

MARCH
3 - 6
2025

ICGAN

CONFERENCE PROGRAM

CONTINUE



GAME START

OPTIONS

PASSWORD

DLC



THE UNIVERSITY OF
MELBOURNE



UNIVERSITY OF
WATERLOO



THE GAMES
INSTITUTE



MAGPIE

MELBOURNE. ACADEMIC GAMES, PLAY, AND INTERACTIVE ENTERTAINMENT

TABLE OF CONTENTS



- 1.....Welcome to ICGaN'25
- 2.....Conference Committee Members
- 3.....Conference Code of Conduct
- 5.....Keynote Speakers
- 6.....Conference Schedule
- 11.....Waterloo Location Details
- 12.....Melbourne Location Details
- 12.....Gather.Town Location Details
- 15.....Additional Conference Details
- 16.....“TO THE STARS”
- 17.....Thank You To Our Volunteers!



WELCOME TO ICGAN'25!

The International Conference on Games and Narrative (ICGAN'25) provides an interdisciplinary venue for researchers from a variety of disciplines and backgrounds to explore the impact of video games and interactive storytelling. This year's conference theme "Adapt, Adopt, Adjust: Interdisciplinary Approaches to Adaptation, Storytelling, and Simulation" asks us to consider the power of adapted and adaptive narratives, experiences, genres, and mechanics.

Games engage players through various modalities—such as audio, visual, and haptic cues—filtered through the player's senses and cognitive perception. Narratives reinforce these experiences. Narratives, as understood through the video game medium, have now extended broadly toward many forms of interactive and immersive media. Interactive media exploit narrative techniques, employ narrative suspense, and rely on our existing understanding of narrative concepts such as setting and character. Games and interactive immersive media development continues to push the bounds of how we understand the power of storytelling both within game worlds, as well as the culture and experiences surrounding them.

For ICGAN'25 we seek to engage researchers from various disciplines to explore questions such as:

- How can game mechanics be leveraged to adapt diverse experiences, emotions, and narratives?
- Is the external narrativization of our game experience a type of adaptation?
- How do interactive narratives adapt and translate the history of our world including gender, racial sexual, national, and cultural identities?
- How do adaptive mechanics and systems co-construct various types of narratives?
- How are analogue games adapted into digital games and vice versa?
- How does interactive media change discussions surrounding issues of fidelity, legality, "source text," canon and fandom?

This year is our **LARGEST** turn out yet (at least double the size from our 2023 event!) and we are extremely excited about:

- 🌐 187 Attendees
- 🌐 145 Submissions
- 🌐 99 Paper Presentations
- 🌐 30 Panels
- 🌐 13 Demos and Workshops
- 🌐 4 Keynote Presentations
- 🌐 2 In-Person Conference Locations in Canada and Australia; and...
- 🌐 1 Very Cool Online Conference Space in Gather



2025 CONFERENCE COMMITTEE



Neil Randall, PhD - Conference co-Chair

Neil promotes interdisciplinary research by supporting researchers and collaborative initiatives in accessing resources, and establishing partnerships between academic, industry, and non-profit partners. These collaborations and partnerships fulfill complementary goals, including the advancement, dissemination, and exchange of knowledge. He is the Executive Director and Co-Founder of [The Games Institute](#).



Emma Vossen, PhD - Conference co-Chair

Emma is writer and researcher with a PhD from the University of Waterloo. She is the co-author and co-editor of the book *Feminism in Play* (Palgrave, 2018) and *Historiographies of Game Studies* (Punctum, 2025). Much of her writing looks at the intersections of politics and games. Her most recent article, “Tom Nook, Capitalist or Comrade?” discusses Animal Crossing games in the context of the housing crisis.



Pamela Maria Schmidt, MA - Conference Manager & Programme co-Chair

Pamela Maria is a graduate from the University of Waterloo’s “English, Experimental Digital Media” program. She is currently the Interdisciplinary Project and Communications Manager at the Games Institute, and was previously a narrative designer, developer, and project manager on the knowledge mobilization game *Illuminate*. Her current research explores the use of horror as a communication tool in video games, adaptations, and monstrous representations.



