

**"Esports in the age of networked broadcast"**

**14:20-15:40 Session 7A Making sense of play and players**  
**Location: Zonshin 311**

Benjamin Stokes (American University, United States)

**Cities appropriate Pokémon GO: Remix models for local needs**

Gabriela Birnfeld Kurtz (Federal University of Rio Grande do Sul, Brazil)

João Pedro Corrêa de Araujo (Pontifical Catholic University of Rio Grande do Sul, Brazil)

**The “not so” Beautiful Game: a study on Brazilian players of the fantasy soccer game Cartola FC**

Fanny Barnabé (University of Liège, Belgium)

**Video Game Détournement: Playing Across Media**

**14:20-15:40 Session 7B Making sense of play and players**  
**Location: Zonshin 206**

Hugh Davies (RMIT University, Australia)

Larissa Hjorth (RMIT University, Australia)

Sybillie Lammes (Leiden University, Netherlands)

Dale Leorke (Tampere University, Finland)

Troy Innocent (Swinburne University, Australia)

**Contested Space in Playable Cities**

**14:20-15:40 Session 7C Games business**  
**Location: Zonshin 304**

Douglas Brown (Falmouth University, UK)

Brian Mcdonald (Falmouth University, UK)

**Authorial Affordance opportunities in App-Assisted Boardgames**

Ville Kankainen (Tampere University, Finland)

Janne Paavilainen (Tampere University, Finland)

**Hybrid Board Game Design Guidelines**

Marco Benoit Carbone (Brunel University, UK)

**Character construction and transnational branding: Super Mario’s ‘Italianness’**

Pierre-Yves Houlmont (Université de Liège, Belgium)

**Video game’s intermediality and localization practices**

**14:20-15:40 Session 7D Doing games research**  
**Location: Zonshin 305**

Espen Aarseth (IT University of Copenhagen, Denmark)

**Who said anything about games? – Tracing the prehistory of game studies (1980-1996)**

Jonathan Frome (Lingnan University, Hong Kong)

Paul Martin (University of Nottingham, Ningbo China, China)

**Describing the Game Studies Canon: A Game Citation Analysis**

Veli-Matti Karhulahti (University of Turku, Finland)

Raine Koskimaa (University of Jyväskylä, Finland)

**The Current Canon of Games Research: An Analysis of the Most Cited Publications**

Jaakko Suominen (University of Turku, Finland)

Elina Vaahensalo (University of Turku, Finland)

**Current Trends of Retro Gaming Research and Ludo Mix in the Context of Retro Gaming**

**14:20-15:40 Session 7E Games spectatorship**  
**Location: Zonshin 306**

Holin Lin (Department of Sociology, National Taiwan University, Taipei, Taiwan, Taiwan)

Chuen-Tsai Sun (Department of Computer Science and Graduate Institute of Education, Hsinchu, Taiwan, Taiwan)

Ming-Chung Liao (Department of Sociology, National Taiwan University, Taipei, Taiwan, Taiwan)

**Game Streaming Revisited: Some Observations on Marginal Practices and Contexts**

Alex Leith (Michigan State University, United States)

**The Affective Messaging of Gameplay Livestream Viewers**

Mark R Johnson (University of Alberta, Canada)

Jamie Woodcock (University of Oxford, UK)

**The Impacts of Live Streaming on the Video Game Industry**

**14:20-15:40 Session 7F IP, law and games**  
**Location: Zonshin 307**

Yingrong Chen (Department of Cultural Studies, Lingnan University, Hong Kong)

**Introduction to Chinese Game Policies**



Yaewon Jin (Yonsei University, South Korea)  
**Meta-analysis and systematic review of recent literature on gaming disorder**  
Robert Fleet (Australian National University, Australia)  
**Boundaries, Trust and Reputation in Virtual and Illicit Markets**  
Michael Jantorno (Concordia University, Canada)  
**ROM Hacks, Randomizers, and Retro Games: Challenging Copyright and Remixing Zelda**

14:20-15:40 Session 7G Making sense of play and players  
Location: Zonshin 202

Nicolas Besombes (Paris Descartes University, France)  
T.L. Taylor (Massachusetts Institute of Technology, United States)  
Emma Witkowski (RMIT University, Australia)  
**Esports Associationalism**

15:40-16:00 Coffee Break

16:00-17:20 Session 8A Philosophy and critique  
Location: Zonshin 310

Justyna Janik (Jagiellonian University in Krakow, Poland)  
**Meaningful Transformation: Intraactivity and Video Games**  
Nathan Wildman (Tilburg University, Netherlands)  
Nele Van de Mosselaer (University of Antwerp, Belgium)  
**Glitches as Fictional (Mis)Communication**  
Grant Tavinor (Lincoln University, New Zealand)  
**Radical game fictionalism**  
Stefano Gualeni (Institute of Digital Games - University of Malta, Malta)  
**On the de-familiarizing and re-ontologizing effects of glitches and glitch-alikes**

