



2nd Annual Canadian Game Studies Association Conference Program
 Suzanne de Castell, Program Chair

Time	Room 1	Room 2
Session 1 9:00-10:10	<p>Rules and Roles in Online Play BUCH D307</p> <p>Matthew White <i>Level 10 Human Student: Role-Playing Games as a Teaching Tool</i></p> <p>Beth A. Dillion <i>Skinning in the Beginning: Glimpses of Aboriginal Game Design</i></p> <p>Nick Taylor <i>Ethical Play</i></p> <p>Chair: Milena Droumeva</p>	<p>Playing with Consequences BUCH D219</p> <p>Gary Boyd <i>Educative Simulation Games for Global 'Symviability'</i></p> <p>Negin Dahya <i>Remediating Education for Social Change in Ayiti: The Cost of Life</i></p> <p>Steph Fisher <i>Designing War: Call of Duty 3 and the Framing of History</i></p> <p>Chair: Jim Parker</p>
Session 2 10:10-11:10	<p>Gamestory BUCH D307</p> <p>Luke Arnott <i>Replay Value: Revisiting Cyclical Narrative in The Legend of Zelda: Majora's Mask</i></p> <p>David Milam, Ron Wakkary & Magy Seif El-Nasr <i>A Phenomenological Study on User Affect for Façade</i></p> <p>Kevin Schut <i>Indie empire: can an anti-corporate game escape the ideological bias of its structure?</i></p> <p>Chair: Margaret Mackey</p>	<p>Learning in Games BUCH D219</p> <p>Chris Clemens <i>Everybody rock out... NOW!: Performance, skill and sociability in small gaming groups</i></p> <p>Lori Shyba <i>Gamaturgy, A Model from Theatre for Serious Games</i></p> <p>Richard Levy, Annika Orich, Herb Wideman, & Ron Owsten <i>Game Development Design and Evaluation: Knight Elimar's Last Joust: A Virtual Environment Game for Promoting Literacy</i></p> <p>Chair: Cindy Poremba</p>
Session 3 General Session	<p>Conceptual Twists: Theory before Lunch BUCH D219</p>	

11:20-12:30	<p>Derek Noon <i>Machines for Living: Situationists, Gamers, and a New Psychogeography</i></p> <p>Nis Bojin <i>Play and Private Language: 'Undefining' Play</i></p> <p>Cindy Poremba <i>Discourse Engines for Game Mods</i></p> <p>Chair: Jen Jenson</p>	
Lunch 12:30-1:30		
Session 4 1:30-2:30	<p>Tools, Designs, Prototypes BUCH D307</p> <p>Ron Wakkary and Jason Boileau <i>A Tangible Computing Game Prototyping Environment</i></p> <p>Milena Droumeva, Suzanne de Castell, Jennifer Jenson & Nicholas Taylor <i>Baroque Baroque Revolution</i></p> <p>Jim Parker <i>The Booze Cruise: Impaired Driving in Virtual Spaces</i></p> <p>Chair: Negin Dehya</p>	<p>Players & Characters BUCH D219</p> <p>Sanja Obradovic <i>Routine and Waiting in Everyday Life and Video Games</i></p> <p>Veronica Zammitto <i>Is your Character Neurotic Enough?: Personality in Believable Characters</i></p> <p>Joshua Tanenbaum & Jim Bizzocchi <i>"You must be an experienced Thief": Intelligent Personalization in The Elder Scrolls: Oblivion</i></p> <p>Chair: Katrin Becker</p>
Session 5 2:40-3:40	<p>Contexts of Play BUCH D307</p> <p>Steve DiPaola <i>Authoring the Global Self: Identity, Expression and Role-Playing in Virtual Communities</i></p> <p>Robert Parungao <i>Community and Gaming in Internet Cafes</i></p> <p>Mark Silverman and Bart Simon <i>Discipline and Subjectivity in the Online Power Game</i></p> <p>Chair: Florence Chee</p>	<p>Conceptual Work BUCH D219</p> <p>Katrin Becker <i>On the Evolution of Games</i></p> <p>Margaret Mackey <i>Crossing the Essential Border: Stepping into the Fictional Moment of the Game-World</i></p> <p>Alison Harvey <i>The Pleasure of the System: The Video Game as Cybernetic Feedback Loop</i></p> <p>Chair: Nick Taylor</p>
Session 6 3:50-5:00 General Session	<p>Voices from the Playing Field BUCH D219</p> <p>Kathy Sanford & Leanna Madill <i>Is it just code to me? Video gamers contemplay/ting play</i></p> <p>Magy Seif El-Nasr, Maha Al-Saati, Simon Niedenthal,</p>	

	<p>& David Milam Assassin's Creed: A Multicultural Read</p> <p>Gareth Schott <i>Attracting the Right Crowd: Tackling the 'effects debate' from a Game Studies perspective</i></p> <p><i>Chair: Suzanne de Castell</i></p>	
<p>Business Meeting/General Reception 5:00-6:30</p>	<p>Business meeting and reception 5-6:30 (establish committee for next year's congress)</p>	

Buchanan Building Block D (indicated by the red arrow below)

You can recall this map by visiting:

http://www.maps.ubc.ca/PROD/index_detail.php?show=y,n,n,n,y&bldg2Search=n&locat1=122-1

Or by visiting this Google Maps Link:

<http://maps.google.com/maps?q=1866+MAIN+MALL+UBC+BC&hl=en&ie=UTF8&z=16&iwloc=adr>

