



INTERNATIONAL CONFERENCE ON GAMES AND NARRATIVE (ICGAN)

Department:

English Language and Literature

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The Games Institute

INTERNATIONAL CONFERENCE ON
GAMES AND NARRATIVE

MEMBERS OF THE GAMES AND NARRATIVE RESEARCH GROUP

Every two years, the GI welcomes participants to the International Conference on Games and Narrative (ICGaN). The inaugural conference featured presentations from scholars at the forefront of game studies, including Keynote Speakers: Drs. Elizabeth LaPensée, Souvik Mukherjee, Clara Fernández-Vara, Jan-Noël Thon, Astrid Enssli, and Kishonna Gray who showcased their ground-breaking research on games and narrative.

Participants examine the intersection between video games and narrative through live lectures, speaker panels, video essays, workshops, and live-streamed gameplay with commentary and discussion. The conference's topics include narrative structure in games, narrative co-creation in games, narratives and social differences, gameplay and narrative, game worlds, and technology and presence.

The International Conference on Games and Narrative is proof of the GI's commitment to connecting with international scholars and advancing research for global impact. The inaugural conference was hosted as an interactive experience that incorporated virtual spaces like Gather and went beyond the typical format of Zoom calls and meeting rooms.

Interesting fact: Participants joined the conference from 47 universities, 28 of which were from outside of North America, as far as Australia and Southeast Asia.