16:00-17:20 Session 8B Making sense of play and players  
Location: Zonshin 311

Kelly Bergstrom (University of Hawai'i at Manoa, United States)  
Nyle Sky Kauwelo (University of Hawai'i at Manoa, United States)  
**Quitting Pokemon Go**  
James Manning (RMIT University, Australia)  
**Mythmaking and codebreaking: The hunt for GTAV's Bigfoot and/as digital cultural memory**  
Jaroslav Švelch (Charles University, Czechia)

Should the Monster Play Fair?: Reception of AI in Alien: Isolation

Chuen-Tsai Sun (National Chiao Tung University, Taiwan)  
Holin Lin (National Taiwan University, Taiwan)  
Hsueh-Yu Lu (National Chiao Tung University, Taiwan)  
**Using physiological response data to examine horror video game enjoyment**

16:00-17:20 Session 8C Making sense of play and players  
Location: Zonshin 206

Tom Brock (Manchester Metropolitan University, UK)  
Mark R Johnson (University of Alberta, Canada)  
Jennifer Reynolds (Concordia University, Canada)  
Gregory Blomquist (University of Alberta, Canada)  
Anne Thorhauge (University of Copenhagen, Denmark)  
Jin Ha Lee (University of Washington, United States)  
Laureline Chiapello (Université du Québec, Canada)  
Daniel Gardner (University of California, Irvine, United States)  
**Gaming, Gambling & the New Monetization of Digital Play**

16:00-17:20 Session 8D Doing games research  
Location: Zonshin 305

Sabine Harrer (Tampere University, Austria)  
**Designing Global Empowerment? Self-Narratives of Workshop Facilitators in Culturally Mixed Settings**

Aphra Kerr (Maynooth University, Ireland)  
Joshua Savage (Maynooth University, Ireland)  
**Spatial Reasoning: Re-Coding Spaces for Inclusive Informal Game Making**

Alexander Muscat (RMIT University, Australia)  
Jonathan Duckworth (RMIT University, Australia)  
Douglas Wilson (RMIT University, Australia)  
**Methods Beyond the Screen: Conducting remote player studies for game design research**

Gillian Smith (Worcester Polytechnic Institute, United States)  
**Integrating Social Justice for Game Design and Development Curricula**

16:00-17:20 Session 8E Games spectatorship  
Location: Zonshin 306

Rhys Jones (The Hong Kong Polytechnic University, Hong Kong)  
**Game Over for Machinima: Fan and Creator Reactions to the Loss of Gaming Culture**

Andreas Pirchner (Institute of Electronic Music and Acoustic / Kunstuniversität Graz, Austria)  
**Audience perception in artistic audiovisual game performances**  
Jeffrey C. F. Ho (The Hong Kong Polytechnic University, Hong Kong)  
**Exploring the Effects of VR Gameplay Videos on Performance and Experience**

Rory Summerley (Falmouth University, UK)  
**Perceived Buffoonery: Analysing the Appeal of AI vs. AI Spectatorship in Saltybet.com**

16:00-17:20 Session 8F Computer games and artistic expression /  
Doing games research  
Location: Zonshin 307

Hartmut Koenitz (HKU University of the Arts Utrecht, Netherlands)  
Teun Dubbelman (HKU University of the Arts Utrecht, Netherlands)  
Christian Roth (HKU University of the Arts Utrecht, Netherlands)  
**Ludonarrative in Game Design Education – a Concrete Approach**  
Feng Zhu (King's College London, UK)  
**Complexity, Mystagogy, and the Limits of the 'Analytical' Learning Cycle**

Batu Aytemiz (UC Santa Cruz, United States)  
Nick Junius (UC Santa Cruz, United States)  
Nathan Altice (UC Santa Cruz, United States)  
**Exploring How Changes in Game Systems Generate Meaning**

17:30-18:50 Session 9A Philosophy and critique  
Location: Zonshin 310

Kelly Boudreau (Harrisburg University of Science & Technology, United States)  
Cindy Poremba (OCAD University, Canada)  
**Rock Stars & Plastic Guitars: Designing & Playing with Captured Experiences in Music Videogames**  
Costantino Oliva (University of Malta, Malta)  
**Musicking with Digital Games**  
Florence Smith Nicholls (Museum of London Archaeology, UK)  
**Bad Vibrations: The Auditory Experience of Digital Dark Tourism**

17:30-18:50 Session 9B Making sense of play and players  
Location: Zonshin 311

Stephanie Boluk (University of California, Davis, United States)  
Patrick LeMieux (University of California, Davis, United States)  
**From Artifact to Auto Chess: Dota 2's Meta Media Mix**  
Hiroshi Yamaguchi (Komazawa University, Japan)  
**An Attempt to Develop SIR ("shit-game is real") Index**  
Hao Wang (National Chiao Tung University, Taiwan)  
Yu-Chun Ruan (National Chiao Tung University, Taiwan)  
Sheng-Yi Hsu (National Chiao Tung University, Taiwan)  
Chun-Tsai Sun (National Chiao Tung University, Taiwan)  
**Effects of Game Design Features on Player-Avatar Relationships and Motivation for Buying Decorative Virtual Items**  
Jinghui Huang (Sun Yat-Sen University, China)  
**Critical Thinking of 'Excessive Indulgence of Playing Saps Ambitions (wan wu sang zhi)': A Research on Urban Adolescents' Consumption of Peripheral Products of Digital Games in Mainland China**

