

# CGSA Symposium 2009

**Day 1: May 23, 2009**

SESSION	TIME/LOCATION
<p><b>Building a Sound Curriculum</b></p> <p><i>Chiptune Aesthetics: Places from the Past</i> Dominic Arsenault</p> <p><i>Creating a 'Sound' Curriculum</i> Milena Droumeva</p>	<p>9:00-10:00 AM Room 413, Southam Building</p>
<p><b>WoW: Aspects &amp; Expectations</b></p> <p><i>Trust the Player, not the Game: Landscapes of Trust in World of Warcraft</i> Joshua Murphy</p> <p><i>Worlding the World as Warcraft</i> Ben Unterman &amp; Veronica Zammitto</p>	<p>10:10-11:10 AM Room 413, Southam Building</p>
<p><b>Identity and the Law in Real/Virtual Worlds</b></p> <p><i>Blurring our Real and Virtual Worlds: Canadian and International Legal Issues Arising from Massively Multiplayer Online Role Playing Games</i> Matthew White &amp; Bruce Mann</p> <p><i>Do couples bowl online? Exploring how romantic couples use World of Warcraft to spend leisure time together</i> Kelly Bergstram</p>	<p>11:20 - 12:20 PM Room 413, Southam Building</p>
<p><b>LUNCH</b></p>	<p>12:20-1 PM</p>
<p><b>Cinema and Videogames</b></p> <p><i>Corps Monstrueux: Monstres, Territoires et Survival Horror</i> Bernard Perron</p> <p><i>SIMULATING SIMULATED SIMULATION: Genre, Representation and Meaning in Uplink: Hacker Elite and DEFCON</i></p>	<p>1:00 - 2:00 PM Room 413, Southam Building</p>

Felan Parker	
<p><b>'Serious'/Games</b></p> <p><i>Flagging the nation: Hearts of Iron and the politics of memory</i> Tim Nieguth</p> <p><i>The Islamists Politics of Games or Games of Politics?</i> Mohammed Ibrahrine</p> <p><i>First Nations/ Future Imagination</i> Jason Lewis, Beth A. Lameman, Skawennati Tricia Fragnito &amp; Bea Parsons</p>	<p>2:10 - 3:10 PM Room 413, Southam Building</p>
<p><b>What Else Happens in DDR?</b></p> <p><i>(Some) Girls just want to have fun: Player performance, creativity and social video game play</i> Shanly Dixon and Kelly Boudreau</p> <p><i>An analysis of nested networks within Dance Dance Revolution</i> Lorna Boshcman</p>	<p>3:20 -- 4:20 PM Room 413, Southam Building</p>
<b>CGSA AGM + Wine &amp; Cheese (all welcome)</b>	<b>4:30-6 PM</b>

## Day 2: May 24, 2009

SESSION	TIME/LOCATION
<p><b>Readerly/Writerly Play</b></p> <p><i>Close-Reading and the Poetics of Form in an Emergent Medium</i> Jim Bizzocchi and Joshua Tanenbaum</p> <p><i>Bricolage and Emergent Gameplay</i> Diane Poulsen</p>	<p>10:00 - 11:00 AM <i>Room 413, Southam Building</i></p>
<p><b>Games and Communication</b></p> <p><i>HomoLudens: The Presentation of a Research Group on Socialization and Communication in Videogames</i> Maude Bonenfant</p> <p><i>Shots heard 'round the world: Halo 3 goes global</i> Nick Taylor</p>	<p>11:10 - 12:10 PM <i>Room 413, Southam Building</i></p>
<p><b>12:10 - 1:00 PM</b></p>	<p><b>LUNCH</b></p>
<p><b>What Really Happened?</b></p> <p><i>Frames and Simulated Documents: Indexicality in Documentary Videogames</i> Cindy Poremba</p> <p><i>Great Expectations: WWII Games and Informal History Education</i> Stephanie Fisher</p>	<p>1:00 - 2:00 PM <i>Room 413, Southam Building</i></p>
<p><b>Alternative Play Spaces</b></p> <p><i>Place Matters: Social Construction, Disability Groups and the Virtual World Second Life</i> Fern Delamere</p> <p><i>Community Health Nursing Education Comes to Life</i> Michelle Hogan, Bill Kapralos, Bill Muirhead and Adam Dubrowski</p>	<p>2:10 - 3:10 PM <i>Room 413, Southam Building</i></p>

