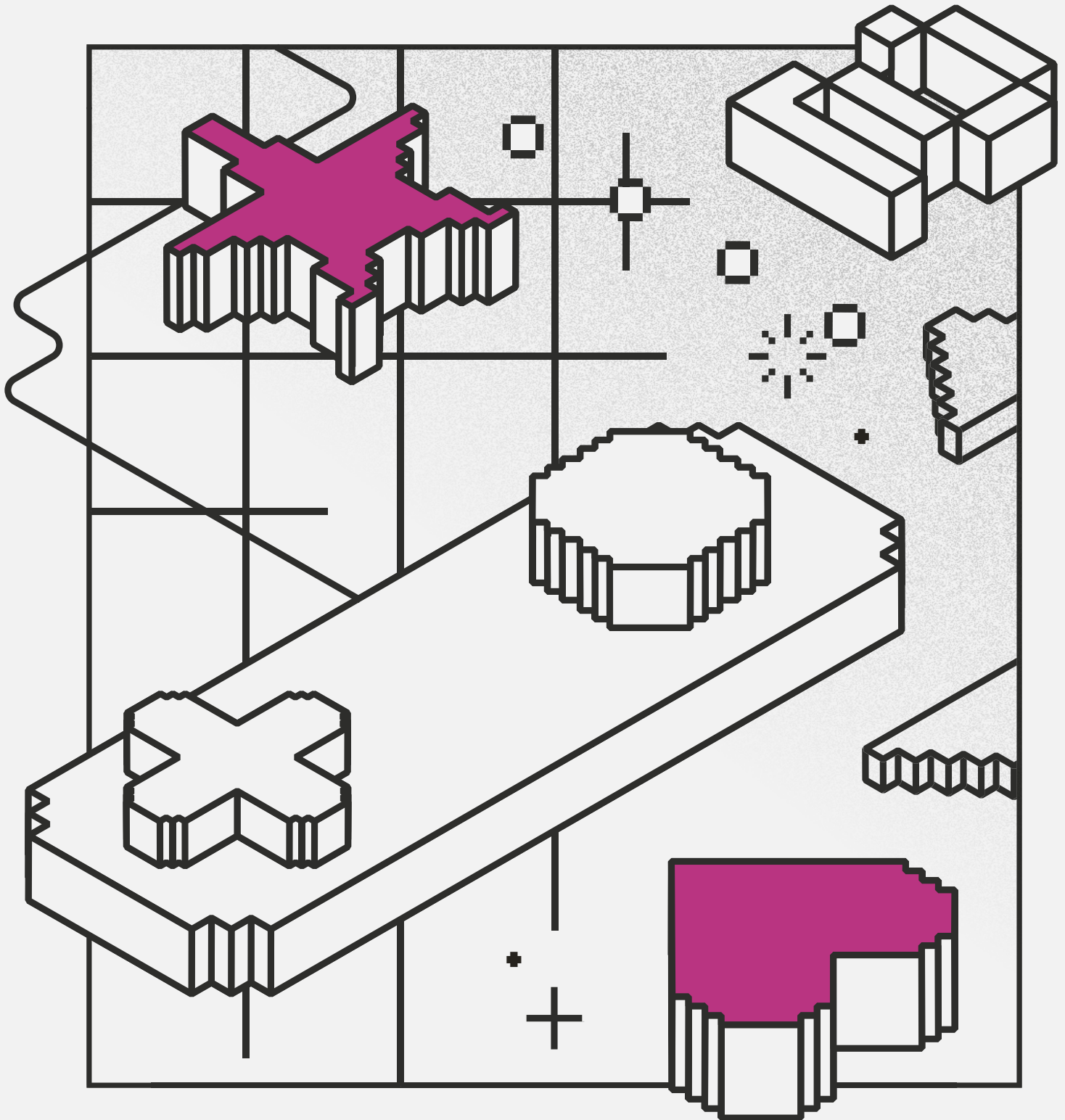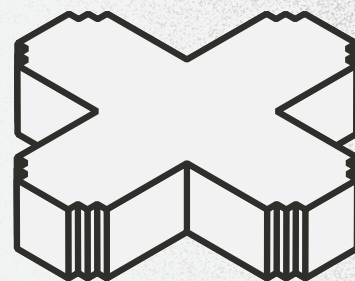# 2nd INTERNATIONAL CONFERENCE OF VIDEO GAME STUDIES

• 50 YEARS OF THE GAMING INDUSTRY • VIDEO GAMES AS A CHALLENGE TO ACADEMIA •

2ⁿᵈ INTERNATIONAL CONFERENCE OF VIDEO GAME STUDIES

SCHEDULE | FRIDAY 9ᵗʰ December

◉ The University of Novi Sad Central Building - Dr Zorana Đinđića 1

◆ **Registration**	09:30

◆ **Welcome speech**	10:00

Siniša Bokan
Dean of Academy of Arts

Manojlo Maravić
SVI Conference General Chair

◆ **Keynote speaker**	10:30

Game Production Studies: Moving On

Olli Sotamaa
Professor of Game Culture Studies at the Tampere University / Center of Excellence in Game Culture Studies

◆ **Coffee break**	11:00

◆ **Plenary speaker**	11:30

Gamers for Science: How to Change the World in Small Steps

Attila Szantner
Co-founder of Massively Multiplayer Online Science / Adjunct Professor of Computer Science at McGill University

◆ **Plenary speaker**	12:00

Strategic Foresight and Pathfinder Companies: How to Anticipate and Adapt for the Future(s)?

