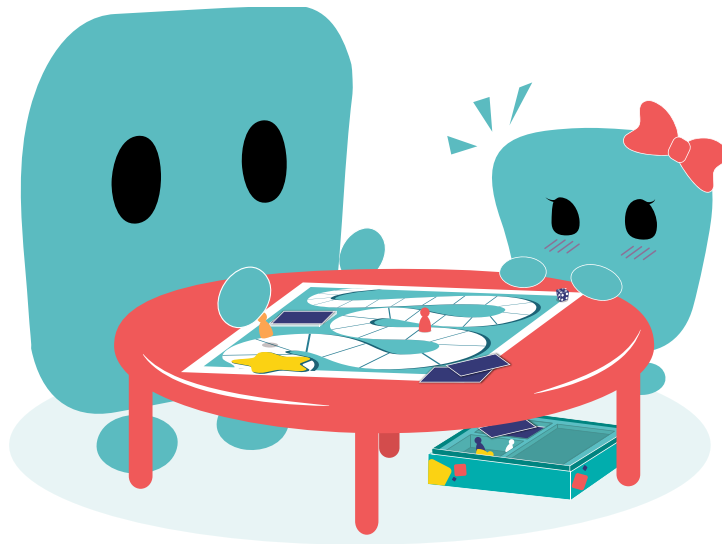GAME IN LAB
Supporting Game Research

ANALOG GAME STUDIES

GEN CON®

2021 Schedule

Generation analog

The Tabletop Games and Education Conference

Generation Analog is a collaboration between Game in Lab, Analog Game Studies & GenCon.

MORE INFORMATION ON THE EVENT HERE.

PROGRAM

WEDNESDAY August 4, 2021

All times listed are in North American Eastern Daylight Time (EDT)

9:30 - 10:00 am

WELCOME AND OPENING REMARKS

- Mikaël Le Bourhis (Asmodee Game in Lab)
- Gabrielle Fauste (Innovation Factory Game in Lab)
- Aaron Trammell (University of California, Irvine)
- Shelly Jones (State University of New York at Delhi)
- Evan Torner (University of Cincinnati)

10:00 - 11:30 am

PANEL 1: Analog Games and Teaching

Moderator: Evan Torner
(University of Cincinnati)

- "Gameschooling: Using Board Games in the Classroom"
Catherine Croft (Catlilli Games)

- "The Maker Turn in Classroom Games: How Educational Gamemaking Offers a 'Powerful Pedagogical Paradigm'"
S. Hayley Steele (University of California, Santa Cruz)

- "Werewolves, Superheroes, and Bad Dates: Teaching the Fundamentals of Rhetoric and Argument through Social Deduction Games"
Emma Kostopolus (University of Kansas)

- "Modern Board and Card Games and Gamification for the Reduction of Behavioral Executive Dysfunctions in Children at Risk of Social Exclusion"
Nuria Vita-Barrull (University of Lleida),
Núria Guzmán (Independent Scholar),
Verónica Estrada-Plana (University of Lleida),
Jaume March-Llanes (University of Lleida),
Zakariae Darraz (University of Lleida),
Jorge Moya-Higueras (University of Lleida)

11:30 - 12:00 pm
BREAK

12:00 - 1:00 pm

KEYNOTE 1: Scott Nicholson
(Wilfrid Laurier University),

"Ask Why for the Tabletop: Using Design Concepts from Escape Rooms to Create More Immersive Board and Card Games"

1:00 - 2:00 pm
LUNCH BREAK

2:00 - 3:30 pm

PANEL 2: Analog-Digital Hybridity

Moderator: Aaron Trammell
(University of California, Irvine)

- "Revisiting Board Games' 'Magic Circle'"
Melissa Rogerson (University of Melbourne)

- "From Boards and Chits to Circuit Boards and Bits"
Mirek Stolee (University of California, Santa Cruz)

- "Analog Apps: Board Gaming and Digital Play"
Paul Booth (DePaul University, Chicago)

- "Are You A Planeswalker?: Remediating *Magic: the Gathering*"
Jack Murray (University of Central Florida)

3:30 - 4:00 pm
BREAK

4:00 - 5:30 pm

PANEL 3: Play Communities and Practices

Moderator: Shelly Jones
(State University of New York at Delhi)

- "Critical Roles: Learning and Empowering Anti-Othering and Anti-Oppression in the *Dungeons and Dragons* Creator's Community"
Clayton Whittle (Pennsylvania State University)
and Nate Turcotte (Florida Gulf Coast University)

- "Oldhammer: Craft and Memory"
Samuel Tobin (Fitchburg State University)
and Ian Williams (University of North Carolina at Chapel Hill)

- "Memorable Artifacts: The Co-Production of Unique Materiality Via Game Rules"
Greg Loring-Albright (Drexel University)
and Wes Willison (Independent Scholar)

5:30 - 6:00 pm
BREAK

KEYNOTE 2: Elizabeth Hargrave
(Board Game Designer),

"Things I Wish We Knew: Some Ludological Research Ideas"

BREAK

PANEL 4: Race Representation and Colonialism in Analog Games

Moderator: Aaron Trammell
(University of California, Irvine)

• "Values and 'Enculturation' in Tabletop Games"
Mary Flanagan (Dartmouth College)

• "Designers of Historical African Board Games"
Rebecca Y. Bayeck (Schomburg Center for Research in Black Culture)

• "Reading and Writing about Board-ers: Engaging Critical Literacy Skills and Challenging Colonial Narratives in Board Games"
Sara Lovett (University of Washington)

