

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: Game Design in the Imperial Mode // Discours liminaire d'ouverture: Le design de jeu en mode impérial <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 Chair: Melanie Oberg	Games and/as Art // Les jeux et l'art / Le jeu en tant qu'art Chair: Jason Hawreliak	<u>Games and Historical Narratives // Les jeux et les récits historiques</u> <i>Chair: Dany Guay-Bélanger</i>
	Actual Play as labour and leisure: Finding the "play" in gaming media production <i>Alex Chalk (York University)</i>	Platformization in the Museum: Unity, Minecraft, and the MacKenzie Art Gallery <i>Andrew Bailey (OCAD 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 Cybulski (University of Toronto)</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>		Radical deformations: Walter Benjamin and the outcomes of Crusader Kings II <i>Guillaume Lacombe-Kishibe (University of Ottawa)</i>
Break // Pause			
2-2:45pm	<u>Games of De/Colonization // Jeux de dé/colonisation</u> <i>Chair: Kateryna Barnes</i>	<u>Playing with Anxieties and Paranoias // Jouer avec les anxiétés et les paranoïas</u> <i>Chair: Kenzie Gordon</i>	<u>Games and/as Political Systems // Les jeux et les systèmes politiques et comme systèmes politiques</u> <i>Chair: Rainforest Scully-Blaker</i>
	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>
	Literary Bundles: Bodies, Media, and Redefining Indigenous Stories <i>Kateryna Barnes and Trudy Cardinal (University of Alberta)</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>
	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>	Digital Disconnect: The Relationship Between In-Game and Real-World Issues in World of Warcraft <i>Taylor Devereaux (University of Central Florida)</i>
			Intersecting Vows: Metaphor, Monstrosity, and Medievalism in Fire Emblem: Radiant Dawn <i>Alex Custodio (Concordia University)</i>
Break // Pause			
3-3:45pm	<u>New Frameworks and Fields // Nouveaux cadres et domaines</u> <i>Chair: Matt Horrigan</i>	<u>Playing the Hero Protagonist // Jouer le/la protagoniste héroïne</u> <i>Chair: Michael Nixon</i>	<u>Impossible Worlds Research Prototype Playthrough // Playthrough d'un prototype de monde impossible</u>
	Playable Conspiracy: Translating Analogies into Serious Boardgames <i>Scott DeJong (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>	Optimal / Viable Character Creation Systems <i>Toben Racicot (University of Waterloo)</i>	

