



The Canadian Game Studies Association
 l'Association canadienne d'études des jeux
 2022 Annual Conference
 Conférence annuelle de 2022

All times in EDT (-04:00) - les heures indiquées sont en HNE (-04:00)

DAY 1: Tuesday, May 31 JOUR 1: Mardi le 31 Mai			
TIME (EDT) HEURE (HNE)	ROOM ONE SALLE UN	ROOM TWO SALLE DEUX	ROOM THREE SALLE TROIS
11-11:45am	Conference Welcome + Announcements Mot de bienvenue + annonces		
Break // Pause			
12-12:50pm	Opening Keynote Discours liminaire d'ouverture <i>Meghna Jayanth</i>		
1-1:45pm	Audience Feedback: The Work of Media Engagement & Cheating Gaming Cultures // Suggestions du public : Le travail de l'engagement médiatique et cultures de la triche dans les jeux	Games and/as Art // Les jeux et l'art / Le jeu en tant qu'art	Games and Historical Narratives // Les jeux et les récits historiques
	Actual Play as labour and leisure: Finding the "play" in gaming media production <i>Alex Cybulski (University of Toronto)</i>	TIP - Don't Be Afraid to Die: Synthwave's Memetic Aesthetics and Existentialism in Hotline Miami <i>Rowena Chodkowski (Concordia University)</i>	Can digital games ever claim to be historically authentic <i>Haris Hussnain (Cardiff University)</i>
	Contested Software: Hacker Competitions, Cheating & the Postludics of Hacker Culture <i>Alex Chalk (York University)</i>	L'art militant du troisième cinéma et d'Emory Douglas et le jeu vidéo <i>Nathanaël Roussy (Université de Montréal)</i>	Past stories and future worlds: History and popular imagination in Fallout 4 <i>Samuel McCready (York University)</i>
Perspectives of esports spectators regarding cheating in esports competitions <i>Mark Johnson (University of Sydney)</i>	Platformization in the Museum: Unity, Minecraft, and the MacKenzie Art Gallery <i>Andrew Bailey (OCAD University)</i>	Radical deformations: Walter Benjamin and the outcomes of Crusader Kings II <i>Guillaume Lacombe-Kishibe (University of Ottawa)</i>	
Break // Pause			
	Games of De/Colonization // Jeux de dé/colonisation	Playing with Anxieties and Paranoias // Jouer avec les anxiétés et les paranoïas	Games and/as Political Systems // Les jeux et les systèmes politiques et comme systèmes politiques
	Decolonial Improvisations in Hybrid Theatre-Game Play in Re: Current Theatre's New Societies <i>Jenn Stephenson (Queen's University)</i>	There Are No Humans Left: The Fear of Posthuman Identity in Bloodborne <i>Nicholas Hobin (University of Waterloo)</i>	Role-playing Critical Consciousness: The Political Alignment System of Disco Elysium <i>Alexander Hurezeanu (George Brown College)</i>

2-2:45pm	Beyond the Colonial Politics of Recognition <i>Gerald Voorhees (University of Waterloo)</i>	Queer monstrosity and camp aesthetics as antifascist resistance in EXTREME MEATPUNKS FOREVER (2018-2020) <i>Claudia Boisvert (Université du Québec à Montréal)</i>	Department of Justice Roleplay: A Study in Authoritarian Ethic <i>Matthew Horrigan (Simon Fraser University)</i>
	Literary Bundles: Bodies, Media, and Redefining Indigenous Stories <i>Kateryna Barnes and Trudy Cardinal (University of Alberta)</i>	Conspiracy in Design: Using Research Creation Games to Evaluate Framings of Online Conspiracy Theory <i>Scott DeJong (Concordia University)</i>	Digital Disconnect: The Relationship Between In-Game and Real- World Issues in World of Warcraft <i>Taylor Devereaux (University of Central Florida)</i>
	Labor and precarity in Final Fantasy XII: scripting social justice in the imperial narrative <i>Rachael Hutchinson (University of Delaware)</i>	Game Preserves: Digital Animals at the Brink of the Post- Anthropocene <i>Jason Wallin (University of Alberta)</i>	Intersecting Vows: Metaphor, Monstrosity, and Medievalism in Fire Emblem: Radiant Dawn <i>Alex Custodio (Concordia University)</i>