Geneva M. Smith, PhD - Proceedings Coordinator & Programme co-Chair

Geneva is a postdoctoral scholar at the University of Waterloo in the Faculties of Arts and Engineering. The core goal of her research is to examine the relationship between the programmed system, user interaction, and a user's perception of Interactive Digital Narratives (IDNs) to guide IDN development processes and tools for satisfying pro-social learning experiences. She completed her PhD in Software Engineering from McMaster University in 2023.



Sasha Soraine, PhD - Australian Lead; Workshop, & Programme co-Chair

Sasha is a Postdoctoral Research Fellow in HCI at the University of Melbourne. Her research focuses on understanding the complexities of player experiences through the intersection of game design and human-computer interactions. Sasha completed her PhD in Software Engineering at McMaster University. Her doctoral work (“Mechanical Experience, Competency Profiles, and Jutsu”), examines the design of gameplay challenges in terms of human cognitive and motor abilities for the purposes of modeling a player’s mechanical experience of a game.

CONFERENCE CODE OF CONDUCT

The following code of conduct governs the ecosystem at the GI and all its members (staff, students, faculty, and community). As guests in our physical facility and virtual spaces, conference attendees are expected to read and uphold our values and expected behaviours.

The GI community created this guide to articulate our collective values and commitment to the exceptional level of respect at the GI. This code of conduct provides a window into our culture so that we can continually improve our understanding and appreciation of diversity, support each other in our endeavours, and address all challenges in an open and transparent manner.

Values and Culture:

1. **Be Supportive** - Respect all disciplinary perspectives and discursive approaches. All are valid and crucial to research.
2. **Be Human** - Treat others as you would like to be treated and, when problems arise, focus on the situation, issues, or behaviour—not the person.
3. **Diversity** - The GI respects people of all ethnic, religious, and socio-economic backgrounds and all personal expressions of culture, sexual orientation, gender identity, physical and mental ability. Differences bring new perspectives and facilitate a holistic appreciation of diversity.
4. **Inclusivity** - Recognize that everyone holds biases—be mindful of your own. Be open and flexible to receiving new information and show a willingness to view contexts from multiple perspectives.

Expected Behaviours:

1. **Consent is Paramount** - Some normalized behaviours are cultural, and what may be normal for you can be offensive to someone else. Respect all backgrounds as well as personal and professional boundaries.
2. **Sharing Research** - We are committed to disseminating knowledge and making research accessible to various audiences. We encourage members to share research and achievements continually.
3. **Be Collaborative** - All GI facilities and equipment are a shareable resource. We work to accommodate the needs of others and broaden knowledge through interdisciplinary discussions and collaborations. Approach all research groups with integrity and respect.



Learn more about the
Committee's
Commitment to
Interdisciplinarity!



1. **Community Participation** - Support the community by volunteering for activities, participating in community events, supporting interdisciplinary conversations by attending events outside of your discipline, and generally being proactive and involved.
2. **Open Communication** - Official GI communication is conducted via email. GI administrative staff are available via multiple online communication platforms (Slack, MS Teams) and in person when at the office.
3. **Maintain the GI Space** - The GI is a communal facility that supports and promotes the University of Waterloo's sustainable efforts. Generally, leave the space cleaner than you found it.
4. **Community Wellbeing** - If behaviour is observed that is contrary to this code of conduct, bring your concerns to the attention of the Executive and/or Associate Directors. The focus of the Executive and administrative team is always to support the GI community and its members.

