



EST	SUMMER ROOM SCHEDULE	AEDT
Mon March 3 9:30–11:00	<p style="text-align: center;">Session #1: Tales of Human Horrors</p> <ul style="list-style-type: none"> ▪ Externalizing the Horror of Polish Oppression in the Landscape of The Witcher 3: Wild Hunt (Pamela Maria Schmidt) ▪ Dead Labor and the Vampirism of Capital in Vampire: the Masquerade – 5th Edition and Vampire: the Masquerade – Bloodlines (Taylanumut Doğan) ▪ Games of Life and Death in the 21st Century: Battle Royales and the Gamification of the Roman Arena (Kevin Wong) 	Tues Mar. 4 1:30–3:00
11:30–13:00	<p style="text-align: center;">Session #2: All is Fair in Love & Stories</p> <ul style="list-style-type: none"> ▪ “Nothing’s Ever Felt This Way”: Love as an Embodied Response to Video Games (Mickey Randle) ▪ Abstracting Austen: Playing with the Possible in Good Society: A Jane Austen RPG (John Sanders) ▪ More than just fun: Reciprocity and Romantic closeness Drive Entertainment Outcomes in Otome Games (Elena Yifei Zhao and Nicholas David Bowman) ▪ The Fabled Play of Gender: Female Representation in Video Game Adaptations of Fairy Tales (Caighlan Smith) 	3:30–5:00
14:00–16:00	<p style="text-align: center;">Session #4: Epic Tragedies & Tragic Epics</p> <ul style="list-style-type: none"> ▪ An Interactive Epic: Adapting Virgil’s Aeneid into a Choice-Based Narrative Game (Rebecca de Heuvel) ▪ Ancient Epic in the 21st Century: Narrative and Themes in Final Fantasy XVI (Abigail Fry) ▪ The Tragedy Genre in Games: How Reframing the Dark Souls Series as Tragedies Recontextualizes Game Narratives (Jay Smith) ▪ Genre Games and Games with Genre: Genre Adaptation in My Life as a Teenage Exocolonist (Michael Hancock) 	6:00–8:00

18:30–20:00	<p style="text-align: center;">Session #6: Myths and Legends, Fables and Folklore</p> <ul style="list-style-type: none"> ▪ Weaving Myths Across Cross–Media: Narrative Features and Their Pathway to Audience Behavior in Mythological Games (Wenhui Wang) ▪ Mythology in Motion: Reimagining the Narrative of the Monkey King through Gameplay in 'Black Myth: Wukong' (Shuhao Chen and Hong Zeng) ▪ Two Mythological Birds with One Stone: How Pamali: Indonesian Folklore Horror Blends the Pamali Myth and Indonesian Ghosts into One Frightening yet Educating Package (Paramita Maura Maheswari, Dzaky Dehya Attaqi and Pratama Wirya Atmaja) ▪ “No Bugs, No Games”: The “spectral narrative” haunting video game’s “bug” (Yao Yi Xu) 	10:30–12:00
21:00–22:30	<p style="text-align: center;">Session #7: Concepts in Narrative Studies</p> <ul style="list-style-type: none"> ▪ What makes a poetic game poetic? (Qibo Zhang and Xinyun Zhang) ▪ Defining the unacknowledged videogame adaptation of the hero's journey (Jacqueline Moran) ▪ Mortis: Evolution of Death in Videogames (Jaswanth Arthimalla) ▪ Narrative and Canon in Contemporary Videogame Adaptations of Tolkien's Middle–earth (Arunabh Chakravarty) 	13:00–14:30
23:00–00:00	<p style="text-align: center;">Session #8: Demos @ UniMelb</p> <ul style="list-style-type: none"> ▪ Transmigrate As a Spy Who Conveys Distorted Royal Edicts (Xinya Yang) ▪ Mother Tongue (Hassan Ali Kazmi and Jamila Kabir, Xinyin Zhang, and Yuxin Jiang) ▪ Karrawirraparri Journey: A boardgame about caring for Kurna Country (Sophia Booij, Jenny Dries, Michelle Fulham, Crystal Forward and Ethan White) ▪ Fandom and I (Guan-Yin Chen, Hassan Ali Kazmi, Qian Tan, and Xinyin Zhang) ▪ Letters in the Attic (Guan-Yin Chen, Xinyin Zhang, and Yuxin Jiang) 	15:00–16:00

