

JULY  
24-25  
2024



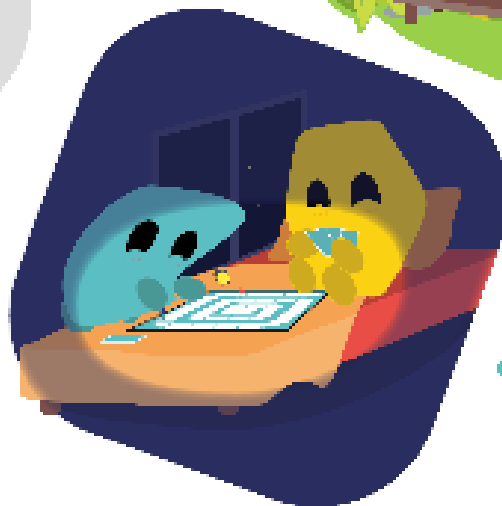
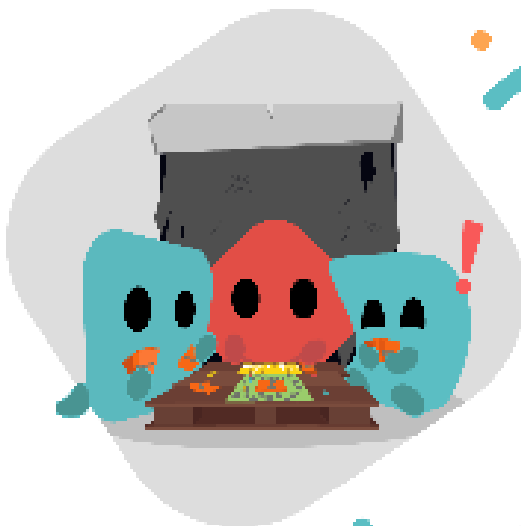
ANALOG  
GAME  
STUDIES

2024 Schedule

# Generation analog

The Tabletop Games and Education Conference

HOME



# WEDNESDAY July 24, 2024

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

## OPENING REMARKS

- 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 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)

## BREAK

11:00 - 11:30 am

## 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 Pomposini (he/they) 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 (ノ◻)ノ◻ノ◻ノ◻: Exclusionary Game Platforms and Flipping the "Good Table"  
- Berge, PS (they/she)

## BREAK

1:00 - 1:30 pm

## KEYNOTE 1: JAY DRAGON (no pronouns)

Editorial Director, Possum Creek Games

**Moderator: Evan Torner** (he/him)

## BREAK

2:30 - 3:00 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)

## BREAK

4:30 - 5:00 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)

## BREAK

6:00 - 6:30 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/they), 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
- *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)

# THURSDAY July 25, 2024

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

## OPENING REMARKS

- 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

**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

**Moderator: Edmond Chang (he/they)**

- Building Trans Homes through Embodied Play and Lyric Games  
- Hornak, Percival (he/him)
- Hymn of the Nein: Queer Kinship, Found Family, and the Evocation of Home in TTRPG Fan Music  
- 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 - 1:30 pm

## KEYNOTE 2: EMILY FRIEDMAN

Associate Professor of English, Auburn University  
Moderator: Aaron Trammel (he/him)

## BREAK

2:30 pm - 3:00 pm

## SESSION 2C: Emotional Design

**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

4:30 - 5:00 pm

## SESSION 2D: Cozy Capture

**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  
- Charley Sharkey (she/her), TBG Canada

## CLOSING REMARKS

6:30 - 7:00 pm

- AGS Editors