17:30-18:50 Session 9C Philosophy and critique  
Location: Zonshin 202

Sybilke Lammes (Leiden Centre for the Arts in Society, Leiden University, Netherlands)  
Tomasz Majkowski (Jagiellonian University in Kraków, Poland)  
Olli Tapio Leino (City University of Hong Kong, Hong Kong)  
Sebastian Möring (Digital Games Research Center (DIGAREC), University of Potsdam, Germany)  
**Ludic Boredom: Discussing a Manifesto**

17:30-18:50 Session 9D Making sense of play and players  
Location: Zonshin 206

Jacob Mertens (University of Wisconsin-Madison, United States)  
Susan Noh (University of Wisconsin-Madison, United States)  
Cody Mejeur (Michigan State University, United States)  
Jaroslav Švelch (Charles University, Czechia)  
**Translating and Localizing Games in Global Contexts**

17:30-18:50 Session 9E Games business  
Location: Zonshin 304

Aleena Chia (University of Jyväskylä, Finland)  
**Procedural and Promotional Rhetorics of Participation in Digital Games**  
Yaewon Jin (Yonsei University, Communication Department, South Korea)  
Veli-Matti Karhulahti (University of Turku, Finland)  
**Evolution of PC Bangs: Traditions and Trends in South Korea**  
Tobias Scholz (University of Siegen, Germany)  
Volker Stein (University of Siegen, Germany)  
**The Business Model Network of eSports: The Case of Overwatch**  
Patrick Prax (Uppsala University, Sweden)  
**Fired in a blog post: The End of Heroes of the Storm Esports**

17:30-18:50 Session 9F Doing games research  
Location: Zonshin 305

Dean Bowman (University of East Anglia, UK)  
Erin Pearson (University of East Anglia, UK)  
**Exploring the Third Place: Reconstructing Gamer Subjectivity Through David Lynch's Iconic Playstation Adverts.**

Jukka Vahlo (Tampere University & University of Turku, Finland)  
**Player Persona Research**  
Masanori Fukui (Hiroshima University, Japan)  
Takeshi Ishikawa (Keio University, Japan)  
Jo Hagikura (Kwansei Gakuin University, Japan)  
Yuji Sasaki (Keio University, Japan)  
**The Relationship between Prior Gaming Experience and Consciousness of Computer Programming or Social Views on Information: An Empirical Study of High School Students in Japan**  
Franziska Regnath (University of Augsburg, Germany)  
Ahmed Elmezeny (University of Augsburg, Germany)  
**Me, myself and others: Connecting player identification to gaming social capital**

## Friday, August 9th

08:30-09:00 Registration

09:00-10:20 Session 10A Philosophy and critique  
Location: Zonshin 310

Johanna Blom (IT University of Copenhagen, Denmark)  
Mattias van Ommen (University of Hawai'i at Mānoa, United States)  
Fanny Barnabé (University of Liège, Belgium)  
Marc Steinberg (Concordia University, Canada)  
Akinori Nakamura (Ritsumeikan University, Japan)  
**Japanese Role-Playing Games in the Ludo Mix: Paradigms, Practices, and Challenges**

09:00-10:20 Session 10B Making sense of play and players  
Location: Zonshin 311

Jeffrey S. Bryan (University of California, Irvine, United States)  
Joshua Tanenbaum (University of California, Irvine, United States)  
**Adapting the Empty Orchestra: the Performance of Play in Karaoke**  
Costantino Oliva (University of Malta, Malta)  
**Taiko no Tatsujin: Musical literacy in the Media Mix**  
Marigold Bartlett (Ghost Pattern, Australia)  
Jey Biddulph (Meridian Adventure Co, United States)  
Stephanie Boluk (University of California, Davis, United States)  
Teddy Diefenbach (Independent, United States)  
Leeying Foo (Kaigan Games, Malaysia)  
Laura E. Hall (Timberview Productions/Meridian Adventure Co, United States)  
Alexandra Lee (PlayReactive, Australia)  
Clarissa Ai Ling Lee (Jeffrey Sachs Center on Sustainable Development, Sunway University, Malaysia)  
Lee Shang Lun (PlayReactive, Australia)  
Patrick LeMieux (University of California, Davis, United States)  
Amani Naseem (PlayReactive, Maldives)  
Chad Toprak (Freeplay Independent Games Festival, Australia)  
Douglas Wilson (RMIT University, Australia)  
**Every Escape Room in this City: In Search of A Well-Played Game**  
Melissa J. Rogerson (Interaction Design Lab, School of Computing and Information Systems, The University of Melbourne, Australia)  
Lucy Sparrow (Interaction Design Lab, School of Computing and Information Systems, The University of Melbourne, Australia)  
Martin Gibbs (Interaction Design Lab, School of Computing and Information Systems, The University of Melbourne, Australia)  
**People@Meeple: "it's a community thing"**