• "Gender and Racial Representation in Board Games"
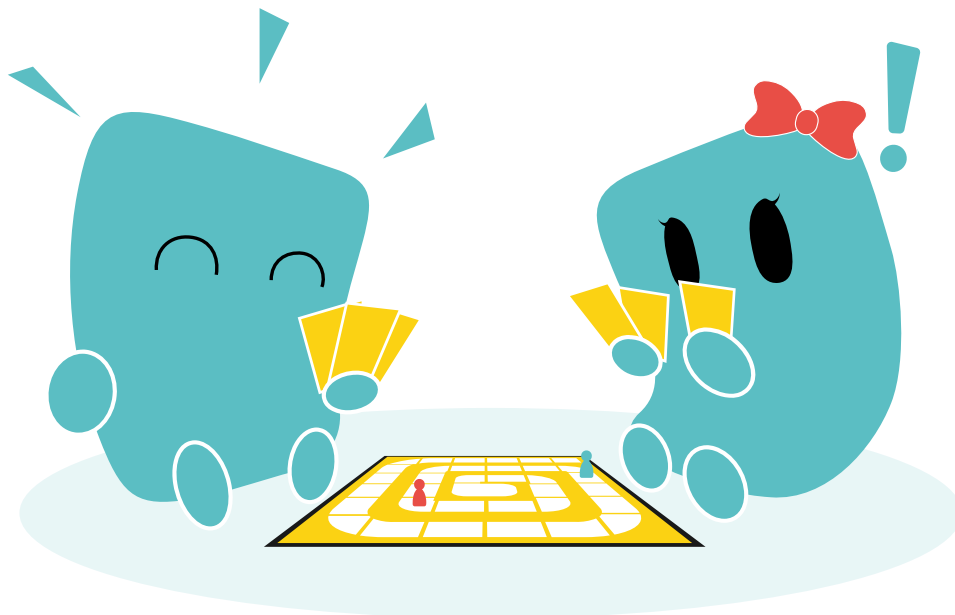*Tanya Pobuda (Ryerson University)*

ANALOG GAME STUDIES

● **Analog Game Studies**
analoggamestudies.org/

GAME IN LAB

● **Game in Lab**
www.game-in-lab.org/

GEN CON ®

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THURSDAY August 5, 2021

PANEL 5: Decolonizing Role-Playing Games

Moderator: Evan Torner
(University of Cincinnati)

• "Healing Through Story: Using Games to Process Trauma in Indigenous Communities"
Annie Forsman-Adams (Washington State Native American Coalition Against Domestic Violence and Sexual Assault) and Kathryn Ringland (University of California, Santa Cruz)

• "Gamer Stores and Gilded Doors: Narrative Analysis of Minority Gamers Experiences at Analog Game Spaces"
Steven Dashiell (American University)

• "The Strategic Rhetoric of Whiteness in the Public Controversy Over Race and Ability in *Dungeons & Dragons*, 5th Edition"
Cody Walizer (University of Denver)

• "No Dice, No Masters: Procedures for Emancipation in Tabletop Role-Playing Game Design"
Eric Stein (Trinity Western University)

11:30 - 12:00 pm
BREAK

PANEL 6: Storytelling and Role-Playing Games

Moderator: Shelly Jones
(State University of New York at Delhi)

• "Understanding and Supporting Player-Driven Storytelling in Tabletop Role-Playing Games"
Devi Archarya (University of California, Santa Cruz)

• "The Forest Doesn't Want You There: An Ecocritical Reading of Contemporary Horror Role-Playing Games"
Chloé Germaine (Manchester Metropolitan University)

• "Reframing Actual Plays: Non-Human Influence in Performative Play"
Colin Stricklin (Georgia Tech)

• "Dramaturgy and the Tabletop Roleplaying Game Text"
Mike Sell (Indiana University of Pennsylvania)

2:00 - 3:00 pm

KEYNOTE 3: B. Dave Walters
(WRITER AND PERFORMER),

"Diversity and Inclusion in the Content Creation Space"

3:00 - 4:00 pm
BREAK

PANEL 7: Role-Playing Game Design

Moderator: Evan Torner
(University of Cincinnati)

• "*Golden Mart* Postmortem: Designing a Game for Isolation"
Michael DeAnda (DePaul University) and Carly Kocurek (Illinois Institute of Technology)

• "The Seep on the Borderlands: Reimagining Tabletop Role-Playing Game Bleed and Identity as Border Discourse"
Jose Reta (University of Texas, Rio Grande Valley)

• "Digital 'Character Keepers' for Analog Games: How Digital Play Aids Inform Play Culture in the Contemporary Tabletop Role-Playing Game Community"
Adrian Hermann (University of Bonn) and Gerrit Reininghaus (Independent Scholar)

• "Rest as Rebellion: Exploring Hyperproductivity and Disability Justice in Analog Games"
Iris Xie (University of California, Davis)

PANEL 8: Legacies of *Dungeons and Dragons*

Moderator: Aaron Trammell
(University of California, Irvine)

• "The Increasing Digitisation and Hybridity of *Dungeons and Dragons*"
Premeet Sidhu (University of Sydney)

• "Grappling with Dragons at The Forge: The Discourse of *Dungeons and Dragons* in the Indie Tabletop Role-Playing Game Scene"
William J. White (Pennsylvania State University, Altoona)

• "Playing the Believer: Prioritizing Dimensions of Religion in *Dungeons and Dragons* 5th Edition"
Leonid Moyzhes (Russian State University of the Humanities)

• "We Don't Cut Corners: Wendy's *Feast of Legends* and the Subversion of Gamified Advertising"
Megan Condis (Texas Tech University)

8:00 - 9:00 pm
Closing Remarks, Virtual Drinks, and Hanging Out