



**JULY
26-27
2023**



**ANALOG
GAME
STUDIES**

2023 Schedule

Generation analog

The Tabletop Games and Education Conference

Biased Play



WEDNESDAY July 26, 2023

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

OPENING REMARKS

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

9:30 am - 9:45 am

PANEL 1: Playful Pedagogy

Moderator: Shelly Jones

(State University of New York at Delhi)

- "Board Games, Education, and Diversity: Perspectives and Contributions from Brazil"
– *Cynthia Dias and Arnaldo Carvalho*
- "Imagination Is Free: How Tabletop RPGs Are Creating Uncensored Exploratory Play Spaces for Iranian Youth"
– *Kamyab Ghorbanpour and Kjell Hedgard Hugaas*
- "Tabletop Games on Critical Environmental Education: An Evaluation of Lacerda's 'CO2: Second Chance'"
– *Clever G. C. Pinto, Saullo R. Soares, Gabriel P. Miranda, Valquíria M. L. Albuquerque, and Carolina N. Spiegel*
- "Fighting 'Doom Bias' with Analog Games"
– *Thomas Yount*

12:00 pm - 1:00 pm

KEYNOTE 1: JEEYON SHIM

(Independent Game Designer)

Moderator:

Evan Torner (University of Cincinnati)

2:00 pm - 3:30 pm

PANEL 2: Orienting Play

Moderator: Megan Condis

(Texas Tech University)

- "Games: Regionalising Board Game Research"
– *Jonathan Harrington*
- "Overcoming the Biases of History? Digitally Reconstructing the Ancient Board Game Liubo"
– *Jonathan Walton, Lochlan Belford, Tingru Lian, Chia-Wei Liu, Yicheng Lu, Yilin Wang, Yongzi Ye*
- "Imperial Gender Bias and Play"
– *Harlin Steele*

- "That Swamp is a Mountain! Fair Play and Cultural Expression in *Kamigawa: Neon Dynasty*"
– *Cody Walizer*

4:00 pm - 5:30 pm

PANEL 3: Breaking the Table

Moderator: Edmond Y. Chang

(Ohio University)

- "Unfair Physical Play as a Tool for Polemical and Conceptual Game Design"
– *Eddo Stern*
- "Boss Fight: The Real and Symbolic Mechanics of Role-Playing Games"
– *Mark Hines*
- "The Ludoarsonist's Playground: Doom, Clocking, and The Ends of the Table"
– *PS Berge*
- "How to Breakout? Digital Crowdfunding Platforms and the Technological Bias against Global South TTRPG Creators"
– *Alexander Carneiro*

6:00 pm - 7:00 pm

KEYNOTE 2: JESSICA HAMMER

(Carnegie Mellon University)

Moderator:

Evan Torner (University of Cincinnati)

8:00 pm - 10:00 pm

PANEL 4: Alternate Modes of Play

Moderator: Aaron Trammell

(University of California, Irvine)

- "Reclaiming Queer History in Together We Write Private Cathedrals"
– *Percival Hornak*
- "You Got Played: Subverting Authority through Games"
– *Himadri Agarwal*
- "Envisioning An Archive For Legacy Board Games"
– *Mirek Stolee*
- "Homebrewing 'Homebrew': Towards a Creator-Centered Definition of Game Modification in Tabletop Roleplaying"
– *Scott DeJong and Marc Lajeunesse*
- "Situating the Table: Gaming Doxa, Gamer Exceptionalism, and Perceptions of Inequality in Analog Gaming"
– *Steven Dashiell*

THURSDAY July 27, 2023

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9:45 am - 11:30 am

PANEL 5: Industry and Ideology

Moderator: Megan Condis

(Texas Tech University)

- "Industrial Reflexivity and Cultural Economics of Game Awards and Prizes"
- *Jan Švelch*
- "Forcing Consciousness: Spatial Planning Serious Games and Design Techniques from Real Case Studies"
- *Michael Sousa*
- "Industry Bias Towards Complex Board Game Design"
- *Catherine Croft*
- "Haunting in Dwelling"
- *Brandon Blackburn*

12:00 pm - 1:30 pm

PANEL 6: Textures of Play

Moderator: Edmond Y. Chang

(Ohio University)

- "Dealing with "Main Players" and "Quarterbacks" through Game Design Decisions: A Case Study of a Cybersecurity Seminar Game"
- *Paedar Charles Callaghan*
- "Extending Wingspan with Digital Tools: A Case Study"
- *Noah Stammbach*
- "Card Packs and Loot Boxes: A Biased Regulatory Contradiction?"
- *Leon Xiao*
- "Exploring the Mechanisms of Hybrid Digital Play"
- *Melissa Rogerson, Damon Flicker, and Lucy A. Sparrow*

2:00 pm - 3:30 pm

PANEL 7: "It's Another D&D Panel!"

Moderator: Shelly Jones

(State University of New York at Delhi)

- "Leaks, Licences, and Legalities: Contextualising OGL Controversies in the History of *Dungeons & Dragons*"
- *Michael Iantorno*
- "'You Were Not Born with Venom in Your Veins': Actual Play's Transformative Revisions of Race in *Dungeons & Dragons*"
- *Emma French*
- "From Infrastructures of Play to Hegemonies of Play: Tracing the Shared Structure of Analog & Digital Fantasy Roleplaying Games"
- *Nicole Winchester*
- "Militarism and Magic in *Dungeons and Dragons*"
- *Mikael D. Sebag*

4:00 pm - 5:00 pm

KEYNOTE 3: Jason Perez

(Cultural Consultant)

Moderator:

Aaron Trammell (University of California, Irvine)

6:00 pm - 8:00 pm

PANEL 8: Making Sense of Mechanics

Moderator: Evan Torner

(University of Cincinnati)

- "Worldbuilding a Supermarket: Disenchanted Reenchantment in TRPG"
- *Leonid Moyzhes*
- "An Analysis of the Experience with Solo Games: Can There Be a Truly Solo Play Experience?"
- *Joao Leste and Jackeline Farbiarz*
- "A Macro-Analysis of Entertainment and Serious Board Games from 1962 - 2022"
- *Edward Melcer, Andrew Dunne, and Bridget Ho*
- "The People at Play: Complicating Straightforward Player/Character Relationships"
- *Greg Loring-Albright and Jason Perez*
- "The Shape of Gameplay: Methodological Perspectives on Game Design Analysis"
- *Malay Dhamelia*

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



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