



Gambling Research Track — Thursday, June 7, 2012

What, if anything, differentiates gambling games from other games? How do particular social or cultural contexts steer people's playing habits? What is the role of gambling in Nordic everyday life? How is gambling represented in the media? Join us in the search for answers to these questions in the DiGRA Nordic 2012 Conference's special program on gambling!

This special program on gambling consists of two special sessions on gambling and a keynote by Minna Ruckenstein (with comments by Olli Sotamaa). Both special sessions host three presentations from gambling scholars and a response commentary from a game studies specialist. The focus in these sessions is on the evolution and playing of gambling games and on the relationship between gambling and the media.

About the conference

Gambling Research Track is part of the wider Nordic Digra 2012 Conference:

<http://digra-nordic2012.org/>

You can participate in the Gambling Research Track by registering to the conference:

<http://digra-nordic2012.org/registration/> (**NOTE! The deadline for registration is May 14**)

The final timetable and locations for the Gambling Research Track will be here:

<http://digra-nordic2012.org/program/>

Pre-Conference Workshop

On Wednesday, June 6, 2012 there is a free Pre-Conference Workshop about "Gambling in the Online Era"

(http://nordicdigra2012.files.wordpress.com/2012/01/gambling_workshop_nordicdigra2012.pdf)



PELITOIMINNAN
TUTKIMUSSÄÄTIÖ

Both the Pre-Conference Workshop and the Gambling Research Track are made possible by the Finnish Foundation for Gaming Research. For more information, see

<http://www.pelisaatio.fi/> or contact info@pelisaatio.fi.

PROGRAM:

Keynote: Internet Currencies and Capitalisms: Anthropological Questions for Gam(bl)ing Research

MINNA RUCKENSTEIN
Finnish National Consumer Research Centre
minna.ruckenstein@ncrc.fi

The Internet is a vibrant arena of economic development and transformation that brings people together in efficient and innovative ways. By doing so, web encounters enable the exploration and implementation of monetary and non-monetary transactions without the need to build costly new facilities; people across the world can use the Internet as a test site for creating and developing new kinds of exchanges for value creation. Anthropologists, together with other social scientists, have started to pay attention to these contested forms of production, distribution and consumption. Studies of virtual worlds suggest that the methods and findings of classical anthropological studies can fruitfully be extended to the study of old and new currencies, forms of capitalism and gam(bl)ing. This keynote outlines directions that emerge from these developments. The discussion demonstrates how the cultural understanding of the economy forwards the study of economic and social transactions in and around money games.

Commentator: OLLI SOTAMAA

Session 1. Gambling Games in Culture and Society

The Introduction of the Legal Roulette and the Changing Finnish Consumer Culture in the 1960s and 1970s

RIITTA MATILAINEN

Play Becomes Reality: Finnish Poker Professionals and Contemporary Culture

PIA LINDEN

Anthropology of Online Poker: Themes and Observations from Research

JUKKA JOUHKI

Session 2. Gambling and the Media

"To Spend Your Lives in Sin and Misery in the House of the Rising Sun":

The Images of Gambling in Popular Music Lyrics

MATIAS KAREKALLAS

Gambling in Game and Play Metaphors of Politics

MARKUS MEURONEN

Gambling in the Social Media

JANI KINNUNEN