Additional Conference Etiquette:

1. **Act Respectfully** - Harassment and sexist, racist, or exclusionary comments or "jokes" are not appropriate at any time (including social events). Harassment includes verbal or physical abuse, disparaging and offensive comments, sustained disruption of talks or other events, sexual attention or innuendo, deliberate intimidation, or stalking.
2. **Behave Professionally** - Participants should be courteous with the opinions of others and be mindful not to exclude anyone from discussions or work-related activities. Especially in the digital spaces, that are often lonelier and harder to integrate into.
3. **Communicate Appropriately** - All communication should be appropriate for a professional audience including people of many different backgrounds. Sexual, sexist, or other pejorative and exclusionary language and imagery is not appropriate. Conference attendees must ensure that they conduct safe, professional, and appropriate online behaviour.
4. **Support interdisciplinary Collaboration** - The diversity of our colleagues' backgrounds is an asset. We're all here to learn, share, and contribute. Fresh perspectives should be valued along with the voices of experience. No discipline has more validity than another; no methodology carries more value than another. Scholarly debate is encouraged – disciplinary discrimination is out of bounds. In fact, interdisciplinary inquiries are often the best way of approaching challenging topics.

Responsibility for the Code of Conduct

All conference participants are responsible for ensuring the collective wellbeing of our international community. If you see something, say something. Inaction and/or quiet dismissal of inappropriate behaviour may be as harmful as the behaviour itself. Individuals asked to stop any behaviour deemed inappropriate by the conference organizers are expected to stop and comply immediately with any corrective action. Anyone violating these rules may be asked to leave the event at the discretion of the organizers and may be excluded from ICGaN completely with no refunds of registration fees.

KEYNOTES



Narratology vs. Ludology: The Debate that has Haunted Game Studies for Two Decades and Counting

Day 1 - Monday, March 3 EST - WATERLOO - Tuesday, March 4 AEST



with Dr. Emma Vossen



Videogaming and Radicalisation: the Significance of Narrative

Day 2 - Tuesday, March 4 EST - ONLINE - Wednesday, March 5 AEST



with Dr. Helen Young

The Boundaries of Hybridity

Day 3 - Wednesday, March 5, EST - MELBOURNE - Thursday, March 6 AEST



with Dr. Melissa J. Rogerson



I'm Batman: Centering Player Agency in Beloved IP


Day 4 - Thursday, March 6 EST - ONLINE - Friday, March 7 AEST

with Emily Grace Buck

CONFERENCE SCHEDULE - DAY 1







Monday March 3, 2025 EST | Tuesday March 4, 2025 AEDT

EST	WATERLOO		MELBOURNE	AEDT
Mon Mar. 3 8:00 - 9:00	REGISTRATION OPENS Tea, Coffee, & Start! <i>East Campus 1 - Lobby Gather.town - Registration Room</i>		☾	12:00 - 1:00
9:00 - 9:30	OPENING REMARKS w/ Pam (Waterloo) & Geneva (Online) <i>GI - Collaboration Space Gather.Town - Keynote Room</i>		☾	1:00 - 1:30
9:30 - 11:00	SESSION #1: Tales of Human Horror <i>GI - Collaboration Space Gather.town - Summer Room</i>		☾	1:30 - 3:00
11:00 - 11:30	Tea & Coffee Break <i>GI Collaboration Space</i>		☾	3:00 - 3:30
11:30 - 13:00	SESSION #2: All is Fair in Love & Stories <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #3: Adding the Virtual to Reality <i>GI - Presentation Room Gather.town - Winter Room</i>	☾	3:30 - 5:00
13:00 - 14:00	LUNCH (PROVIDED) <i>East Campus 1 - Lobby</i>		☾	5:00 - 6:00
14:00 - 16:00	SESSION #4: Epic Tragedies & Tragic Epics <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #5: Demos @ UWaterloo <i>GI - Presentation Room Gather.town - Winter Room</i>	☾	6:00 - 8:00
16:00 - 17:00	DEMO EXHIBITION Coffee & Tea Break <i>GI - Presentation Room Gather.town - Demo Exhibition</i>		REGISTRATION OPENS Tea, Coffee, & Start! <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Registration Room</i>	Tues Mar 4 8:00 - 9:00
17:00 - 17:30	WELCOME ADDRESS w/ Neil (Waterloo) & Sasha (Melbourne) <i>GI - Collaboration Space Gather.town - Keynote Room Steve Howard Room (Lvl 5, Melbourne Connect)</i>			9:00 - 9:30
17:30 - 18:30	KEYNOTE: DR. EMMA VOSSEN <i>Narratology vs. Ludology: The Debate that has Haunted Game Studies for Two Decades and Counting</i> <i>GI - Collaboration Space Gather.town - Keynote Room Steve Howard Room (Lvl 5, Melbourne Connect)</i>			9:30 - 10:30
18:30 - 19:30	JACKBOX PARTY NIGHT SOCIAL <i>GI - Collaboration Space Gather.town - Summer Room</i>		SESSION #6: Myths & Legends, Fables & Folklore <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	10:30 - 12:00
20:00 - 21:00	☾		LUNCH (PROVIDED) <i>Danda Gat lth (Lvl 5, Melbourne Connect)</i>	12:00 - 13:00
21:00 - 22:30	☾		SESSION #7: Concepts in Narrative Studies <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	13:00 - 14:30
22:30 - 23:00	☾		Tea & Coffee Break <i>Steve Howard Room (Lvl 5, Melbourne Connect)</i>	14:30 - 15:00

