



THEME: REIMAGINING
GAMES, ART AND
PERFORMATIVITY

CEEGS 2024 PROGRAM



   **DEPARTMENT OF PERFORMING
AND DIGITAL ARTS**
University of the Peloponnese

October 10 (Thursday)

Vouleftiko	Harvard CHS Greece building	UoP building
09:00-09:30 Registration		
09:30-10:00 Welcoming Remarks		
10:00-11:00 Keynote by Danielle Brathwaite-Shirley: We Can Only Do This Together		
11:00-11:30 Coffee Break		
11:30-13:00 Panel 1 (Games and Performance I) Chair: Renard Gluzman Olli Tapio <i>Leino An Existential-Phenomenology of Gameplay (as) Performance</i> Anastasios Theodoropoulos, Elina Roiniöti, Panagiotis Papadopoulos, George Lepouras <i>Prometheus Unbound: Embodied Gaming in a VR Cave Environment</i> Zsófia Orosz-Réti <i>Motherhood in Motion: Play, Performativity, and Aesthetics in "Monument Valley 2"</i>	Panel 2 (Games and Art) Chair: Daniel Vella Jaroslav Švelch <i>Making a Commercial Art Game in the 1980s: A Production History of Mel Croucher's "Deus Ex Machina"</i> Agata Zarzycka <i>The Art of Trash in "Cyberpunk 2077"</i> Joanna Pigulak <i>Empowering Gamers with Hearing Disabilities: The Artistic and Immersive Potential of Accessibility Options</i>	Panel 3 (Games in Broad Social Contexts) Chair: Stanisław Krawczyk Rainforest Scully-Blaker <i>Games, Capitalism, and Fear</i> Michał Kłosiński <i>Problematizing Positive Biopolitics in Digital Games</i> Gabriela Štrvrtňová, Filip Hauer <i>Non-Domination Power and Player Agency in Ecogames: Conceptualizing Democratic Agency</i>
13:00-14:00 Lunch Break		
14:00-16:00 Panel 4 (Game Industries) Chair: Jaroslav Švelch Jan Houška <i>Language Diversity in the Work of Foreigners in Czech Game Studios: Mapping the Semi-Periphery under National, Regional, and Global Influences</i> Jesper Juul, Emil Emil Lundedal Hammar <i>Forever in the Middle? A Study of the Danish Game Industry</i> Agnieszka Kliś-Brodowska <i>Reading Paratextuality: The Paratexts of "Child of Light" and the Question of Authorial Control</i> Michał Mróz <i>Exploring Immersion in Video Game Modding: On Modders' Strategies for Crafting Immersive Experiences</i>	Panel 5 (Games and Performance II) Chair: Paweł Kaczmarski Romi Sofia Abatangelo <i>The Participant as Performing Audience: Discussing Participation in Games, Participatory Performance and Interactive Art</i> Alison J. Croasdale <i>Games and the Performance of Multi-Layered Identities</i> Chrissa Papasarantou, Charalampos Rizopoulos <i>Embodied Representations in Games: An Analysis of Avatar Form and Movement for the Design of Immersive Experiences</i> Adrienne Domasin <i>Playfully Perilous: Permadeath Streams of "The Last of Us: Part II" as a Dynamic Playground</i>	Panel 6 (Games and Play) Chair: Nele Van de Mosselaer Mikaela Simitzi, Angeliki Chrysanthi <i>An Immersive Playful "Cabinet of Curiosities" as a Performative and Participatory Space of a Contemporary Exhibition</i> Eleana Pandia <i>"I Can See It in Their Eyes": Affective Design as a Factor of Meaningful and Performative Gameplay</i> Espen Aarseth <i>The Long Game: From Gamer Hermeneutics to Game Hermeneutics</i> Małgorzata Majkowska, Tomasz Z. Majkowski <i>Mnemosyne Learns To Play: Game Controllers as Rhapsodic Tools</i>
16:00-16:30 Coffee Break		
16:30-18:00 Panel 7 (Esports and Streaming) Chair: Katerina El Raheb Tom Legjerse <i>Deconstructing the Idealized Body in Esports: The Construction of Gendered Identity and Difference</i> Matilda Ståhl, Usva Friman <i>Performing Esports at Women's Nordic CS 2 Championship Tournament 2023</i> Renard Gluzman <i>A Documentary Filmmaking Exploration of Players' Performative Culture in the Local Gaming Scene: Spotlight on Streaming, Esports, and Full Embodiment Gaming</i>	Panel 8 (Game Spaces) Chair: Charalampos Rizopoulos Krzysztof M. Maj <i>Navigating Allotopia, Exploring Ludotopia: On the Ways of Navigating Game Spaces</i> Agata Waszkiewicz <i>Video Game Graffiti, Civil Disobedience, and Player Agency</i> Bruno de Paula <i>Easier, but Not as Fun: Abstractions and Performances in Skate Videogames</i>	Panel 9 (Folklore and Heritage) Chair: Holger Pötzsch Aleksandra Prokopek <i>The Game of Art: on Avant-Garde Reimagining of Chess</i> Carol Ditner-Wilson <i>"Maid of Sker" and the Folklore of Wales</i> Lucia Rago <i>Digital Pastoralism: Comparing Eastern and Western Notions of the Pastoral in Video Games</i>

