GAME in LAB
Supporting Game Research

ANALOG
GAME
STUDIES

2022 Schedule

Generation analog

The Tabletop Games and Education Conference

People, materialities, and Analog Game Culture

WEDNESDAY July 27, 2022

All times listed are in Eastern Daylight Time (GMT -4)

9:30 am - 9:45 am

OPENING REMARKS

- Megan Condis (Texas Tech University)
- Aaron Trammell (University of California, Irvine)
- Edmond Y. Chang (Ohio University)
- Evan Torner (University of Cincinnati)
- Isabelle Williams (University of California Irvine)
- Shelly Jones (State University of New York at Delhi)

9:45 am - 11:30 am

PANEL 1: Space and Materiality

Moderator: Evan Torner
(University of Cincinnati)

- "The Theatrics, the Lights, the Sound… I Like the Dragon to be There": Role-Playing Studio Spaces and the Delivery of the Paid Game Experience in Singapore
– *Kellynn Wee (University College London)*

- Public Board Gaming in the Post-Pandemic UK: Ambiences and Audiences
– *Alexandra Kviat (University of Leicester)*

- Materiality and Sociality in Miniatures Wargaming
– *Ian Williams (UNC Chapel Hill)*
– *Sam Tobin (Fitchburg State University)*

- The Material Spreadability of Tabletop Gaming
– *Ville Kankainen (University of Tampere)*

12:00 pm - 1:30 pm

KEYNOTE 1: ANNA WESTERLING
(WESTERLING PR & EVENT, FREE LEAGUE PUBLISHING),

Moderator:
Evan Torner (University of Cincinnati)

2:00 pm - 3:30 pm

PANEL 2: Magic, Celebrity, and Industry
Moderator: Megan Condis
(Texas Tech University)

- Additional Casting Costs: *How Magic: The Gathering Arena perfected* the Ludic Economy
– *Jack Murray (University of Central Florida)*

- Resisting Platformization: *Critical Role*'s Privileged Position on twitch.tv
– *Jan Švelch (Charles University)*

- *Magic: The Gathering*, Blockbuster Logics, and Resonance
– *Andrei Zanescu (Concordia University)*
- The Critical Role of Fame in Gaming Charity
– *Adrianna Burton (University of California Irvine)*
– *Maria Alberto (University of Utah)*

4:00 pm - 5:30 pm

PANEL 3: Race at the Table
Moderator: Edmond Y. Chang
(Ohio University)

- Old School Racism: Game Mechanics and Narrative as Symbiotic, Elements in Worldbuilding Racial Politics
– *Mark Hines (University of Kentucky)*

- Racialization as a Framework for Race-Based Games
– *Joseph Isaac (Rutgers University)*

- Africa on the Moon: The Thin Grey Area Between Analog and Digital Play
– *Mirek Stolee (University of California Santa Cruz)*

- *"Settler Destruction"*
– *Brandon Blackburn (University of California Irvine)*

THURSDAY July 28, 2022

All times listed are in Eastern Daylight Time (GMT -4)

9:45 am - 11:30 am

PANEL 4: Remediation and Aesthetics
Moderator: Shelly Jones
(State University of New York at Delhi)

• The Game Shapes the (Virtual Space)
– *Greg Loring-Albright (Drexel University)*

• Reading Obsidian Portal Wikis as Literature
– *Joseph Arnaud (Canterbury Christ Church University)*

• Analog Computing and Digital Memory in *T.I.M.E. Stories*
– *Jonathan Rey Lee (Cascadia College)*

• Infrastructural Poiesis: Fluxus Games and Creating the Conditions for Creativity
– *Doug Stark (University of North Carolina Chapel Hill)*

12:00 pm - 1:30 pm

PANEL 5: Participation and Pedagogy
Moderator: Aaron Trammell
(University of California Irvine)

• Conectar Jugando On-Line: Playing in a Pandemic to Train Our Brain
– *NeuroPGA Research Team (University of Lleida)*

• Play to Lose: Animation, Failure, and the Milieu in Trophy Dark
– *Eric Stein (Trinity Western University)*

• Bringing Modern Board Games into Videogame Teaching: Mixing Expositive Contents with Play Sessions During Game Design Lectures
– *Micael Sousa (University of Coimbra)*

• Gatekeeping within Family Board Game Audiences
– *Catherine Croft (Catlilli Games)*

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

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

2:00 pm - 3:30 pm

PANEL 6: Sexualities at Play
Moderator: Evan Torner
(University of Cincinnati)

• What is Erotic About Erotic Games?
– *Kat Jones (University of Cincinnati)*

• The Table and the Tomb: Positioning Trans Power and Play in *Dungeons & Dragons*
– *PS Berge (University of Central Florida)*

• «Queer There Be Monsters»: A Practice-Based Research Project on Queer Games Design in Application to Solo Analog Gaming and Failure
– *Finley Palaniki (Staffordshire University)*

• Self-Help in Tabletop Games
– *Melissa Kagen (Curry College)*

4:00 pm - 5:30 pm

PANEL 7: Intersectionality in Tabletop Games
Moderator:
  Edmond Y. Chang (Ohio University)
  Isabelle Williams (University of California Irvine)

• The Repeating Island: Towards an Experience of Caribbean Storytelling through Tabletop Play
– *Chandler Jennings (University of Virginia)*

• How Safety and Belonging are Becoming a Concern for Queer Germans while Board Gaming
– *Julia Miersch (Rhine-Waal University of Applied Sciences, Kleve, Germany)*

• Contested Spaces, Velvet Ropes, Exclusion Zones: The Pleasures and Dangers of Face-to-Face Play in Analog Gaming Spaces"
– *Tanya Pobuda (Toronto Metropolitan University)*

•Even Orcs Can Be Commoners: Westernization In/Through *D&D*
– *Leonid Moyzhes (Russian State University of the Humanities)*

7:30 pm - 9:00 pm

KEYNOTE 2: Jennifer Kretchmer
(Television Producer, Writer, Director, and Performer),

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