



CONFERENCE PROGRAM / 2nd and 3rd of September 2022

All time stamps are based on Croatian time, (GMT+2).

All sessions are conducted on Zoom video platform.

Length of presentations: 15 minutes.

You are free to invite students, colleagues, and other interested parties to the sessions to join us via the links below.

For all additional information, questions, and inquiries, please contact us at videogamescommon@gmail.com.



Friday – Day One – 2nd of September 2022
ZOOM link for Day 1 of the Conference: <https://us06web.zoom.us/j/88210823803?pwd=R2R3S0lPR0F4MmlaNDlpTlgzOVFtQT09>

10.30-11.00 Opening Ceremony

Session 1 11.00 -12.15 Chair: Zlatko Bukač

Wills John University of Kent, UK	RED DEAD REDEMPTION 2, THE VIDEO GAME WESTERN, AND REDEFINING IMAGES OF THE HISTORIC WEST
Binns Alastair University of Kent, UK	“YOU DON’T PLAY, YOU ENLIST”: BALANCING HISTORY AND ENTERTAINMENT IN VIDEO GAMES
Stirling Eve and Wood Jamie Sheffield Hallam University, UK / University of Lincoln, UK	THE AGENCY OF ASSASSIN’S CREED: A SPECULATIVE DESIGN FICTION



Session 2 **12.30-13.15** Chair: Jelena Kupsjak

<p>Abela Carmel Anne Nagoya University, Japan</p>	<p>THE MYTHIC EXPERIENCE: AN AUDIO-VISUAL SPECTACLE OF THE BIWA HŌSHI NARRATIVE AND PERFORMANCE IN GHOST OF TSUSHIMA</p>
<p>Kliagkona Konstantina University of Portsmouth, UK</p>	<p>THE BLACK FEMALE BODY IN GRAND THEFT AUTO (1997-2013)</p>

Session 3 **13.30-14.45** Chair: Mario Katić

<p>Augustinčić Tomislav Department of Ethnology and Anthropology, University of Zadar, Croatia</p>	<p>WHY WAS I DRESSED AS A RENAISSANCE? AUTOETHNOGRAPHIC NEGOTIATIONS OF VIDEO GAME DRAMATURGY, DISCOURSE & AFFECTIVE BONDS</p>
<p>Eggel Ruth Dorothea Bonn University, Germany</p>	<p>GAMERS' PLAY-GROUNDS. PRACTICES OF PLAY(ING) AND BEYOND AT VIDEO GAME EVENTS</p>
<p>Aksay Kübra University of Freiburg, Germany</p>	<p>"DEAR DIARY...": JOURNALS, BOOKS, AND ANALOG RECORDS IN VIDEO GAMES</p>



Session 4 15.00-16.15 Chair: Emilia Musap

Bollmer Grant North Carolina State University, USA	TERRIBLE GAMES: AESTHETIC JUDGEMENT AND THE LIMITS OF GAME STUDIES
Ivetić Jovana University of Belgrade, Serbia	MEDIEVALISM OF THE VIDEO GAME <i>KINGDOM COME: DELIVERANCE</i> BETWEEN HISTORICAL DEPICTION AND PALIMPSEST-LIKE INSCRIPTION
Platz Jenny Providence College, USA	DIGITAL ESCAPISM FOR SELF-BETTERMENT: THE COTTAGECORE EXPERIENCE OF STARDEW VALLEY

Session 5 16.30-17.45 Chair: Jelena Kupsjak

Apperley Thomas Tampere University, Finland	NERDCORE PORNOGRAPHY: NOSTALGIA AND THE DOMESTICATION OF MISOGYNY IN GAMING CULTURES
Poirier-Poulin Samuel Université de Montréal, Canada	“LEAVE HER BETTER THAN YOU FOUND HER”: PICKUP ARTISTS IN GAMING CULTURES
Marini Anna Marta Universidad de Alcalá, Spain	GAMING THE US–MEXICO BORDER: MIGRANTS, ENFORCERS, AND THE NECROPOLITICAL EXPERIENCE



Session 6 18.00-19.15 Chair: Gordan Maslov

Zlatović Anja Belgrade University, Serbia	TOPICS OF SOCIALISM AND COMMUNISM IN THE VIDEO GAMES
Parker Holly and Holroyd Deanna University of Lincoln, UK / The Ohio State University, USA	CREATING NEOLIBERAL TECHNO-UTOPIAS IN STARDEW VALLEY: AFFECT, "PLAYBOUR" AND COMMUNITY
Couturier Alexane University of Quebec in Montreal, Canada	TRANSCRIBING ONE'S LIFE THROUGH VIDEO GAMES: A LOOK AT AUTOFICTIONAL AND AUTOBIOGRAPHICAL VIDEO GAMES