23:00 - 24:00		SESSION #8: Demos @ UniMelb <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	15:00 - 16:00
24:00 - 1:00		DEMO EXHIBITION <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Demo Exhibition</i>	16:00 - 17:00
1:00 - 2:30		SESSION #9: Her Story <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	17:00 - 18:30
2:30 - 3:30		JACKBOX PARTY NIGHT SOCIAL <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	18:30 - 19:30

CONFERENCE SCHEDULE - DAY 2

Tuesday March 4, 2025 EST | Wednesday, March 5, 2025 AEDT






EST	WATERLOO		MELBOURNE	AEDT
Tues Mar. 4 8:30 - 9:30	CONFERENCE OPEN Tea, Coffee, & Registration if you haven't yet! <i>East Campus 1 - Lobby Gather.town - Registration Room</i>			12:30 - 1:30
9:30 - 11:00	SESSION #10: Politics and Praxis <i>GI - Collaboration Space Gather.town - Summer Room</i>			1:30 - 3:00
11:00 - 11:30	Tea & Coffee Break <i>GI Collaboration Space</i>			3:00 - 3:30
11:30 - 13:00	SESSION #11: Emergent and Transformative Narratives <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #12: Play Through Late Capitalism <i>GI - Presentation Room Gather.town - Winter Room</i>		4:30 - 6:00
13:00 - 14:00	LUNCH (PROVIDED) <i>East Campus 1 - Lobby</i>			6:00 - 7:00
14:00 - 16:00	SESSION #13: Trauma and Violence <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #14: Meaning through Mechanics <i>GI - Presentation Room Gather.town - Winter Room</i>		7:00 - 8:00
16:00 - 17:00	Tea & Coffee Break <i>GI Collaboration Space</i>		CONFERENCE OPEN	Wed Mar 5
			Tea, Coffee, & Registration if you haven't yet! <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Registration Room</i>	8:00 - 9:00
17:00 - 18:00	KEYNOTE: DR. HELEN YOUNG <i>Videogaming and Radicalisation: The Significance of Narrative</i> <i>GI - Collaboration Space Gather.town - Keynote Room Steve Howard Room (Lvl 5, Melbourne Connect)</i>			9:00 - 10:00