Break // Pause

3-3:45pm	New Frameworks and Fields // Nouveaux cadres et domaines	Playing the Hero Protagonist // Jouer le.la protagoniste héro.ïne	Impossible Worlds Research Prototype Playthrough // Playthrough d'un prototype de monde impossible
	Finding the fun: Game retellings as Tutorials <i>Steven Sych (Concordia University)</i>	Hero's Hall Pass: Playable Oppression and Permissible Power Fantasies in Video Game Hero Narratives <i>Caighlan Smith (Memorial University of Newfoundland)</i>	Creating Research and Prototyping a Research Problem: An Unusual Approach to Study Impossible Figures in Video Games <i>Jesse Aidyn (Université de Montréal)</i>
	Homebrew and the Forensic Imaginary <i>David Murphy (Staffordshire University)</i>	Barbarians attack: self-defense as justification for expansion in video games <i>Marie-Luise Meier (University of Tartu) and Malte Wendt (University of Liverpool)</i>	
Social Sensemaking at Play: Spiritfarer and the Art of Enactive Intersubjectivity <i>Steve Wilcox (Wilfrid Laurier University)</i>	The Renegades and the Righteous: A Survey of Virtue Systems in Role Playing Video Games <i>Rebecca Grose (University of Alberta)</i>		

4:00pm	Play Sessions // Sessions de jeu		
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**DAY 2: Wednesday, June 1
JOUR 2: Mercredi le 1er juin**

TIME (EDT) HEURE (HNE)	ROOM ONE SALLE UN	ROOM TWO SALLE DEUX	ROOM THREE SALLE TROIS
11-12:45pm	Action! Research! A plenary panel on action, activism, and advocacy in games // Action ! Recherche ! Un panel plénier sur l'action, l'activisme et la revendication dans les jeux <i>Stephanie Fisher (Pixelles), Carolyn Jong (Vodeo Games), and Samantha Blackmon (Purdue University)</i>		

Break // Pause

1-1:45pm	Investigating ESports // Investiger les sports électroniques	Playing Through the Pandemic // Jouer à travers la pandémie	Doing Games Studies // Faire les études en jeux
	Colonialism and the spatial politics of collegiate esports <i>Nicholas Taylor (North Carolina State University)</i>	Play at Home, Live at Work: Houseworking Conceptualizations of Twitch Streaming in the Pandemic <i>Christine H. Tran (University of Toronto)</i>	Creative Misuse of Gameplay Capturing Technologies: Narrating and Reflecting on Gameplay in Virtual Spaces <i>Aleksander Franiczek (University of Waterloo)</i>
	Holding Back the Heavens: Esports Governance and the Engridment of Asian Labor as Racialization Infrastructures <i>Matthew Howard (North Carolina State University)</i>	The Distant Sociality and Digital Intimacy of Animal Crossing in Pandemic Times <i>Nathan Rambukkana (Wilfrid Laurier University)</i>	Accessible Scholarship: A Study of Middle-State Publishing in Game Studies <i>Venus Torabi and Jason Hawreliaak (Brock University)</i>
3 Contests in a Trenchcoat: Video & Arcade Top 10, Games Broadcasting & 90s Canadian Gamer Capital <i>Andrei Zanescu, Michael Iantorno, and Marc Lajeunesse (Concordia University)</i>	It Comes in Waves: A Social Impact Prototype Postmortem <i>Courtney Blamey, Lyne Dwyer and Mia Consalvo (Concordia University)</i>	Only girl in the room: What to do with the games for girls movement <i>Carly Kocurek (Illinois Institute of Technology)</i>	