Dražen Maravić
Founder of Centre for Futures Studies / United Nations Development Programme

◆ **Session 1/ Round Table 1**	12:30

Video Games from the Inside Out: Industry Perspectives 1

Moderator: **Mladen Čudanov**

Gaming Eastern Europe: A Regional Perspective on Game Development

Lars Kristensen (Sweden)

The Position of a Producer in the Video Game Industry: Between Hard and Soft Skills

Dušica Dragin (Serbia)

Work Hard, Play Hard: The Concept of Playbour in Animal Crossing: New Horizons

Gemma Fantacci (Italy)

Culture and Criticism: Towards Interpreting Video Games 1

Moderator: **Biljana Mitrović**

Beyond Narratology, towards Interpretation: What can Humanities Teach us about Understanding Video Games?

Stefan Alidini (Serbia)

Researching Folklore and Popular Culture in the Age of Video Games: The Case of Final Fantasy VII

Zlatko Bukač & Mario Katić (Croatia)

Criticism of a Critical Game—Golf Club: Wasteland

Tatjana Ristić (Serbia)

Uses for Video Games – Virtual Realities, Education, Therapy, Gamification 1

Moderator: **Jasmina Arsenijević**

Erasing the Boundaries between Different Sectors: An Application of Digital Games in Education	User Experience of Aesthetic Knowledge Production in Citizen Science Gamification	Do Video Games Have a Place in Psychotherapy?
Maja Bosanac (Serbia)	**Balca Arda** (Turkey)	**Gorana Rakić-Bajić** (Serbia)

Round Table 1

Perspectives and Challenges of Video Game Education in Serbia

(Language: Serbian/ By invitation only)

◆ **Lunch break** (participants only)   14:00

◆ **Session 2 / Round Table 2**   15:00

Video Games from the Inside Out: Industry Perspectives 2	Culture and Criticism: Towards Interpreting Video Games 2	Uses for Video Games – Virtual Realities, Education, Therapy, Gamification 1
Moderator: **Mladen Čudanov**	Moderator: **Biljana Mitrović**	Moderator: **Jasmina Arsenijević**
Video Games and Adaptation: An Introduction	Now the World is Old: Cultural and Historical Entropy in Fantasy Video Game Settings	Revisiting the Frontier: Teaching the American West with Red Dead Redemption II
Darjan Kubik (Serbia)	**Miloš Jocić** (Serbia)	**Lindsey B Maxwell** (USA)
Understanding Individuals' In-Game Purchase Motivation: First Steps of Initial Analysis for In-Game Purchase Scale	The Early Game Review as a System of Media Critique	In the Eye of the Beholder: An Eye Tracking Examination of the Visual-Procedural Linkage
Mustafa Can Gursesli (Italy)	**Robin Bootes** (UK)	**Mladen Popović** (Serbia)
Development of a Gaming Business Model through Multi-Industry Ecosystems: Links with Sport, Fashion and Other Industries	Never Alone: When it Comes to the Fight for Cultural Heritage	Gamification in Art: The Malevolent Droplets – Implementation of Elements of Video Games in Works of Art Using the Method of Augmented Reality
	Ana Gavrilović (Serbia)	
	Playing with Ludonarrative Transpositions in Indie Games	
Mladen Čudanov (Serbia)	**Biljana Mitrović & Marija Tavčar** (Serbia)	**Miljan Stevanović** (Serbia)

Round Table 2

Perspectives and Challenges of Video Game Education in Serbia

(Language: Serbian/ By invitation only)

◆ **Refreshments**   16:30

*The link to follow online sessions will be provided on the SVI conference website: sviconference.org

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◆ **Online sessions**   15:00 - 18:00 CET

◆ **Understanding Games through Structuring Diverse Approaches**

Moderator: **Stefan Alidini**

The Role of Sensation Fidelity in the Gaming Experience during the Academic Study of Video Game Heritage

Nicolas Esposito (France)

What about the "Video" of "Video Games"? — The Visual Aesthetic of Digital Games

Gabriele Aroni (UK)

Less Power to the Player? —The Problem of Agency and Perspective in Historical Video Games

Oded Feuerstein (Israel)

Time through the Eyes of Individuals: Narrative Innovations in Video Games and the Material Representation of the Past

Aurore Noury (France)

Ideological Diversion and Propaganda in the Horror Game *Yuppie Psycho* (2019): Soundtrack, Immersion and Interpellation

Rastko Buljančević (Montenegro)

How to Repair a World in Ruin: Death Stranding and the Art of the Anthropocene

Amber Morrison Fox (Canada)

Is Marriage the Grave/Purpose of Life? Catherine: Full Body Autoethnography

Junqi Fu & Yuchen Shen (USA/China)

Transient Titans: A Literary Approach to Shadow of the Colossus (2018)

Nicholas Cabezas (USA)

◆ **Online sessions**   18:15 - 21:15 CET

◆ **Academic Pursuits: Interplays between Games and Research**

Moderator: **Dunja Dušanić**

Level-Up and No Game Over: The Dialogic Relationship between Academia and the Video Game Sector through a CICERONE Project

Olga Kolokytha (Austria)

Playseriously: A Case Study on an Interplay within Academia, Art and Video Game Industry

Alessandra Micalizzi & Marija Lelićanin (Italy/Serbia)

The Desperate Fight in China: An Introduction to the Dilemmas of the Chinese Gaming Industry and the Considerable Influence of the Chinese Government

Lifeng Huang (China)

Domain Change: Gaming Perceptions among Undergraduate Students in Thailand and China

Lauren Rebecca Clark (Thailand)

Spoiler Alert: An Empirical Case Study of Diversity and Representation in Mobile Game Characters for Experiential Learning

Siti Noraisyah Abd. Rahman (Malaysia)

Interactive In-Game Advertising for Open-World Games — Based on User Preferences

Upulanka Premasiri (Sri Lanka)

Stages of Visual Creativity

Gurkan Maruf Mihci (USA)

The conference conclusions will be published on the website: sviconference.org