18:00 - 19:00	SOCIAL ACTIVITY <i>GI Collaboration Space</i>	Break <i>Danda Gat lth (Lvl 5, Melbourne Connect)</i>	10:00 - 10:30
18:30 - 20:00		SESSION #15: Workshop <i>Danda Gat lth (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	10:30 - 12:00
20:00 - 21:30		LUNCH (PROVIDED) <i>Danda Gat lth (Lvl 5, Melbourne Connect)</i>	12:00 - 13:30
21:30 - 24:00		SESSION #16: Alternate Narrative Structures <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	13:30 - 15:00
24:00 - 24:30		Tea & Coffee Break <i>Location</i>	15:00 - 15:30
24:30 - 2:00		SESSION #17: A Matter of Words <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	15:30 - 17:00
2:00 - 3:30		SESSION 18: Visions of the past and Future <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	17:00 - 18:30
3:30 - 4:30		DRINKS @ THE CLYDE	18:30 - 19:30

CONFERENCE SCHEDULE - DAY 3





Wednesday March 5, 2025 EST | Thursday March 5, 2025 AEDT

EST	WATERLOO		MELBOURNE	AEDT
Wed Mar 5 8:30 - 9:30	CONFERENCE OPEN Tea, Coffee, & Registration if you haven't yet! <i>East Campus 1 - Lobby Gather.town - Registration Room</i>			12:30 - 1:30
9:30 - 11:00	SESSION #19: Cultural Heritage <i>GI - Collaboration Space Gather.town - Summer Room</i>			1:30 - 3:00
11:00 - 11:30	Tea & Coffee Break <i>GI Collaboration Space</i>			3:00 - 3:30
11:30 - 13:00	SESSION #20: Influencing Behaviour <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #21: Theories and Frameworks <i>GI - Presentation Room Gather.town - Winter Room</i>		3:30 - 5:00
13:00 - 14:00	LUNCH (PROVIDED) <i>East Campus 1 - Lobby</i>			5:00 - 6:00
14:00 - 15:30	SESSION #22: Trauma and Violence <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #23: The World-Space <i>GI - Presentation Room Gather.town - Winter Room</i>		6:00 - 8:30

15:30 - 16:00	Tea & Coffee Break	CONFERENCE OPEN Tea, Coffee, & Registration if you haven't yet!	Thurs Mar 6
	<i>GI Collaboration Space</i>	<i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Registration Room</i>	8:00 - 9:00
17:00 - 18:00	KEYNOTE: DR. MELISSA J. ROGERSON <i>The Boundaries of Hybridity</i> <i>GI - Collaboration Space Gather.town - Keynote Room Steve Howard Room (Lvl 5, Melbourne Connect)</i>		9:00 - 10:00
18:00 - 19:00	BOARD GAME NIGHT <i>GI Collaboration Space - Subject to change</i>	Break <i>Danda Gat lth (Lvl 5, Melbourne Connect)</i>	10:00 - 10:30
18:30 - 20:00		SESSION #24: Monstrous Narratives: Adapting Ghosts, Death, Myths, and Animals in Game Storytelling <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	10:30 - 12:00
20:00 - 21:00		LUNCH (PROVIDED) <i>Danda Gat lth (Lvl 5, Melbourne Connect)</i>	12:00 - 13:00
21:00 - 22:30		SESSION #25: Making Sense of it All <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Summer Room</i>	13:00 - 14:30
22:30 - 23:00		Tea & Coffee Break <i>Location</i>	14:30 - 15:00
23:00		BOARD GAME SOCIAL <i>Steve Howard Room (Lvl 5, Melbourne Connect) - Subject to change</i>	15:00

CONFERENCE SCHEDULE - DAY 4

Thursday March 5, 2025 EST | Friday March 6, 2025 AEDT

EST	WATERLOO		MELBOURNE	AEDT
Thurs Mar 6 8:30 - 9:30	CONFERENCE OPEN Tea, Coffee, & Registration if you haven't yet! <i>East Campus 1 - Lobby Gather.town - Registration Room</i>			12:30 - 1:30
9:30 - 11:00	SESSION #27: Belief in the Empowered Player <i>GI - Collaboration Space Gather.town - Summer Room</i>			1:30 - 3:00
11:00 - 11:30	Tea & Coffee Break <i>GI Collaboration Space</i>			3:00 - 3:30
11:30 - 13:00	SESSION #28: Learning Through Play <i>GI - Collaboration Space Gather.town - Summer Room</i>	SESSION #29: Adapting the Classics <i>GI - Presentation Room Gather.town - Winter Room</i>		3:30 - 5:00