Break // Pause

2-2:45pm	Games and Genders // Jeux et identités genrées	Designing Game Experiences // Concevoir des expériences de jeu	Professional Development Workshop - Red Flag/Green Flag: Creating Productive Research Relationships in Canadian Game Studies (and Beyond) // Atelier de perfectionnement professionnel - Red Flag/Green Flag : Créer des relations de recherche productives dans les études canadiennes des jeux (et au-delà)
	"Mother Miranda is gonna love you!": The Scapegoating and Erasure of Women in Resident Evil Village <i>Marc Ouellette (Old Dominion University)</i>	Optimal / Viable Character Creation Systems <i>Toben Racicot (University of Waterloo)</i>	<i>Kelly Bergstrom (York University)</i>
	Contested Spaces, Velvet Ropes, Exclusion Zones: The Pleasures and Dangers of Face-to-Face Play in Analog Gaming Spaces <i>Tanya Pobuda (Ryerson University)</i>	Ecocritical Controls: Shared Input Between City and Wilderness <i>Andrew Kirby (University of British Columbia)</i>	
	Moving Beyond Battlestations: the Gendered Aesthetics of Personal Computer Components and Accessories <i>Emma Vossen (University of Waterloo)</i>	Beyond the Demons and Angels Divide: Binary Deconstruction in Shin Megami Tensei V <i>Alexandre Paquet (University of Toronto)</i>	
Skins, Surfaces, and Sex: Black Mirror's "Striking Vipers" and homoeroticism in the Fighting Game Genre <i>Braidon Schaufert (University of Alberta)</i>	Narrative Simultaneity and the Paths Unchosen <i>Betsy Brey (University of Waterloo)</i>		
3-3:45pm	Crippling Games // Crippler les jeux	Pedagogical Praxis // Praxis pédagogique	
	Tensions within the Norm: Disability Representation in Overwatch and Overwatch Fanfiction <i>Brigitta Abboud (University of Ottawa)</i>	Incorporating the Bolton Special Collection into Game Studies Pedagogy at UTM <i>Michael Nixon, Shantanu Aeron, and Zaid Arif (University of Toronto Mississauga)</i>	
	Physical Disability and Villainy: Examining Arcane's Ableist Tropes <i>Sarah Stang (Brock University)</i>	Preparing high school students for an academic trip to Greek archaeological sites by using the Ubisoft Discovery Tour on Ancient Greece <i>Marc-André Éthier (Université de Montréal) and Kevin Péloquin (Collège Saint-Hilaire)</i>	
	Representing Bentley: A Critical Reading of Disability in Sly 3: Honor Among Thieves <i>Evan Jules Maier-Zucchino (Concordia University)</i>	Historical video games and teachers practices in French-speaking secondary schools in the Montreal Metropolitan Area <i>Marc-André Éthier (Université de Montréal) and David Lefrancois (Université du Québec en Outaouais)</i>	
	"Taking People's Passion as Payment": How Students Demonstrate a 'Passion for Games' to an Industry that Can't Really Define the Term <i>Sean Gouglas, Anna Sollazzo, and Kenzie Gordon (University of Alberta)</i>		
4:00pm	Social Activities // Activités sociales		
DAY 3: Thursday, June 2 JOUR 3: Jeudi le 2 juin			
TIME (EDT) HEURE (HNE)	ROOM ONE SALLE UN	ROOM TWO SALLE DEUX	ROOM THREE SALLE TROIS
11-11:50am	CGSA Book Launch // Lancement de livre de l'ACÉJ		
Break // Pause			
	Interrogating Game Cultures and Fandoms // Interroger les cultures et les <i>fandoms</i> de jeux	A Chinese Gaming Cultural Revolution?: Contemporary Gaming Cultures and the Communist State // Une révolution culturelle du jeu en Chine ? : Les cultures de jeu contemporaines et l'état communiste	Workshop - Dice and Equity: Navigating Decolonization and Anti-racism through Gameful Action // Atelier - Dés et équité : Naviguer la décolonisation et l'antiracisme par l'action ludique