09:00-10:20 Session 10C Philosophy and critique  
Location: Zonshin 202

Alexandre Paquet (University of Toronto, Canada)  
**Dawn of Machinic Cyclicity: Life as We Don't Know It**  
Federico Alvarez Igarzabal (Institute for Frontier Areas of Psychology and Mental Health (IGPP), Germany)  
**Structuring Gametime. A Typology of the Temporal Constituents of Video Games**  
Ea Christina Willumsen (University of Bergen, Norway)  
Milan Jacević (The Royal Danish Academy of Fine Arts, School of Design, Institute of Visual Design, Denmark)  
**A Typology of Rumble**  
Grant Tavinor (Lincoln University, New Zealand)  
**Towards an analysis of virtual realism**

09:00-10:20 Session 10D Making sense of play and players  
Location: Zonshin 206

Rebecca Waldie (Concordia University, Canada)  
Chris Alton (York University, Canada)  
Kelly Bergstrom (University of Hawai'i, United States)  
Kim Khanh Tran (McMaster University, Canada)  
**Toeing the Gender Line: Unpacking Gendered Video Game Spaces**

09:00-10:20 Session 10E Doing games research  
Location: Zonshin 305

Carl Therrien (University of Montreal, Canada)  
**From Technological Revolution to Cultural Obsolescence. NEC's PC Engine between American erasure and French edification**  
Mahli-Ann Butt (The University of Sydney, Australia)  
Cody Mejeur (Michigan State University, United States)  
**'Fuck Game Studies': (Not)coping and the affective labour of diversity workers in Game Studies**  
Stefano Gualeni (Institute of Digital Games - University of Malta, Malta)  
Riccardo Fassone (University of Turin, Italy)  
Jonas Linderöth (University of Skövde, Sweden)  
**How to Reference a Digital Game**

09:00-10:20 Session 10F Serious games  
Location: Zonshin 307

Masakazu Furuichi (Nihon University, Japan)  
Megumi Aibara (Nihon University, Japan)  
**A Challenge of Developing Serious Games to Raise the Awareness of Cybersecurity Issues**  
Annakaisa Kultima (Aalto University, Finland)  
Outi Laiti (University of Lapland, Finland)  
**Sami Game Jam – Learning, Exploring, Reflecting and Sharing Indigenous Culture through Game Jamming**  
Tarja Susi (University of Skövde, Sweden)  
Niklas Torstensson (University of Skövde, Sweden)  
Ulf Wilhelmsson (University of Skövde, Sweden)  
**"Can you send me a photo?" - A Game-Based Approach for Increasing Young Children's Risk Awareness to Prevent Online Sexual Grooming**  
Kazuhiro Ota (Research Institute for Humanity and Nature, Japan)  
Joost Vervoort (Utrecht University, Netherlands)  
Kazutoshi Iida (Ritsumeikan University, Japan)  
Yukihiro Tsujita (Kyoto Seika University, Japan)  
Masahiko Murakami (Skeleton Crew Studio, Japan)  
Astrid Mangnus (Utrecht University, Netherlands)  
**Co-creating serious game for sustainability transition: Case study of the Serious Board Game Jam 2018 in Kyoto**

10:20-10:40 Coffee Break

10:40-12:00 Session 11A Philosophy and critique  
Location: Zonshin 310

Tania Marlowe (Monash University, Australia)  
**A TRU Proposal to the Ladies, through #selfcare, Mary Astell, and Xenofeminism**  
Federico Alvarez Igarzabal (Institute for Frontier Areas of Psychology and Mental Health (IGPP), Germany)  
**Belief-Discordant Alief: A Common Denominator of Fiction and Non-Fictional Games**  
Sebastian Möring (Digital Games Research Center (DIGAREC), University of Potsdam, Germany)  
**Expressions of care and concern in eco-critical computer game play**  
Nele Van de Mosselaer (University of Antwerp, Belgium)  
**Only a Game? Player Misery Across Game Boundaries**

10:40-12:00 Session 11B Making sense of play and players  
Location: Zonshin 311

Elina Koskinen (Tampere University, Finland)  
Kati Alha (Tampere University, Finland)  
Janne Paavilainen (Tampere University, Finland)  
Dale Leorke (Tampere University, Finland)  
**Middle-aged Players & Memorable Moments with Pokémon GO**

Sonam Adinolf (Queensland University of Technology, United States)  
Selen Turkey (Queensland University of Technology, Australia)  
**Differences in Player Experiences of Need Satisfaction Across Four Games**

Ji Soo Lim (Dokkyo University, Japan)  
**Different Frames of Players and the Motivation of Prosocial Behavior in Digital Games**