October 12 (Saturday)

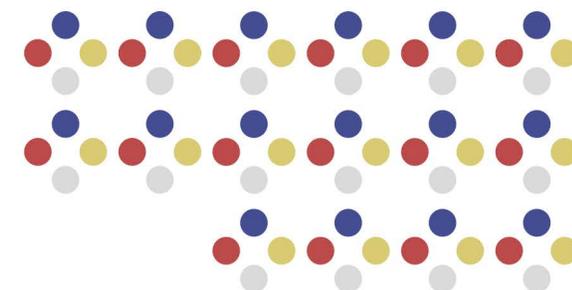
Morning Sessions	Location
Performing Personality in Game Characters and Digital Narratives	Vouleftiko
From Play to Display: Reimagining Video Games Curation and Exhibition	National Gallery Annex
09:00-12:00 Video Games in STEAM and as STEAM: Learning and Innovating Through Play	UoP
Art Games and Game-Based Art: Theoretical Frontiers and Critical Explorations	BPF Childhood museum
How Applicable Is the Folk Concept for Critical Studies of Games, Play, and Game Design? A Collective Attempt to Make Sense of a Complex Field	Basil Papantoniou Foundation (BPF)
12:00 - 13:00 Lunch Break	
Afternoon Sessions	
13:00 - 16:00 Biopolitical Reimagining of Games: Understanding, Identifying, and Interpreting Game Biopolitics	Basil Papantoniou Foundation (BPF)
13:00 - 14:30 Doctoral Consortium Part I	Vouleftiko
14:30 - 15:00 Coffee Break	Vouleftiko
15:00 - 17:00 Doctoral Consortium Part II	Vouleftiko

October 11 (Friday)

Vouleftiko	Harvard CHS Greece building	UoP building
09:00-11:00 Panel 10 (Video Game History) Chair: Iro Voulgari Aristoteles Georgios Sakellariou, Georgios Papaioannou <i>Meeting Mona Lisas in Museums in Popular Videogames</i> Jesper Juul <i>IT'S NOT JUST A PLATFORM GAME, IT'S AN ADVENTURE: The European Invention of the Action-Adventure Game 1983-1990</i> Eryk Fróń <i>Horror in Pixels: How Ugly Games Generate Fear</i> Mateusz Felczak <i>Aesthetics of Automation: "Halls of Torment" and Bullet Heaven Games</i>	Panel 11 (Games and Theater) Tomasz Z. Majkowski Paweł Kaczmarski <i>Not as Open as It Seems: Or, Games against Theatricality</i> Rebecca Rouse, Lars Kristensen <i>Playing across Stage and Screen: Interdisciplinary Contributions from Theater for Game Education</i> Sarah Lynne Bowman <i>Simulating Passion: Design Strategies for Intimate Relationships in Romantic Larps</i> Yu Hao <i>Performing the Mundane: Theatrical Dimensions of Everyday Life in "The Sims 4"</i>	Panel 12 (Gender and Gaming) Chair: Agata Waszkiewicz Tereza Fousek Křobová <i>No Game for Old (Wo)men: Playing Video Games as a Comfort Strategy for Female Older Adults in Czechia</i> Torill E Mortensen <i>Playing with Needles: Playful Participation in Online Communities</i> Kalle Laakso, Riikka Aurava <i>The Influence of Game Live Streaming in the Game Culture Participation of Girls</i> Yihang Yan, Espen Aarseth, Felania Liu <i>Players Against Academia: Identity Politics and Media Power in Chinese Gaming Discourse on Social Platforms</i>
11:00-11:30 Coffee Break		
11:30-12:30 Keynote by Jonas Kyratzes: Taking the Idea of Games as Art Seriously		
12:30-13:30 Lunch Break		
13:30-15:30 Panel 13 (Roleplaying Games) Chair: Kristian A. Bjørkelo Kjell Hedgard Hugaas, Sarah Lynne Bowman <i>Envisioning Role-playing Games as Vehicles for Galvanizing Conflict Transformation</i> Leonid Moyzhes <i>Are We Monsters? Comparison of Representation of Monstrosity between "Vampire the Masquerade" Fourth and Fifth Editions</i> Michał Mochocki <i>Polish Romanticism Revisited in "Epopėja": From Literary Classics to Tabletop RPG</i> Daniel Vella, Justyna Janik <i>Textures of Dwelling and Cozy Enclaves: The Camp in "Baldur's Gate III" as Site of Control and Pleasure</i>	Panel 14 (Game Adaptations and Remediations) Chair: Magdalena Kozyra Aleksandra Kleczar <i>Looks Greek to Me (or Does It?): The Imagery of Mythology-Centred Games and Ancient Greek art</i> Vit Šisler <i>Reimagining Kafka's Worlds Through the Interactive Lens: The Design Process and Challenges of Playing Kafka</i> Krzysztof Olszamowski <i>Herald of Hyperrealism: Remediation and Spaces of Metagames in "Alan Wake 2"</i> Aleksandra Mochocka, Radosław Piotr Walczak <i>Video game adaptation strategies as interpretation: "Snufkin: Melody of Moominvalley" (Hyper Games, 2024)</i>	Panel 15 (Approaches to Game Design) Chair: Anastasios Theodoropoulos Charis Kotsiopoulos, Christos Tryfonopoulos <i>DinoAI: An Interactive Self-Playing Retro Game/Display for Exploring Machine Learning Concepts</i> Alison J. Croasdale, Bruno de Paula <i>Expressive Design: Exploring Creative Process and Critical Thought in Non-Professional Game Making</i> Essi Taino, Kalle Laakso, Taina Myöhänen <i>Digital Game Culture Sustainability and Inclusivity through Co-Design</i> Taina Myöhänen <i>From Toxic to Ethic: DEI Activism in the Game Industry</i>
15:30-16:00 Coffee Break		
16:00-18:00 Panel 16 (Non-Typical Gameplay) Chair: Jesper Juul Nele Van de Mosselaer <i>The Art of Cheesing</i> Magdalena Kozyra, Tomasz Z. Majkowski, Aleksandra Prokopek <i>Not Everything Everywhere is for Gamers: "The Invincible" and the Art of Failure</i> Zach Cohen <i>Efficient Machines of Anti-Profit: Going Against the Flow with "The Games Inscription" and "To Build a Better Mousetrap"</i> Dom Ford <i>What Went wrong with "Cities: Skylines II", according to Players: A Qualitative Analysis of Player Perceptions of a Poor Digital Game Launch</i>	Panel 17 (Video Game Interpretations) Chair: Zsófia Orosz-Réti Mark Maletska <i>Playing with Society, Identity and Trauma: Video Games by etherane</i> Robin O. Longobardi Zingarelli <i>Bio-Determined Immateriality: Trans Bodies in Mainstream Video Games</i> Ondřej Trhoň <i>"Armored Core VI" as an Allegory of (Cybernetic) Embodiment</i> Daniel Vella <i>Playing the Angry Alien: Orientation and Ludic Subjectivity in "Baldur's Gate III"</i>	Panel 18 (Advertising, Marketing, and Money) Chair: Agata Waszkiewicz Kati Alha <i>How Mobile Game Advertising Landscape Became So Horrible - and What Is Being Done with It</i> Leon Y. Xiao <i>Illegal Loot Box Advertising on Social Media: An Empirical Study Using the Meta and TikTok ad Transparency Repositories</i> Magdalena Bednorz <i>P()ay for Love: Strategies of Capitalizing on Romance Literacy in PlayMe Studio's "MeChat"</i>
18:00-18:45 CEEGS Round Table		
20:00 Official dinner at Fougaro ArtCenter		

