

Ruins in Digital Games

A DiGRA 2019 Workshop

Ritsumeikan University, Kinugasa Campus (Kyoto), Zonshin 306

Tuesday 6 August 2019, 16.00 – 18.50

- 16.00** *Introduction* Daniel Vella and Emma Fraser
- 16.05** Michael Facius – *A Rose on the Grave: The Poetics of Ruination and Rebirth in Horizon: Zero Dawn*
- 16.15** Mateusz Felczak - *Apocalyptic Heritage, Pharmakon and Millennial National Identity: Case Studies of Ruins in Modern Indie cRPGs*
- 16.25** Mathias Fuchs - *The Longing for Ruination. Ruins as Phantasmal Spaces of Decay*
- 16.35** Justyna Janik – *The Ruins of Meridian 59: Abandoned MMOs as Poor Objects*
- 16.45** Sybille Lammes - *Archaeologists of Civilization: Postcolonialism, Ruins and Play*
- 16.55** Dunstan Lowe – *Videogame Gunplay in Ancient Archaeological Sites*
- 17.05** Paul Martin – *When Ruins Attack! Character and Agency in Videogame Ruins*
- 17.15** Lawrence May – *Reconstruction and Rememberance in the Ruins of Minecraft's Post-Apocalypse*
- 17.25** **Break**
- 17.30** Aleksandra Mochocka – *Identity in Ruins: Discovering, Exploring and Reclaiming the Past in Child of Light and My Memory of Us*
- 17.40** Andrew Phelps – *Exploring the Combination of Passive and Active Elements of Ruins and Reconstruction in Fragile Equilibrium*
- 17.50** Karin Wenz – *The Presence of Decay and Death Ritual in ArcheAge*
- 18.00** Clancy Wilmott - *Speculative Cartographies of Post-Human Ruination in Horizon: Zero Dawn*
- 18.10** Discussion