Peter Howell (University of Portsmouth, UK)  
Brett Stevens (University of Portsmouth, UK)  
**Epistemological Issues in Understanding Games Design, Play-Experience, and Reportage**

10:40-12:00 Session 11C Philosophy and critique  
Location: Zonshin 202

Aleksandra Mochocka (Kazimierz Wielki University in Bydgoszcz, Poland)  
**Dialogue or Monologue? Intertextuality as Allegation in Child of Light and My Memory of Us**  
Ryan Wright (IT University of Copenhagen, Denmark)  
**Beyond Procedurality: Situating The Witness in the Proceduralism Debate**  
Hartmut Koenitz (HKU University of the Arts Utrecht, Netherlands)  
Mirjam Eladhari (Södertörn University, Sweden)  
**A Critical Framework for Games**



*Olli Tapio Leino* (City University of Hong Kong, Hong Kong)

**God is a Game Designer – Accelerating ‘Existential Ludology’**

<b>10:40-12:00</b>	<b>Session 11D Making sense of play and players</b> <b>Location: Zonshin 206</b>
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*Maria Ruotsalainen* (University of Jyväskylä, Finland)

*Christine Cook* (Tilburg University, Netherlands)

*Mahli-Ann Butt* (The University of Sydney, Australia)

*Marko Siitonen* (University of Jyväskylä, Finland)

*Veli-Matti Karhulahti* (University of Jyväskylä, Finland)

**You can troll your own way: Defining and discussing toxicity in online games**

<b>10:40-12:00</b>	<b>Session 11E Games business</b> <b>Location: Zonshin 304</b>
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*Aleena Chia* (University of Jyväskylä, Finland)

*Brendan Keogh* (Queensland University of Technology, Australia)

*Olli Sotamaa* (Tampere University, Finland)

*Rebekah Cunningham* (University of Birmingham, UK)

**Game Production beyond the Studio: From Playbour to Gamework**

<b>10:40-12:00</b>	<b>Session 11F Serious games</b> <b>Location: Zonshin 307</b>
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*Ruud Jacobs* (University of Twente, Netherlands)

**The experience of procedurality: effects and appreciation of persuasive gameplay rhetoric**

*Manuela Ferrari* (Douglas Mental Health University Institute, Canada)

*Sarah McIlwaine* (Douglas Mental Health University Institute/McGill University, Canada)

*Jennifer Reynolds* (Concordia University, Canada)

*Suzanne Archie* (McMaster University, Canada)

*Katherine Boydell* (Black Dog Institute, Australia)

*Shalini Lal* (University of Montreal/CRCHUM/Douglas Mental Health University Institute, Canada)

*Jai Shah* (Douglas Mental Health University Institute/McGill University, Canada)

*Joanna Henderson* (Center for addiction and mental health, Canada)

*Mario Alvarez* (eOrygen, University of Melbourne, Australia)

*Neil Andersson* (McGill University, Canada)

*Espen Aarseth* (Centre for Computer Games Research, IT University of Copenhagen, Denmark)

*Rune Kristian Lundedal Nielsen* (Centre for Computer Games Research, IT University of Copenhagen, Denmark)

*Srividya Iyer* (Douglas Mental Health University Institute/McGill University, Canada)

**Gaming my way to recovery: Understanding how to integrate serious video games into youth mental health services**

*Bjoern-Ole Kamm* (Kyoto University, Graduate School of Letters, Japan)

**Transcultural Learning and Live-Action Role-Play in Japan**

*Rafael Leonardo da Silva* (University of Georgia, United States)

**Fostering ethics and morality in adult learning through gameplay**

<b>12:10-13:00</b>	<b>Lunch</b>
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<b>13:00-14:00</b>	<b>Conference Opening and Keynote 3</b> <b>Location: Igakukan 1</b>
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**Tetsuya Mizuguchi**

**Project Professor, Graduate School of Media Design, Keio University**  
**"The Future of Ludo-Mix"**

<b>14:20-15:40</b>	<b>Session 12A Making sense of play and players</b> <b>Location: Zonshin 311</b>
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*Sarah Christina Ganzon* (Concordia University, Canada)

**Does Jumin Han Is Gay?: Cultural Hybridity, and the Intimate Economies of Otome Games in English**

*Sarah Christina Ganzon* (Concordia University, Canada)

*Edmond Ernest Dit Alban* (Concordia, France)

**From Otome Road to #OtomeArmada: Towards a History of Otome Games and Gaming Cultures (abstract)**

*Luca Paolo Bruno* (Leipzig University, Italy)

**Playing with character information - Akihabara’s bishōjo-visual novel ludo-mix**

*Kim Khanh Tran* (McMaster University, Canada)

**Playing for Love in the Age of Messaging Apps: Mystic Messenger and its Online Youth Fandom**

<b>14:20-15:40</b>	<b>Session 12B Philosophy and critique</b> <b>Location: Zonshin 202</b>
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*Shanchao Fu* (Peking University, China)