12-12:45pm	Mean Geeks: Seven Characteristics of Toxic Subcultures in Gaming <i>Ray Op'Tland (Independent Scholar)</i>	Jennifer Dewinter, Shano Liang, and Max Chen (Worcester Polytechnic Institute)	Laya Liebeseller, Jill Bundy, David Kocik, Mia Heredia, Wren Dalton, and Juan Garcia (University of Wisconsin - Milwaukee)
	/r/patientgamers and the Transactional Nature of Play <i>Rainforest Scully-Blaker (University of California, Irvine)</i>		
	A Messy Play: Callout Culture and Other Exclusionary Practices Game Fandoms <i>Sarah Christina Ganzon (Concordia University)</i>		
Break // Pause			
1-1:45pm	Game Spaces and Places // Espaces et lieux de jeu	(Re)Thinking Agency // (Re)Penser l'agentivité	
	Bunnyhopping with de Certeau: Mobility and the Production of Space in Multiplayer Videogames <i>Andrew Lee (University of Toronto)</i>	Auditory Hallucination, Aspatial Sound, Listening, and Agency in Hellblade <i>Jon Saklofske (Acadia University) and Deanna Fong (Concordia University)</i>	
	Le cohabiter urbain dans la franchise vidéoludique WATCH_DOGS, entre mixophilie et mixophobie <i>Christophe Duret (Université de Montréal)</i>	"She who has the information, has the power...": Exploring Transmedial Play and Agency through Overwatch's Sombra ARG <i>Gregory Blomquist (University of Alberta)</i>	
	Trogdor and Chasing Rabbits: Simulation Within Simulation Within Simulation in Assassin's Creed Valhalla <i>Matthew Wysocki (Flagler College)</i>	"Reactivating" Interactivity: An Actor-Network Approach to Agencies in Games <i>Mitchell Gunn (University of Toronto)</i>	
	Repenser l'usage de la culpabilité dans les jeux persuasifs [Rethinking the use of guilt in persuasive games] <i>Simon Delorme (Université du Québec à Montréal) and Elsa Brais-Dussault (Ludipsy)</i>		
Break // Pause			
2-3:30pm	Annual General Meeting Assemblée générale annuelle		
4:00pm	Play Sessions // Sessions de jeu		
DAY 4: Friday, June 3 JOUR 4: Vendredi le 3 juin			
TIME (EDT) HEURE (HNE)	ROOM ONE SALLE UN	ROOM TWO SALLE DEUX	ROOM THREE SALLE TROIS
11-11:50am	Closing Keynote Discours liminaire TreAndrea Russworm		
Break // Pause			
12-12:45pm	Labour and Playbour // Travail et Playbour	Points de vue sur les constructions de l'histoire des jeux vidéo: Les historien.ne.s, franchement, c'est pas fiable // Points of view on the constructions of the history of video games: Historians, frankly, are not reliable	Livestreaming as Critical Practice // La diffusion en direct en tant que pratique critique
	From Superman to Swordquest: Atari, Easter Eggs, and Early Video Game Labor Exploitation <i>James Fleury (Washington University in St. Louis)</i>	La méthode historique pour briser les paradigmes de l'histoire des jeux vidéo(?) <i>Dany Guay-Bélanger (Université de Montréal)</i>	Stream Queens : An Analysis of Drag-Performing Twitch Streamers <i>Jackson McLaren (Temple University)</i>
	Farmers and Farming Video Games <i>Shelbey Walker (University of Hawaii at Manoa)</i>	Préserver l'histoire du jeu vidéo grâce à la mémoire des joueurs <i>Adam Lefloïc-Lebel (Université du Québec en Abitibi-Témiscamingue)</i>	The Fourth E: The Affective Ludopolitics of E3 Game Presentations as Livestreamed Experiences <i>Oscar Moralde (Pomona College)</i>

