

DiGRA Nordic 2012 Conference Program

Note: preliminary program, changes are still possible.

Tuesday, 5th June

Unofficial pre-conference program: There is a meeting for Tampere game developers in Jack the Rooster at 8PM, so if you are already in town on Tuesday, that might be the place to pop by.

Wednesday, 6th June

Location: University of Tampere, Pinni B Building (Kanslerinrinne 1, Tampere)

9:30 am- Registration: Pinni B Main Lobby

12:00-16:00	Workshop: Practical use of Serious games for mobilephone/smartphone in higher education	Room LS B3110
12:00-16:00	Workshop: Gambling in the Online Era	Room LS B3111
13:00-16:00	PhD Workshop	Room LS B3109

Gambling workshop excursion 17:00-19:00, RAY Pelaamo (Gambling hall), Hämeenkatu 10.

Evening reception & exhibition: 19:00-21:00, Rupriikki Museum, "Finnish Games Then and Now".

Table reservations at Plevna: 20:00->

Thursday, 7th June

Location: Technopolis Yliopistonrinne Building (Kalevantie 2, Tampere)

9:00 am- Registration & Coffee: Technopolis, Ground Floor Lobby

Time	Häggman Hall	Enqvist A Hall	Enqvist B Hall	Haarla+Hiekka Hall
9:30-10:00	The Opening	-	-	-
10:00-10:45	Keynote: Nick Montfort, "Gamer vs. Scener, or, Scener Theory"	-	-	-
11:00-12:45	<p>Session 1: Historical Perspectives 1 <i>Session chair: Jaakko Suominen</i> - Graeme Kirkpatrick: Transgressive Games: An Analysis of UK Gaming Magazines 1981-1995 - Veli-Matti Karhulahti: Feelies: The Lost Art of Immersing the Narrative</p> <p>- Special talk: Malte Behrmann (EGDF): Importance of the Cultural Policy for Game Development</p>	<p>Session 2: Critical Approaches to Game Studies 1 <i>Session chair: Raine Koskimaa</i> - Stefano De Paoli: Bots & The Replacement of 'real skills' in MMORPGs - Suen de Andrade E Silva: Buy and Share! Social Network Games and Ludic Shopping</p>	<p>Session 3: Social Player Studies 1 <i>Session chair: Marko Siitonen</i> - Jessica Enevold: Domesticating Play, Designing Everyday Life: The Practice and Performance of Family Gender, and Gaming - J. Tuomas Harviainen, Timo Lainema and Eeli Saarinen: Player-reported Impediments to Game-based Learning - Maura Bouça: Angry Birds, Uncommitted Players</p>	<p>Gambling Research Track 1: Gambling Games in Culture and Society <i>Session chair: Pauliina Raento</i> <i>Commentator: Frans Mäyrä</i> - Riitta Matilainen: The Introduction of the Legal Roulette and the Changing Finnish Consumer Culture in the 1960s and 1970s - Pia Lindén: Play Becomes Reality: Finnish Poker Professionals and Contemporary Culture - Jukka Jouhki: Anthropology of Online Poker: Themes and Observations from Research</p>
13:00-14:00	LUNCH (Technopolis Restaurant Aleksis, Ground Floor)			
14:00-15:45	<p>Session 4: Historical Perspectives 2 <i>Session chair: Jaakko Suominen</i> - Melanie Swalwell: The Early Micro User: Games Writing, Hardware Hacking, and the Will to Mod - Jaakko Suominen: Mario's Legacy and Sonic's Heritage: Replays and Refunds of Console Gaming History</p>	<p>Session 5: Critical Approaches to Game Studies 2 <i>Session chair: Raine Koskimaa</i> - Sébastien Hock-Koon: Affordances of Elliptical Learning in Arcade Video Games - Annika Waern: Framing Games</p>	<p>Session 6: Panel Christoffer Holmgård, Kristine Jørgensen, Ulf Sandqvist & Olli Sotamaa: What's the State of Business? Perspectives on the Nordic Game Industry</p>	<p>Gambling Research Track 2: Gambling and the Media <i>Session chair: Minna Ruckenstein</i> <i>Commentator: Marko Siitonen</i> - Matias Karekallas: "To Spend Your Lives in Sin and Misery in the House of the Rising Sun": The Images of Gambling in Popular Music Lyrics - Markus Meuronen: Gambling in Game and Play Metaphors of Politics - Jani Kinnunen: Gambling in the Social Media</p>
15:30-16:00	Coffee, Technopolis Ground Floor			
16:00-16:45	<p>Session 7: Round Table Petri Saarikoski & Annakaisa Kultima: Perspectives on the Emergence of Video Game Journalism and Game Press</p>	<p>Session 8: Player Typologies <i>Session chair: Marko Siitonen</i> - Janne Tuunanen and Juho Hamari: Meta-synthesis of Player Typologies</p>	<p>Gathering for representatives from University/College based Game Studios</p>	<p>Session 9: Games as Art <i>Session chair: Frans Mäyrä</i> - Anders S. Løvlie: Flâneur, a Walkthrough: Locative Literature as Participation and Play</p>
17:00-18:00	<p>Keynote, Minna Ruckenstein, "Internet Currencies and Capitalisms: Anthropological Questions for Gam(bl)ing Research" - Response: Olli Sotamaa</p>	-	-	-
19:00-22:00	Dinner Buffet & Evening Program (University of Tampere, Pinni A Building, 5th Floor)			