**The Marketing of a Controversial Identity: A Case Study on Chinese Parents**

*Cäcilia Sauer* (Leipzig University, Germany)

*Marcus Kuribayashi* (Leipzig University, Switzerland)

*Martin Roth* (Leipzig University, Germany)

**Loot boxes in Germany: political players, public perception and legislation**

*Felix Raczkowski* (Bayreuth University, Germany)

**Games and Gestures - Remarks on Emotes in Digital Online Games**

*Dean Bowman* (University of East Anglia, UK)

**Emergent Threat or Residual Trace: Reassembling the Indie Sector as an Interdependent Sociotechnical Practice**

<b>14:20-15:40</b>	<b>Session 12C Making sense of play and players</b> <b>Location: Zonshin 206</b>
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*Jaroslav Švelch* (Charles University, Czechia)

*Torill Elvira Mortensen* (IT University of Copenhagen, Denmark)

*Kristine Jørgensen* (University of Bergen, Norway)

*Tomasz Majkowski* (Jagiellonian University, Poland)

*Kelly Boudreau* (University of Montreal, Canada)

**Locating transgressions: Transgressive Play and Transgressive Aesthetics**

<b>14:20-15:40</b>	<b>Session 12D Games business</b> <b>Location: Zonshin 304</b>
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*Hanna Wirman* (The Hong Kong Polytechnic University, Hong Kong)

*Rhys Jones* (The Hong Kong Polytechnic University, Hong Kong)

**On the Local Value of Game Jam Games: Beyond Learning from the Process**

*Bryan Hartzheim* (Waseda University, Japan)

**At Your Service: Event-Based Design in Japanese Mobile Games**

*Marcus Toftedahl* (University of Skövde, Sweden)

*Henrik Engström* (University of Skövde, Sweden)

**A Taxonomy of Game Engines and the Tools that Drive the Industry**

*Eric Freedman* (Columbia College Chicago, United States)

**New Media Ecosystems: Amazon and the Advancing Game Economy**

<b>14:20-15:40</b>	<b>Session 12E Doing games research</b> <b>Location: Zonshin 305</b>
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*Rebecca Goodine* (Concordia University, Canada)

*Dr. Rilla Khaled* (Concordia University, Canada)

**ctrl+R: Reflections on Prompting Reflective Game Design**

*Roger Altizer Jr* (University of Utah, United States)

**Teaching Industry Professional Adjuncts to Teach Videogame Development: No Tweed Allowed**

*Emma Westecott* (OCAD University, Canada)

*Suzanne Stein* (OCAD University, Canada)

*Cheryl Hsu* (OCAD University, Canada)

*Kashfia Rahman* (OCAD University, Canada)

**In Situ: Researching corporate diversity initiatives with game developers**

*Gina Haraszti* (TAG Lab, Canada)

**GAMERella, Community Outreach and Inclusive Design**

<b>14:20-15:40</b>	<b>Session 12F Games spectatorship / Serious games</b> <b>Location: Zonshin 306</b>
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*Will Partin* (The University of North Carolina at Chapel Hill, United States)

**Esports of Empire: The Platformization of ‘StarCraft’**

*Mayara Caetano* (Universidade Federal do Rio Grande do Sul, Brazil)

**The Awakening of the Goddess in Competitive League of Legends**

*Mateusz Felczak* (Jagiellonian University, Poland)

**No Rivalry Without Commentary: Misja Esport Case Study**

*Jiaqin Chen* (The Communication University of Zhejiang, China)

**The interaction of discourse and acts: Games spectating as communication rituals in China**

<b>15:40-16:00</b>	<b>Coffee Break</b>
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<b>16:00-17:20</b>	<b>Session 13A Making sense of play and players</b> <b>Location: Zonshin 311</b>
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*Christine Tomlinson* (University of California, Irvine, United States)

**Building a Gamer: Player Preferences and Motivations Across Gender and Genre**

*Akiko Shibuya* (Soka University, Faculty of Letters, Japan)

*Hibiki Okura* (Tokyo Medical and Dental University, Japan)

*Akiyo Shoun* (Ochanomizu University, Japan)

*Naoko Asou* (Ochanomizu University, Japan)

**Male and Female Game Players’ Preferences for Game Characters and Real-world Personalities in Japan**

*Brandon Rogers* (North Carolina State University, United States)

**Ready to Rumble: Hypermasculine Touch and Nintendo’s HD Rumble**

*Kenton Howard* (University of Central Florida, United States)

**Romance Never Changes...Or Does It?: Fallout, Queerness, and Mods**

<b>16:00-17:20</b>	<b>Session 13B Philosophy and critique</b> <b>Location: Zonshin 202</b>
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*Rachael Hutchinson* (University of Delaware, United States)

**Observant play: colonial readings in Breath of the Wild**

*Daniel Vella* (University of Malta, Malta)

*Stefano Gualeni* (University of Malta, Malta)