13:00 - 14:00	LUNCH (PROVIDED) <i>East Campus 1 - Lobby</i>		5:00 - 6:00
14:00 - 15:30	SESSION #30: Preservation and Transformation <i>GI - Collaboration Space Gather.town - Summer Room</i>		6:00 - 7:30
15:30 - 16:30	SESSION #31: Role-Playing, Reminiscence, Representation, and Romance <i>GI - Collaboration Space Gather.town - Summer Room</i>		7:30 - 8:30
16:30 - 17:00	Tea & Coffee Break <i>GI Collaboration Space</i>	CONFERENCE OPEN Tea, Coffee, & Registration if you haven't yet! <i>Steve Howard Room (Lvl 5, Melbourne Connect) Gather.town - Registration Room</i>	Fri Mar 7 8:00 - 9:00
17:00 - 18:00	KEYNOTE: EMILY GRACE BUCK <i>I'm Batman: Centering Player Agency in Beloved IP</i> <i>GI - Collaboration Space Gather.town - Keynote Room Steve Howard Room (Lvl 5, Melbourne Connect)</i>		9:00 - 10:00
18:00 - 18:30	CLOSING STATEMENTS: w/ Conference co-Chairs: Neil and Emma <i>GI - Collaboration Space Gather.town - Keynote Room Steve Howard Room (Lvl 5, Melbourne Connect)</i>		10:00 - 10:30
18:30 - 20:00	CLOSING NIGHT DINNER <i>Location TBD</i>	CLOSING DAY BRUNCH <i>Location TBD</i>	10:30 - 12:00

Please note that this is a simplified program!

Full program details were sent to all presenters and attendees individually. The most up-to-date copy can be found on the conference website which includes session details and presentation abstracts so you can make an informed decision about which presentations you'd like to attend or review online later!

Full program and abstracts on the conference website!



WATERLOO LOCATION

The Games Institute is located in East Campus 1 (EC1) at the University of Waterloo East Campus. The building is on the edge of campus, at the corner of Columbia and Phillip. When you come in the front doors of the building, you will see the Games Institute to your left on the first floor, across from Human Resources.

The GPS Address for the Games Institute, East Campus 1

175 Columbia Street West,
Waterloo, ON,
N2L 5Z5
CANADA

GI WIFI:

name: GI-Research
psw: GIUwaterloo2021!

(or log in with eduroam)

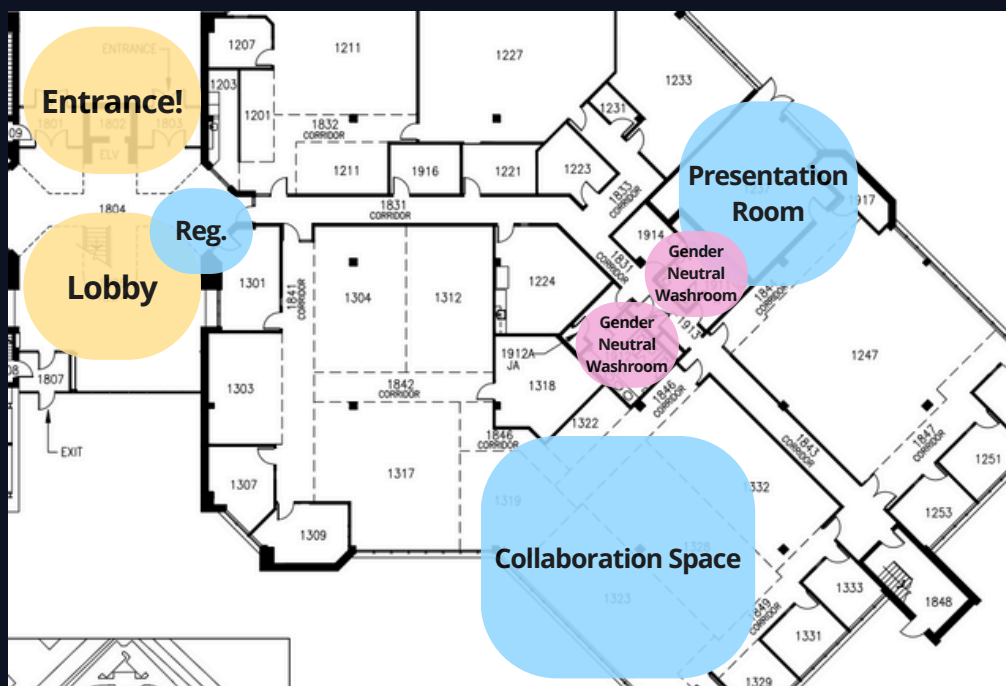
Traveling to Waterloo:

If it is your first time traveling to the Region of Waterloo, please find all relevant travel details on our website, including local travel options, public transit, and how to get to and from the local airports (Waterloo and Toronto airports) and the conference venue.

Parking at East Campus 1:

If you are driving to Waterloo, please note that parking costs \$7.00 flat CAD and is done via app (details on conference website and in guides sent to attendees). You can pay in advance, so we STRONGLY encourage you to download the app and pay earlier. The Games Institute's parking lot is called "Q LOT."

Map of Conference Rooms:



MELBOURNE LOCATION

The conference events will take place at [Melbourne Connect](#). The building is on the northeast corner of Swanston St. and Grattan St. and is adjacent to the Parkville Campus of The University of Melbourne. Most conference rooms are on the 5th floor of the building - please look for hosts and signs to guide you.

GPS address for Melbourne Connect is:

Melbourne Connect
700 Swanston Street, Carlton, VIC, Australia - 3053
The University of Melbourne
Parkville, VIC 3010

If it is your first time travelling to Melbourne, Australia, **please find all the relevant travel details on our website**, including local travel options, public transit, and information on how to get to and from the local airport (Melbourne) and the conference venue.

GATHER.TOWN LOCATION

We are hosting our virtual conference space on Gather.town. Remember that Gather is an extension of the physical spaces at the University of Waterloo and The University of Melbourne. You must adhere to conference etiquette while in the ICGaN'25 virtual space.

Technical Requirements:

We recommend **downloading the Gather.town Desktop app**. If you do not want to or cannot install the Gather app on your machine, you can access it through your web browser:

“Gather has been designed to work best with Google Chrome and other Chromium-based browsers like Microsoft Edge. Gather supports browsers within five versions of their current release. We recommend using the latest version of our supported browsers for the best experience with Gather.” (from the **Gather Browser Support Policy**).

FOR LIVE CAPTIONING, **Gather recommends** using the Google Chrome web browser so that you can use its [live captioning extension](#).

From the [Gather System Requirements](#) > Recommended Internet Speeds: Gather recommends a minimum download speed of 10 Mbps and a minimum upload speed of 3 Mbps. Most features should be available with a 3 Mbps download and 1 Mbps upload, but you will experience more lag as more people share their audio and video.

Accessing the Conference Space:

Everyone who registers for ICGaN'25 will receive an invitation link to the Gather Space via the email they registered with. This is the only email with which you can access the space. This link gives you access to the virtual keynote and panel rooms, demo exhibition, video archives, and social spaces.

If you have trouble accessing the virtual conference space, contact us at icgan.submissions@uwaterloo.ca.

Your First Visit:

The first time you enter the Space, you start in an outdoor space where you can try moving your avatar. Gather uses a grid-based map with a Tile representing each map position. When you are ready, you will enter the Registration Area where:

1. **Everyone** must change their avatar's name to match the name you registered for ICGaN'25 with AND include an emoji whose colour matches your pronouns (**Red** = He/Him, **Green** = She/Her, **Yellow** = They/Them). You can do this as you enter the Space OR from the "Personal" Menu in the Space.