	Social Sensemaking at Play: Spiritfarer and the Art of Enactive Intersubjectivity <i>Steve Wilcox (Wilfrid Laurier University)</i>	The Righteous and the Renegades: A Survey of Virtue Ethics in Role Playing Video Games <i>Rebecca Grose (University of Alberta)</i>
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4:00pm	Drop-In Social Mixer (on Discord)	
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DAY 2: Wednesday, June 1 JOUR 2: Mercredi le 1er juin			
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TIME (EDT) HEURE (HNE)	ROOM ONE SALLE UN	ROOM TWO SALLE DEUX	ROOM THREE SALLE TROIS
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11-12:45pm	<u>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</u> <u>Stephanie Fisher (Pixelles), Carolyn Jong (Vodeo Games), and Samantha Blackmon (Purdue University)</u>		
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Break // Pause			
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1-1:45pm	<u>Investigating ESports // Investiger les sports électroniques</u> <u><i>Chair: Michael Iantorno</i></u>	<u>Playing Through the Pandemic // Jouer à travers la pandémie</u> <u><i>Chair: Christine H. Tran</i></u>	<u>Doing Games Studies // Faire les études en jeux</u> <u><i>Chair: Andrea Braithwaite</i></u>
	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>
	Grid 4.LoL: Placing, Racing, and Panoptic Media Histories of Esports <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: An In-Progress Study of Middle-State Publications 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			
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2-2:45pm	Games and Genders // Jeux et identités générées Chair: Marc Ouellette	<u>Designing Game Experiences //</u> <u>Concevoir des expériences de jeu</u> <i>Chair: Maxwell Dickenson</i>	<u>Professional Development Workshop -</u> <u>Red Flag/Green Flag: Creating Productive</u> <u>Research Relationships in Canadian</u> <u>Game Studies (and Beyond) // Atelier de</u> <u>perfectionnement professionnel - Red</u> <u>Flag/Green Flag : Créer des relations de</u> <u>recherche productives dans les études</u> <u>canadiennes des jeux (et au-delà)</u>
	"Mother Miranda is gonna love you!": The Scapegoating and Erasure of Women in Resident Evil Village <i>Marc Ouellette (Old Dominion University)</i>	Ecocritical Controls: Shared Input Between City and Wilderness <i>Andrew Kirby (University of British Columbia)</i>	<i>Kelly Bergstrom (York University)</i> This workshop will provide a space for discussing the current state of mentorship in (Canadian) game studies. This will be a jumping off point where students and junior scholars can learn about creating relationships based on mutual trust and respect that are beneficial to all involved - whether it's with students, colleagues, or community or industry partners. The goal will be to share knowledge and provide some tangible examples from our own areas of expertise in publishing and action-research, but to especially serve as the start of a dialogue and needs assessment for the possibility of a more formalized CGSA mentorship program in the future.
	Contested Spaces, Velvet Ropes, Exclusion Zones: The Pleasures and Dangers of Face-to-Face Play in Analog Gaming Spaces <i>Tanya Pobuda (Toronto Metropolitan University)</i>	Beyond the Demons and Angels Divide: Binary Deconstruction in Shin Megami Tensei V <i>Alexandre Paquet (University of Toronto)</i>	
	Moving Beyond Battlestations: PC Building, Gender, Labour, and Beauty <i>Emma Vossen (University of Waterloo)</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>	
	Skins, Surfaces, and Sex: Black Mirror's "Striking Vipers" and Homoeroticism in the Fighting Game Genre <i>Braidon Schaufert (University of Alberta)</i>		
3-3:45pm	<u>Crippling Games // Crippler les jeux</u> <i>Chair: Andrea Braithwaite</i>	<u>Pedagogical Praxis // Praxis pédagogique</u> <i>Chair: Jason Hawreliak</i>	
	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>	Préparer un voyage scolaire sur les sites archéologiques grecs à l'aide du Discovery Tour : récit de pratique <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>
		Handbook for AV Professionals Entering Cinematic VR Production <i>Ana Victoria Falcon Araujo (Estonian Academy of Music and Theatre)</i>

4:00pm **The Great Canadian Game-off (on Discord)**

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
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11-11:50am	CGSA Book Launch // Lancement de livre de l'ACÉJ		
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Break // Pause

12-12:45pm	<u>Interrogating Game Cultures and Fandoms // Interroger les cultures et les fandoms de jeux</u> <i>Chair: Michael Iantorno</i>	<u>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</u> <i>Chair: Jennifer deWinter</i>	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
	Mean Geeks: Seven Characteristics of Toxic Subcultures in Gaming <i>Ray Op'Tland (Independent Scholar)</i>	The Impact of Juvenile Video Gaming Restrictions <i>Shano Liang (Worcester Polytechnic Institute)</i>	This workshop discusses how students and faculty can utilize the game <i>The Deep Forest</i> , by Avery Adler, to build a workshop focused on the use of games to teach leadership, equity, and community action. The workshop leaders will speak about their experience working with faculty and students at the Honors College, University of Wisconsin - Milwaukee, engage attendees in
	/r/patientgamers and the Transactional Nature of Play <i>Rainforest Scully-Blaker (University of California, Irvine)</i>	The Importation of Murder Mystery Games in China – Game Localization and Creativity <i>Max Chen (Worcester Polytechnic Institute)</i>	

