

JULY
24-25
2024



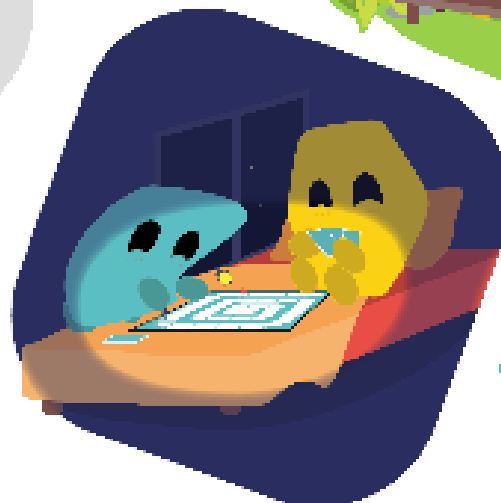
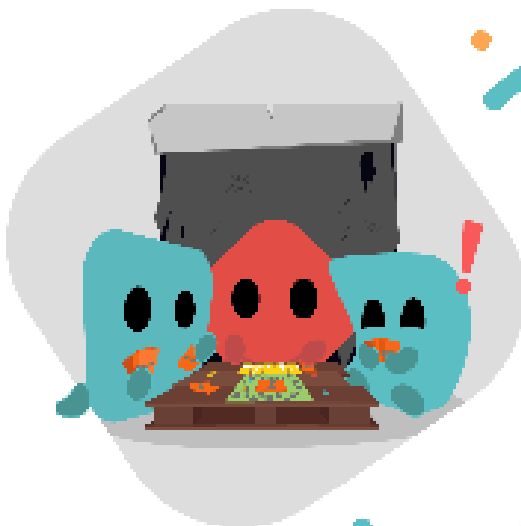
ANALOG
GAME
STUDIES

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
- Austin Anderson (he)
- Playing From Home, Working From Home: Actual Players' Relationship to Play as Labor
- Carson Barnes (she)
- Home Games: Actual Play and the Historical Development of the Tableside Aesthetic
- DA Hall (any)
- The Home Group as Center of Calculation: The Media Ecology of Local Communities of Play
- Nicholas J. Mizer (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
- Antonio Pomposini Tabja (he/they) and Daniel Gonzalez Cohens (he/him)
- Playing at Vagrancy: Closed and Open Roleplaying Time in Addressless and Wanderhome
- Nicholas Orvis (he/him)
- Wretched and at Home: Playing to Lose as a Solo Player
- Deb Fuller (she/her)
- Time to (◡_◡) (◡_◡) (◡_◡) (◡_◡): Exclusionary Game Platforms and Flipping the "Good Table"
- PS Berge (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
- Leland Masek (he/him)
- Transforming Board Gaming Spaces: From Analog Taverns to Digital Living Rooms
- Valerio Moccia (he/him)
- Home Away from Home: The Material Rhetoric of LARP Props
- Jennifer Hartshorn (she/they)
- We Have Escape Rooms at Home: Escape Boxes, Space, and Genre
- Mirek Stolee (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
- Luke Hernandez (he/they), Diamond Beverly-Porter (she/her), and Shonte Clement (they/she)
- Unsettling Homecomings: Indigenous Futurist Games, Decolonization, and Reimagining Home
- Kari Gustafson (they/she)
- Board Game Cafes, Consumption and Sociability in Japanese Urban Context
- Allan Novaes and Lizbeth Kanyat
- It's All Fun and Games till Somebody Loses an I: Ethnomethods of Bleed for Tabletop Role Play
- Gerald Voorhees (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*
- Sharang Biswas (he/him)
- Familia Horribilis: Patriarchy, Queerness, and the Violation and the Defense of the Home in *Warhammer 40,000*
- Aasa Halla Aurora Timonen (she/her) and Ian Sturrock (he/him)
- Bringing Actual Play Home: *Kollok*, Pandemics, and Meta-Games
- Emily MN Kugler
- Playing Games in Relationships: *How Fog of Love Relocates Social Deduction*
- Megs Tyler (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
- Percival Hornak (he/him)
- Hymn of the Nein: Queer Kinship, Found Family, and the Evocation of Home in TTRPG Fan Music
- Drew Borecky (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*
- Daniel Cox (he/they)
- Is There Room for Queer Chaos at *Yazeba's Bed and Breakfast?*: Aesthetic Impact in Queer Domesticities and Queergaming
- Susan Haarman (she/they)

BREAK

1:00 - 1:30 pm

KEYNOTE 2: EMILY FRIEDMAN

Associate Professor of English, Auburn University
Moderator: Aaron Trammell (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
- Bea[trix] Livesey-Stephens (she/her) and Niall Moody (he/him)
- The Beauty of the Brew: How TTRPG Systems Structure Creative Co-Design
- Scott DeJong (he/him) and Marc Lajeunesse (he/him)
- "They Didn't Make It Home": Designing for Unfairness in *Right 2 Roam*
- Mona Bozdog (she/her) and Robin Sloan (he/him)
- *Close To Home: Pandemic-Era Design*
- Jason Morningstar (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*
- Alyssa J. Rodriguez (She/They)
- Food for Home: A Design Reflection on a Keepsake Game in Progress
- Sreyashi Mukherjee (she/her) and Greg Loring-Albright (he/him)
- Practicing Consensual Play
- Kathleen Morrissey (she/her)
- Table-Top Roleplaying Games as a Therapeutic Intervention
- Sharkey Charley (she/her), TBG Canada

CLOSING REMARKS

6:30 - 7:00 pm

- AGS Editors