- For emojis, you can find one on [Emojipedia](#) to Copy + Paste into your name.
- If you're inclined, you can also customize your Avatar's appearance from the "Personal" Menu (Change Character).

1. You must speak to a volunteer at the virtual registration desk, who will verify their registration using your name and email. **Volunteers will be wearing black!**
2. You can also access technical support at the Gather Tech Desks to the left and right of the virtual registration desk (see image on next page).



After your First Visit, you will return to the same area where you logged out from during your previous session.

Quick Controls Reference:

Move your avatar	Keyboard: Arrow keys, WASD keys Mouse: Double-click on the spot you want to move to
Interact with Objects	X
Raise Hand	H
Turn Microphone On/Off	Ctrl + Shift + A
Turn Camera On/Off	Ctrl + Shift + V
Wave	1
Dance	Z
Throw Confetti	F (Try using this as applause!)

Video and Audio Sharing:

There are three ways that you can share your video/audio with others in the ICGaN'25 space:

1) **Proximity** - Anyone within range can see/hear you. Gather uses spatial audio and video, so you start connecting with others that are five (5) tiles from you (i.e., their audio and video will fade in/out). You fully connect when you are within two (2) tiles of someone.

2) **Private Areas** - Only the people occupying a private area can see/hear each other. Where possible, we have visually indicated Private Areas with rugs. You will know that you've entered a Private Area when part of the Space darkens:



3) **Spotlight** - These are special tiles marked with  that allow you to broadcast to everyone in the room.

Misuse of these tiles is grounds for being banned from the Space.

- Panel Chairs and Presenters can only use these tiles during their sessions.
- You can only use them when invited to by a Chair.

ADDITIONAL DETAILS

Registration:

When you arrive at the conference locations (Waterloo, Gather.Town, or Melbourne) you must confirm registration at the registration desks. We have many wonderful volunteers who will guide you through this quick process!

Please note: you will not gain access to the conference areas until registration is complete.

Photography and Videography:

Photos, videos, and screenshots will be taken at the conference. Additionally, sessions will be recorded and hosted in Gather.Town so that those in a different time zone can watch sessions of interest or for those in the same time zone to catch up on concurrent sessions they missed.

We will be live reporting on BlueSky, Instagram, and LinkedIn. Feel free to share and engage with us on social media during the conference!

- **Conference Webpage** (<https://uwaterloo.ca/games-institute/>)
- **Games Institute LinkedIn** ([https://www.linkedin.com/company/the-games-institute/Games Institute](https://www.linkedin.com/company/the-games-institute/Games%20Institute))
- **Instagram** (@thegamesinstitute)
- **Games Institute BlueSkySocial** (@thegamesinstitute.bsky.social)

Reporting Inappropriate Behaviour:

If you believe someone is violating the ICGaN'25 Code of Conduct or have concerns about inappropriate behaviour, immediately contact a Host, Moderator, or Conference Committee member for assistance.

"TO THE STARS"

Our friends at THE MUSEUM, Kitchener, have invited ICGAN'25 participants to an exclusive prototype of TO THE STARS! This is a 40-minute experience that involves a space adventure with puzzles to solve.

This project combines haptic feedback, motion tracking, and interactive storytelling to create a groundbreaking escape game experience that blends creative technology and narrative innovation—elements that align perfectly with the focus of ICGAN'25.

How You Can Participate: (Feb. 26 – Mar. 16):

The experience will be available in first-come, first-served time slots, so please plan your visit accordingly. Check out the FULL SCHEDULE [here](#).

Group Reservations:

If you'd like to reserve a dedicated session for (up to 10 people), please contact tothestarsimmersive@gmail.com to coordinate.

You can follow the project on Instagram for updates: @tothestarsimmersive



SPECIAL THANK YOU TO OUR MANY LOVELY VOLUNTEERS

Games Institute Logistics Committee



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We could not have done this without you!

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