	A Messy Play: Callout Culture and Other Exclusionary Practices Game Fandoms <i>Sarah Christina Ganzon (Concordia University)</i>	Arena of Valor (Wang Zhe Rong Yao): Policy as Design, and the Connected Cultures of Play <i>Jennifer deWinter (Worcester Polytechnic Institute)</i>	wisconsin - milwaukee, engage attendees in small group play sessions of a shortened version of the game, and provide resources for attendees to easily implement playthroughs of the game in their own academic, education, or work settings.	
Break // Pause				
1-1:45pm	<u>Game Spaces and Places // Espaces et lieux de jeu</u> <i>Chair: Matt Horrigan</i>	<u>(Re)Thinking Agency // (Re)Penser l'agentivité</u> <i>Chair: Maxwell Dickenson</i>	<i>Laya Liebeseller (University of Wisconsin - Milwaukee)</i> <i>Jill Bundy (University of Wisconsin - Milwaukee)</i> <i>David Kocik (University of Wisconsin - Milwaukee)</i> <i>Mia Heredia (University of Wisconsin - Milwaukee)</i> <i>Wren Dalton (University of Wisconsin - Milwaukee)</i> <i>Juan Garcia (University of Wisconsin - Milwaukee)</i>	
	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>	Narrative Simultaneity and the Paths Unchosen <i>Betsy Brey (University of Waterloo)</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>		
Break // Pause				
2-3:30pm	Annual General Meeting Assemblée générale annuelle			
4:00pm	Trivia Night // Soirée quiz (SIGN UP HERE//INSCRIVEZ-VOUS ICI)			
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	
10:45-11:50am	<u>Closing Keynote: The Future of Video Games – Race, Play, and the Speculative Imagination // Discours liminaire: Enthnicité, play et imagination spéculative</u> <i>TreAndrea Russworm</i>			
Break // Pause				

12-12:45pm	<u>Labour and Playbour // Travail et Playbour</u> <i>Chair: Felan Parker</i>	<u>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</u> <i>Chair: Dany Guay-Bélanger</i>	<u>Livestreaming as Critical Practice // La diffusion en direct en tant que pratique critique</u> <i>Chair: Melanie Oberg</i>
	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 Lefloic-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 (Toronto Metropolitan 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	<p><u>Material Practices Beyond North American Gaming // Pratiques matérielles au-delà du jeu nord-américain</u> <i>Chair: Gerald Voorhees</i></p>	<p><u>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</u> <i>Chair: Kenzie Gordon</i></p>	<p><u>Horror Games // Jeux d'horreur</u> <i>Chair: Betsy Brey</i></p>
	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 Aydınlık (Memorial University of Newfoundland) and Erkan Saka (Istanbul Bilgi University)</i>	State of Games Education Research <i>Alison Harvey (York University)</i>	The Horrification of Consumption: The (Un) Marked Bodies in Little Nightmares <i>Isabelle Williams (University of California, Irvine)</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 Game Industry <i>Jennifer R. Whitson (University of Waterloo)</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 (Inflexion Games)</i>		
Break // Pause			
<p><u>Playing with Race // Jouer avec l'ethnicité</u> <i>Chair: Josh Call</i></p>	<p><u>Games and Affects // Les jeux et l'affect</u> <i>Chair: Felan Parker</i></p>	<p>Professional Development Workshop - The Games Studies Classroom // Atelier de développement professionnel - La classe d'études des jeux</p>	
Modding Decoloniality: How Mods Can Challenge or Intensify the Colonial Rhetoric of Minecraft <i>Jack 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>	Learn more about some innovative practices for teaching Games Studies! This workshop will walk you through three different classroom activities and assignments, and will include a Q&A session.	

2-2:45pm	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: The Affective Justice of Playing Border Bureaucracy <i>Jean Ketterling (Carleton University)</i>	<i>Featuring: Sandra Danilovic (Wilfrid Laurier University) Alisha Karabinus (Grand Valley State University) Yifat Shaik (York University)</i>
	Dying to Survive, Learning to Forget: The Necropolitical Function of Remediation in Survival Games <i>Josh Call (Grand View University)</i>	The Social Value of Cosmetic Items in DOTA 2 <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>	The Deliberate Nostalgia of Celeste Markus Russin (University of British Columbia)	
3:00pm	CGSA's Next Top Model (SIGN UP HERE//INSCRIVEZ-VOUS ICI)		