*Jonne Arjoranta* (University of Jyväskylä, Finland)

**Processes of Roling: Mechanisms for Adopting Subjectivities in the Gameworld**

*Feng Zhu* (King's College London, UK)

**Consciously working on one’s game: the mutual constitution of habitus and identity**

*Chris Kerich* (University of California, Santa Cruz, United States)

**Polygonal Modeling: The Aestheticization of Identity**

<b>16:00-17:20</b>	<b>Session 13C Games business</b> <b>Location: Zonshin 304</b>
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*Rayna Denison* (University of East Anglia, UK)

*Dean Bowman* (University of East Anglia, UK)

*James McLean* (University of East Anglia, UK)

**Into the Meta Mix: Kingdom Hearts and the transnational remediation and adaptation of Japanese and American IP**

<b>16:00-17:20</b>	<b>Session 13D Games spectatorship</b> <b>Location: Zonshin 306</b>
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*Ashley MI Brown* (EAE, University of Utah, United States)

**The Unintended Consequences of Using Twitch as a University Professor**

*Paul Martin* (University of Nottingham, China)

*Wei Song* (University of Nottingham, China)

**Framing Esports in Chinese University Campuses**

*Emma Witkowski* (School of Design, RMIT University, Australia)

*Yong Ming Kow* (City University of Hong Kong, Hong Kong)

**Schoolyard Riot: League of Legends and High School Esports**

<b>16:00-17:20</b>	<b>Session 13E Computer games and artistic expression</b> <b>Location: Zonshin 307</b>
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*René Glas* (Utrecht University, Netherlands)

*Jasper van Vught* (Utrecht University, Netherlands)

**The politics of game canonization: Tales from the frontlines of creating a national history of games**

*Yue-Jin Ho* (The Open University of Hong Kong, Hong Kong)

**The materiality on the hermeneutics of Chinese character-based playable media**

*Rémy Sohier* (Paris 8 University, France)

**Game jockey as an intermediary between DJ practice and video games**

<b>19:30-21:00</b>	<b>Banquet</b>
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## Saturday, August 10th

<b>09:00-10:20</b>	<b>Session 14A Philosophy and critique</b> <b>Location: Zonshin 310</b>
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*Frederic Seraphine* (The University of Tokyo, Japan)

*Ji Soo Lim* (The University of Tokyo, Japan)

*Eleonora Imbierowicz* (The University of Warclaw, Poland)

*Keiko Nishimura* (The University of North Carolina at Chapel Hill, United States)

**Is There a Playfulness of Empathy? A Multidisciplinary Perspective**

<b>09:00-10:20</b>	<b>Session 14B Philosophy and critique</b> <b>Location: Zonshin 202</b>
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*Will Partin* (The University of North Carolina at Chapel Hill, United States)

*Nyle Sky Kauwelo*a (University of Hawaii at Manoa, United States)

*Kishonna Gray* (University of Illinois at Chicago, United States)

*Emma Witkowski* (RMIT University, Australia)

**Woke (Pro)Gaming: Or, Why We Need Critical Esports Studies**

<b>09:00-10:20</b>	<b>Session 14C Making sense of play and players</b> <b>Location: Zonshin 206</b>
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*Ahmed Elmezeny* (University of Augsburg, Germany)

*Hiroshi Yamaguchi* (Komazawa University, Japan)

*Mark R Johnson* (University of Alberta, Canada)

*Kati Alha* (Tampere University, Finland)

*Janne Paavilainen* (Tampere University, Finland)

**Free-to-Play: Converging or changing games, meaning and ways of play?**

<b>09:00-10:20</b>	<b>Session 14D Doing games research</b> <b>Location: Zonshin 305</b>
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*Matthew Payne* (University of Notre Dame, United States)

*Jennifer Dewinter* (Worcester Polytechnic Institute, United States)

*Christopher Hanson* (Syracuse University, United States)

*Carly Kocurek* (Illinois Institute of Technology, United States)

*Kenneth McAllister* (University of Arizona, United States)

*Judd Ruggill* (University of Arizona, United States)

*John Vanderhoef* (California State University, Dominguez Hills, United States)

**What a mess...: Navigating media mixes in the archive**

<b>09:00-10:20</b>	<b>Session 14E Computer games and artistic expression</b> <b>Location: Zonshin 307</b>
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*Rob Gallagher* (King's College London, UK)

**Replaying the Past: Wholesome Nostalgia or Morbid Melancholia?**

*Timothy Snowdon* (RMIT University, Australia)

**Dancing with the Hands: Frictions with Videogames, Dance and Gender**

*Mikael Jakobsson* (Massachusetts Institute of Technology, United States)

*Noah Houghton* (Harvard University, United States)

*Uche Okwo* (Massachusetts Institute of Technology, United States)

*William Wu* (Massachusetts Institute of Technology, United States)

**Visualizing Diversity: A Character Design Tool For Creative Reflection**

*Carl Therrien* (University of Montreal, Canada)

*Cindy Poremba* (OCAD University, Canada)