COFFEE BREAKS ARE SERVED AT VOULEFTIKO

For the Harvard CHS Greece sessions, separate coffee stations will be available.



Social Events

CEEGS2024 isn't just about the event—it's your chance to dive into the city's vibe, meet the locals, and soak up some history. The suggestions below?

Totally optional, but guaranteed to add a little extra fun to your adventure!

October 10th



Social Mingle Dinner Game
You have already pledged your loyalty to this quest. Proceed to the Registration Desk, where you must locate the one known as the Shepherd and await further instructions on your journey ahead.

20:00-late

October 11th



An hour-long guided walking tour to explore Nafplio (free of charge). Experience the rich history and unique architecture of Nafplion, the first capital of modern Greece, on a walking tour led by a local expert. Further information is available at the Registration Desk

18:45-19:45

October 11th



Official CEEGS2024 dinner at Fougaro Art Center: We have arranged a bus to take us all to Fougaro (further information is available at the Registration Desk). However, you can choose to come by your own means (7 min. by car, 34 min. on foot)

20:00

October 12th



Visit Bourtzi Castle, a Venetian fortress located in the middle of Nafplio's harbor.

Further information is available at the Registration Desk

16:00-18:00

Important info:

Venues:

Vouleftiko - First Parliament of Greece: Staikopoulou, Syntagma Square, Nafplio 211 00

Center for Hellenic Studies in Greece, Harvard University CHS Greece: Filellinon Square and Othonos, Nafplio 211 00

UoP: 21 King Constantine 21 & Terzaki (First Floor), Nafplio 211 00

National Gallery Annex: Sidiras Merarchias 23, Nafplio 211 00

Basil Papantoniou Foundation (BPF): V. Alexandrou 1, Nafplio 211 00

BPF Childhood museum: Vas. Konstantinou 31, Nafplio 211 00

Fougaro Art Center: Leof. Asklipiou 98, Nafplio 211 00

Need help?: Emergency Number: +30 698 980 4003



Survivor Journey Map

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ΜΟΥΣΕΙΟ ΑΛΕΞΑΝΔΡΟΥ ΣΟΥΤΣΟΥ
ΠΑΡΑΡΤΗΜΑ ΝΑΥΠΛΙΟΥ

