<table>
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<th>Time</th>
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<td>9:00 - 9:30 am</td>
<td>OPENING REMARKS</td>
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<td>AGS Editors: Aaron Trammell (he/him), Evan Torner (he/him), Shelly Jones (they/them), Megan Condis (she/her), Edmond Chang (he/they), Emma Leigh Waldron (she/her)</td>
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| 9:30 - 11:00 am | SESSION 1A: Actually Playing The Home          | Moderator: Shelly Jones (they/them) | - Theorizing Homebrew: Homebrewing as White Geekdom and Aabria Iyengar as Counternarrative (Anderson, Austin (he))  
- Playing From Home, Working From Home: Actual Players’ Relationship to Play as Labor (Barnes, Carson (she))  
- Home Games: Actual Play and the Historical Development of the Tableside Aesthetic (Hall, DA (any))  
- The Home Group as Center of Calculation: The Media Ecology of Local Communities of Play (Mizer, Nicholas J. (he) and William J. White (he)) |
| 11:00 - 11:30 am | BREAK                                         |                           |                                                                                     |
| 11:30 am - 1:00 pm | SESSION 1B: Homebreaking                      | Moderator: Evan Torner (he/him) | - A Larp about Leaving Home: Reflections on the Design and Performance of On the Other Side (Tabja, Antonio Pompousini (he/she) and Daniel Gonzalez Cohens (he/him))  
- Playing at Vagrancy: Closed and Open Roleplaying Time in Addressless and Wanderhome (Orvis, Nicholas (he/him))  
- Wretched and at Home: Playing to Lose as a Solo Player (Fuller, Deb (she/her))  
- Time to (╯°□°)╯︵ ┻━┻ : Exclusionary Game Platforms and Flipping the “Good Table” (Berge, PS (they/she)) |
| 1:00 - 1:30 pm | BREAK                                         |                           |                                                                                     |
| 1:30 - 2:30 pm | KEYNOTE 1: JAY DRAGON (no pronouns)           | Moderator: Evan Torner (he/him) | Editorial Director, Possum Creek Games                                              |
| 2:30 - 3:00 pm | BREAK                                         |                           |                                                                                     |
| 3:00 - 4:30 pm | SESSION 1C: Art Rooms                         | Moderator: Edmond Chang (he/they) | - Building a Home for Games As Art (Masek, Leland (he/him))  
- Transforming Board Gaming Spaces: From Analog Taverns to Digital Living Rooms (Moccia, Valerio (he/him))  
- Home Away from Home: The Material Rhetoric of LARP Props (Hartshorn, Jennifer (she/they))  
- We Have Escape Rooms at Home: Escape Boxes, Space, and Genre (Stolee, Mirek (he/they)) |
| 4:30 - 5:00 pm | BREAK                                         |                           |                                                                                     |
| 5:00 - 6:00 pm | SESSION 1D: Homepunk                         | Moderator: Aaron Trammell (he/him) | - The Lived Politics of the Negative: Tabletop Game Designers on Punk, Practice, and Utopia (Eric Stein (he/him), Wendi Yu (she/ela), Gabriel Henrique Caetano Barbosa (she/they), Cezar Capacle (he/him), Vitor Mattos (he/him)) |
| 6:00 - 6:30 pm | BREAK                                         |                           |                                                                                     |
| 6:30 - 8:00 pm | SESSION 1E: No Home                          | Moderator: Megan Condis (she/her) | - “Racism? In my D&D Campaign?” Critical Shenanigans Towards Fantastic Oppression in D&D Homebrew Campaigns (Hernandez, Luke (he/she), Diamond Beverly-Porter (she/her), and Shonte Clement (they/she))  
- Unsettling Homecomings: Indigenous Futurist Games, Decolonization, and Reimagining Home (Gustafson, Kari (they/she))  
- Board Game Cafes, Consumption and Sociability in Japanese Urban Context (Novaes, Allan and Lizbeth Kanyat (they/she))  
- It’s All Fun and Games till Somebody Loses an I: Ethnomethods of Bleed for Tabletop Role Play (Voorhees, Gerald (he/him) and Sarah Klein (she/her)) |
All times listed are Eastern Daylight Time (GMT-4)

OPENING REMARKS
9:00 - 9:30 am
- AGS Editors: Aaron Trammell (he/him), Evan Torner (he/him), Shelly Jones (they/them), Megan Condis (she/her), Edmond Chang (he/they), Emma Leigh Waldron (she/her)

SESSION 2A: Uncanny Relationships
9:30 - 11:00 am
Moderator: Emma Leigh Waldron (she/her)
- Bluebeard’s House of Horrors: Domestic Dread, Feminine Fear, and Character Complicity in Bluebeard’s Bride
  - Biswas, Sharang (he/him)
- Familia Horribilis: Patriarchy, Queerness, and the Violation and the Defense of the Home in Warhammer 40,000
  - Timonen, Aasa Halla, Aurora (she/her) & Ian Sturrock (he/him)
- Bringing Actual Play Home: Kollok, Pandemics, and Meta-Games
  - Kugler, Emily MN
- Playing Games in Relationships: How Fog of Love Relocates Social Deduction
  - Tyler, Megs (any)

BREAK 11:00 - 11:30 am

SESSION 2B: Queer Vulnerability and Tabletop RPGs
11:30 am - 1:00 pm
Moderator: Edmond Chang (he/they)
- Building Trans Homes through Embodied Play and Lyric Games
  - Hornak, Percival (he/him)
  - Borecky, Drew (he/him)
- You Were Bought at a Price: War Metaphors and Queer Recovery in Beam Saber and This Body of Mine, I Will Make it a Temple
  - Cox, Daniel (he/they)
- Is There Room for Queer Chaos at Yazeba’s Bed and Breakfast?: Aesthetic Impact in Queer Domesticities and Queergaming
  - Haarman, Susan (she/they)

BREAK 1:00 pm - 1:30 pm

SESSION 2C: Emotional Design
1:30 - 3:00 pm
Moderator: Megan Condis (she/her)
- Making it up as we go along: designplay as dynamic sanctuary
  - Livesey-Stephens, Bea(trix) (she/her) and Niall Moody (he/him)
- The Beauty of the Brew: How TTRPG Systems Structure Creative Co-Design
  - DeJong, Scott (he/him) and Marc Lajeunesse (he/him)
- "They Didn’t Make It Home": Designing for Unfairness in Right 2 Roam
  - Bozdog, Mona (she/her) and Robin Sloan (he/him)
- Close To Home: Pandemic-Era Design
  - Morningstar, Jason (he/him) and Lizzie Stark (she/her)

BREAK 2:30 pm - 3:00 pm

SESSION 2D: Cozy Capture
3:00 - 4:30 pm
Moderator: Shelly Jones (they/them)
- Home-owning: The Lost Fantasy
  - Rodriguez, Alyssa J (She/They)
- Food for Home: A Design Reflection on a Keepsake Game in Progress
  - Mukherjee, Sreyashi (she/her) and Greg Loring-Albright (he/him)
- Practicing Consensual Play
  - Morrissey, Kathleen (she/her)
- Table-Top Roleplaying Games as a Therapeutic Intervention
  - Sharkey, Charley (she/her), TBG Canada

BREAK 4:30 pm - 5:00 pm

SESSION 2E: Emotional Design
5:00 - 6:30 pm
Moderator: Aaron Trammel (he/him)

BREAK 6:30 pm - 7:00 pm

CLOSING REMARKS
6:30 - 7:00 pm
- AGS Editors