*Jean-Charles Ray* (University of Montreal, France)

**Return of the “video” game: Extracting FMV design knowledge for future games**

<b>10:40-12:00</b>	<b>Conference Opening and Keynote 4 (with Replaying Japan)</b> <b>Location: Igakukan 1</b>
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**Yosuke Hayashi**

**Managing Director of KOEI TECMO GAMES**

<b>12:10-13:00</b>	<b>Lunch</b>
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<b>13:00-14:00</b>	<b>DiGRA Annual Genaral Meeting and Conference Closing</b> <b>Location: Igakukan 1</b>
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<b>14:00-15:40</b>	<b>Session 14F Philosophy and critique</b> <b>Location: Zonshin 202</b>
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<b>15:40-16:00</b>	<b>Coffee Break</b>
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<b>16:00-17:20</b>	<b>Session 14B Philosophy and critique</b> <b>Location: Zonshin 202</b>
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<b>16:00-17:20</b>	<b>Session 14C Making sense of play and players</b> <b>Location: Zonshin 206</b>
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<b>16:00-17:20</b>	<b>Session 14D Doing games research</b> <b>Location: Zonshin 305</b>
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<b>16:00-17:20</b>	<b>Session 14E Computer games and artistic expression</b> <b>Location: Zonshin 307</b>
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<b>16:00-17:20</b>	<b>Session 14F Philosophy and critique</b> <b>Location: Zonshin 202</b>
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<b>16:00-17:20</b>	<b>Session 14G Games business</b> <b>Location: Zonshin 304</b>
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<b>16:00-17:20</b>	<b>Session 14H Games spectatorship</b> <b>Location: Z</b>
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# EXCURSION

## The Samurai Sword Fighting Lesson at Toei Kyoto Studio Park



One truly unique offering for this year's DiGRA excursion program will certainly be this. Being held at Toei Kyoto Studio Park, this one hour course allow you to learn the samurai sword fighting from actors/actresses specialized in action stunts. By the end, you will be able to show others how to grip and wield samurai sword correctly and make some special moves or two (Limited to 30-40 participants only!)



## Fushimi Inari Shrine

Being known for its thousands of torii gates in vermillion color, Fushimi Inari Shrine (伏見稲荷大社) is one of the most popular sites to visit in Kyoto. Inari is the god of fertility, agriculture as well as the industry in Shinto. Torii or the vermillion gates are donations given from corporations seeking 'divine favor' for their success. One of the must-go-place if you are in Kyoto. Please noted that the trip includes 2-hours-hike as the shrines spread across the mountain.



## The Kyoto International Manga Museum



The Kyoto International Manga Museum, with its 30,000 collections related to the manga (Japanese style comics), is a perfect place to learn about the media mix practices emerged and evolved in Japan. From caricature woodblock prints of the Edo period to magazines of the Meiji, Taisho and early Showa period (or Pre World Wars period) as well as contemporary manga magazines of various kinds, the museum offers educational as well as entertaining experience to all.



# EXHIBITION

## PRESENTED by Ritsumeikan Center for Game Studies

### Exhibition 1

For the Japanese, a television set has been a center of the family entertainment during the 70s and the 80s. When new playthings which connect the television to play was introduced, they were called "Terebi Geemu" (TV Game). This exhibition recreates a gameplay scene in Japan back in 1986. The panels that depict the relationship between Anime, toys, and geemu (games) are also exhibited. Playable exhibition of some of classic "TV Game consoles" is located at TRAINING ROOM TWO.



### Exhibition 2

This exhibition focuses on "New home entertainment created by Terebi Geemu (TV Game)." The following is some of the examples.

"The Migration -kaiyu-" (Kyoto Digital Amusement Award Grand Prize): This middleware enables up to 100 people to play a single-player mode game. "The Difficulty Synthesizer II" This "game" challenges you not to play the game but to adjust the level of difficulty of ongoing games played by A.I. so that the A.I. feels fun enough to keep playing! Produced by students and faculty of College of Image Arts and Sciences, Ritsumeikan University.



The Migration - Kaiyu -



The Difficulty Synthesizer II

### Exhibition 3

This exhibition is entitled "Possibility of Game development related materials" and presents the high value of the materials, and also considers the possibility of using the materials. Game titles to be introduced at the exhibition are "GALAXIAN" (1979), "GALAGA" (1981), "GAPLUS" (1984) made by NAMCO (BANDAI NAMCO Entertainment, Inc.).

We display three titles of development related materials, and introduce game contents and changes that developers at the time considered, and the results of actually performing location tests.

## DiGRA Japan Chapter Interactive & Poster Sessions

### Exhibition 4

These sessions are the extensions of the workshop at DiGRA2019 "Current Situation in the Japanese Game Research and Game Development Pedagogical Practices" organized by the DiGRA Japan Chapter.

Sessions compactly exhibit cutting edge information regarding Japanese game research in various fields such as: Game Design, Japanese Culture, Serious Games.



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