19.30 Coffee Lounge



Saturday – Day Two – 3rd of September 2022

Zoom link for Day 2 of the Conference: <https://us06web.zoom.us/j/83920882081?pwd=N0tyY0hGSUhRWjhQd2N2eVpGaFNWdz09>

Session 7 10.30-11.45 Chair: Atila Lukić

Šekrst Kristina University of Zagreb, Croatia	SEX, LIES, AND VIDEO GAMES: COGNITIVE MECHANISMS IN PRETENSIVE REALITY
Burlacu Mihai Transilvania University of Brasov, Romania	GAMEWORLDS AS JUXTAPOSITIONS SIGNIFICANCE: FALLOUT 4 AND CYBERPUNK 2077 IN PHENOMENOLOGICAL MIRRORS
Zlatović Andrej University of Belgrade, Serbia	ARCHAEOLOGIST AND SOCIAL SCIENTISTS AS GAME DESIGNERS

Session 8 12.00-13.15 Chair: Tijana Parezanović

Lukić Marko Department of English, University of Zadar, Croatia	RESURRECTING MARTHA – CHALLENGES AND IDEOLOGIES OF HORROR GAME NARRATIVES
Moise Andreea University of Bucharest, Romania	THE NEUROTYPICAL GAZE: APPROPRIATION OF PSYCHOSIS AS HORROR GAME ENTERTAINMENT IN HELLBLADE: SENUA'S SACRIFICE
Cerqueira Tânia University of Porto, Portugal	"EVEN'S NIGHTMARE WAS JUST BEGINNING...": LOST IN RANDOM AND THE GOTHIC TRADITION



Session 9 **13.30-14.45** Chair: Goran Đurđević

Hannes Rall Nanyang Technological University, Singapore	PERICLES, PRINCE OF TYRE: TRANSFORMING A SHAKESPEARE PLAY FOR A GAMIFIED IMMERSIVE EXPERIENCE
Malenica Frane Department of English, University of Zadar, Croatia	REVIEWING THE REVIEWS – A CORPUS LINGUISTICS ANALYSIS OF GAMESPOT REVIEWS
Bacalja Alexander / Nash Brady L. The University of Melbourne, Australia / Miami University, USA	UNDERSTANDING THE NATURE OF PLAY IN THE DIGITAL GAME ENGLISH CLASSROOM

Session 10 **15.00 -16.15** Chair: Monika Bregović

Vukojević Borislav Faculty of Political Sciences, University of Banja Luka, Bosnia and Herzegovina	USING DIFFERENT MEDIA TO STAY ENGAGED IN THE GAME: HOW MEDIA CAN INFLUENCE THE CONTENT EXPERIENCE FOR PLAYERS OF WORLD OF WARCRAFT
Murphy Cason Iowa State University, USA	NO LONGER “MERELY PLAYERS”: PORTING THE ELEMENTS OF THEATRE INTO VIDEO GAMING
Berchild Chris Department of Theater, Indiana State University, USA	VIDEO GAMES AND THEIR PLACE IN LIVE THEATRICAL PEDAGOGY



Session 11 16.30 – 18.00 Chair: Zlatko Bukač

<p>Jerjes Loayza National University of San Marcos, Peru</p>	<p>STREAMERS, EMOTIONS AND VIDEO GAME CULTURE DURING THE COVID-19 PANDEMIC IN LATIN AMERICA</p>
<p>Sundin Jessika Karlstad University, Sweden</p>	<p>VIRTUALLY LITERATURE: MEDIATING SECONDARY WORLDS THROUGH MEDIA SIMULATION OF BOOKS IN VIDEO GAMES</p>
<p>Goyburu Juan Sebastián University of Buenos Aires, Argentina</p>	<p>THE PARADOX OF CARING IN VIDEOGAMES</p>
<p>Howard Kenton Taylor University of Central Florida, USA</p>	<p>THE (UN)LUCKY CARDER: INSCRIPTION, SUBMISSION, AND METANARRATIVE GAMES</p>

18.00 Closing Ceremony and Coffee Lounge