Friday, 8th June

Location: Technopolis Yliopistonrinne Building (Kalevantie 2, Tampere)

9:00 am- Registration & Coffee: Technopolis, Ground Floor Lobby

Time	Häggman Hall	Enqvist A Hall	Enqvist B Hall
9:00-9:45	DiGRA Annual General Meeting	-	-
10:00-10:45	Keynote: Kristine Jørgensen, "In Defense of the Interface"	-	-
11:00-12:45	Session 10: Games as Media and Communication 1 <i>Session chair: Marko Siitonen</i> - Jaakko Stenros: In Defence of a Magic Circle: The Social and Mental Boundaries of Play - Sebastian Möring: Tackling the Metaphor-Simulation Dilemma	Session 11: Local/Global in Game Cultures (Play data) <i>Session chair: Raine Koskimaa</i> - Simo Järvelä, Inger Ekman, J. Matias Kivikangas and Niklas Ravaja: Digital Games as Experiment Stimulus - Sheng-Yi Hsu, Yu-Han Huang and Chuen-Tsai Sun: Main(s) and Alts: Multiple Character Management in World of Warcraft	Session 12: Design of Games <i>Session chair: Jaakko Suominen</i> - Katharine Neil: Game Design Tools: Time to Evaluate - Hao Wang and Chuen-Tsai Sun: Rating Logic Puzzle Difficulty Automatically in a Human Perspective - Jonas Linderöth, Staffan Björk and Camilla Olsson: Should I Stay or Should I Go? - Boundary Maintaining Mechanisms in Left 4 Dead 2
13:00-14:00	LUNCH (Technopolis Restaurant Aleksis, Ground Floor)		
14:00-15:45	Session 13: Games as Media and Communication 2 <i>Session chair: Frans Mäyrä</i> - Jasper Van Vught, Gareth Schott and Raphael Marczack: Age-Restriction: Re-examining the interactive experience of 'harmful' game content - Teresa de La Hera Conde-Pumpido: Visualizing Persuasive Structures in Advergimes	Session 14: Social Player Studies 2 <i>Session chair: Raine Koskimaa</i> - Jani Kinnunen, Erkkä Rautio, Kati Alha and Janne Paavilainen: Gambling in Social Networks: Gaming Experiences of Finnish Online Gamblers - Adam Sheard and Young-Shin Won: PWNED: Motivation of South Koreans Who Engage in Person vs. Person Gameplay in World of Warcraft - Rachel Kowert and Julian Oldmeadow: The Stereotype of Online Gamers: Unique Characterization or Recycled Prototype?	Session 15: Panel Ashley Brown, René Glas, Kristine Jørgensen, Jonas Linderöth, Torill Elvira Mortensen: Waking up at the Dark Side: Difficult Content in Playful Environments
15:30-16:00	Coffee, Technopolis Ground Floor		
16:00-16:45	Keynote, Espen Aarseth, "Playing the Field: Game Studies 1982 - 2042"	-	-
16:45-17:30	Closing Panel: "A Decade of Nordic Game Studies". Panel chair: Raine Koskimaa. Participants: Espen Aarseth, Torill Mortensen, Frans Mäyrä, Annika Waern.	-	-

Post-conference program (e.g. trip to sauna & swimming at Kaupinojan Sauna)