	Minecraft, C'est Moi?: Writing the Lives of Video Game Designers <i>Jason Boyd (Ryerson University)</i>	Une histoire amatrice des jeux vidéo pornographiques amateurs sur Commodore 64 <i>Charlotte Courtois (Université de Montréal)</i>	Exploring Comedy and Humour in Twitch.tv Game Live Streaming <i>Mark R Johnson (University of Sydney)</i>
	Collective modes of research and creation: Acting for inclusiveness in a video game studio <i>Hélène Sellier (The Seed Crew)</i>	Représenter l'irreprésentable: discussion sur la représentation des sujets sensibles en jeu vidéo avec le cas de l'holocauste <i>Christopher Ravenelle (Université de Montréal)</i>	
		Instrumentaliser l'histoire ou invisibiliser l'autre ? Quand le sexisme des jeux vidéo historique dépasse celui du passé <i>Samuel Heine (Université de Montréal)</i>	
Break // Pause			
1-1:45pm	Material Practices Beyond North American Gaming // Pratiques matérielles au-delà du jeu nord-américain	The First Three Years Project: factors that influence success in the games industry for recent graduates of games programs in Canada and the United States // Le projet The First Three Years : Les facteurs influençant le succès dans l'industrie des jeux pour les récents diplômés des programmes de jeux au Canada et aux États-Unis <i>Chair: Kenzie Gordon</i>	Horror Games // Jeux d'horreur
	Digital gaming practices and skills appropriation among Ghanaian youths <i>Rabiu Asante (University of Ghana)</i>	The First Three Years Project <i>Sean Gouglas (University of Alberta)</i>	The Wounds That Never Healed: Bleed, Horror, and Trauma in Cry of Fear <i>Samuel Poirier-Poulin (Université de Montréal)</i>
	Sexism on Turkish Server of League of Legends: A Look to Turkish Gaming Community and Gender <i>Burçak Aydınlik (Memorial University of Newfoundland) and Erkan Saka (Istanbul Bilgi University)</i>	State of Games Education Research <i>Alison Harvey (York University)</i>	Mitochondrial Brood: A look at the Cronenberg-esque Gendered Body Horror of Parasite Eve <i>Chris Alton (University of York)</i>
	The differences between 'Western' and Chinese loot box player engagement and regulation <i>Leon Y Xiao (The Honourable Society of Lincoln's Inn), Laura L. Henderson (The Honourable Society of Lincoln's Inn), Tullia Fraser (Independent Researcher), and Philip W. S. Newall (Central Queensland University)</i>	State of the Industry <i>Jennifer R. Whitson (University of Waterloo)</i>	The Horrification of Consumption: The (Un)Marked Bodies in Little Nightmares <i>Isabelle Williams (University of California, Irvine)</i>
		A Student Perspective on Games Programs, the Industry, and The First Three Years Project <i>Sam Graham (University of Alberta)</i>	
An Industry Perspective on Games Programs, the Industry, and The First Three Years Project <i>David Holmes (Inflection Games)</i>			
Break // Pause			
2-2:45pm	Playing with Race // Jouer avec l'ethnicité	Games and Affects // Les jeux et l'affect	Professional Development Workshop - The Games Studies Classroom // Atelier de développement professionnel - La classe d'études des jeux
	Modding Decoloniality: How Mods Can Challenge or Intensify the Colonial Rhetoric of Minecraft <i>John Fennimore (North Carolina State University)</i>	Twitch and the Dialectical Stream - New Avenues for Political Engagement and Participation in Gaming Culture <i>Gerrit Krueper (University of British Columbia)</i>	
	I do not love the bright sword for its sharpness: Tolkien's work as a source and a remedy for implicit racism of Dungeons and Dragons <i>Leonid Moyzhes (Institute of Business and Design (B&D))</i>	Beyond Empathy: Kafkaesque Video Games and Affective Justice <i>Jean Ketterling (Carleton University)</i>	
	Dying to Survive, Learning to Forget: The Necropolitics of Remediation in Survival Games <i>Josh Call (Grand View University)</i>	The Social Values of DOTA 2 Cosmetic Items <i>Marc Lajeunesse, Andrei Zanesco, and Martin French (Concordia University)</i>	
	Intersectional Food: Exploring Ethnicity in Food-Centered Video Games <i>Agata Waszkiewicz (Maria Curie-Skłodowska University)</i>	Nostalgia and the Themes of Celeste <i>Markus Russin (University of British Columbia)</i>	

3:00pm

Play Sessions // Sessions de jeu