<p>Tues March 4 1:00–2:30</p>	<p style="text-align: center;">Session #9: Her Story</p> <ul style="list-style-type: none"> ▪ ‘She must write herself’: Encoding & Adapting Femininity into Video Game Narratives (Kate King-Smith) ▪ Reshaping Gender Dynamics and Self-Expression: The role of Otome Games as Digital Medium Platforms in the Context Of Postcolonial Chinese Culture (Qingyun Cao) ▪ Digital Bodies and Cyborg Souls in Cyberpunk Landscapes: A Case Study of Female Cyborg Narratives in Cyberpunk 2077 (Mengdie Wu) ▪ Gender and Intelligence: A Feminist Exploration of Narrative and Character Design in Chinese RPG Wuxia Games (Suyuan Shi) 	<p>17:00–18:30</p>
<p>9:30–11:00</p>	<p style="text-align: center;">Session #10: Politics and Praxis</p> <ul style="list-style-type: none"> ▪ Why Political Engagement Should Not Be a Game (Charles Corval) ▪ Protest Storytelling & The Crowd Problem in Videogames: The Case of Riot: Civil Unrest (Hamza Bashandy) ▪ Resilient Resistance: Exploring Empowerment and Experience through Video Games (Levent Y. Ince and Naz Almac) 	<p>Wed March 5 1:30–3:00</p>
<p>11:30–13:00</p>	<p style="text-align: center;">Session #11: Emergent and Transformative Narratives</p> <ul style="list-style-type: none"> ▪ Play to Find Out What Happens: Actual Play, Emergent Narrative, and Narratology (Michael Veenstra) ▪ Playing Jane: 'Austenland' and the adaptation of transformative fan engagement (Evgeny Kuznetsov) ▪ Approaches to Adapting Rituals for Tabletop Role-playing Games (Leonid Moyzhes) 	<p>3:30–5:00</p>
<p>14:00–16:00</p>	<p style="text-align: center;">Session #13: Trauma and Violence</p> <ul style="list-style-type: none"> ▪ Gamification or Reconciliation?: Responsibility, Empathy, and Ethicality in Residential School Narrative Adaptation for Games and Simulations (Marissa Stelmack) ▪ Simulating Trauma, Empathy and Empowerment: Emotional Adaptation in Missing: Game for a Cause (Sajna A and Suhail Abdulrub) ▪ "No one cares about a few forgotten lunatics": The Failures of Adapting Mental Illness and Disability in the Outlast Series (Pamela Maria Schmidt and Sid Heeg) ▪ Mental Illness Representation, Interpretation as Interaction, and the Horror of Limited Agency in Until Dawn (Julie Veitch) 	<p>6:00–8:00</p>

18:30–20:00	<p style="text-align: center;">Session #15: Workshop</p> <p>Interactive Storytelling through Games: Hands-on Prototyping Workshops (Nellie Seale and Sophia Boojij)</p>	Wed March 5 10:30–12:00
21:30–23:00	<p style="text-align: center;">Session #16: Alternate Narrative Structures</p> <ul style="list-style-type: none"> ▪ Adapting the Network Narrative to Videogames through Return of the Obra Dinn (Cassandra Barkman) ▪ Democracy, Desire, and Disappointment: Silent Hill Ascension and Decision Systems in Massively Interactive Narrative Games (Sarah Thorne and Burçak Aydınlik) ▪ History cast in two dimensions: Encyclopaedic Description and World-building in Digital Games (Finn Dawson) 	13:30–15:00
23:30–01:00	<p style="text-align: center;">Session #17: A Matter of Words</p> <ul style="list-style-type: none"> ▪ Application of text complexity analysis in game background setting: a case study of “Black Myth: Wukong” (Zhanji Yang and Xiaohong Li) ▪ Word Games: The Material Possibilities of Thought and Existence (Man Ling Loo) ▪ Crossing Layers: Redefining Metalepsis in Videogame through Digitality, Ergodicity, and Embodiment (Shenglin Zeng) ▪ Narrative, Gameplay, and Innovation: Gamification Strategies in History Teaching in the Digital Age (Zhuoxuan Li) 	15:30–17:00
Wed March 5 01:00–2:30	<p style="text-align: center;">Session #18: Visions of the Past and Future</p> <ul style="list-style-type: none"> ▪ Playing the “Ambiguous Utopia”: The influences of Ursula K. Le Guin’s The Dispossessed (1974) in Turnfollow’s Before the Green Moon (2023) (Dániel Herczeg and Krisztina Gaál) ▪ Martial Arts (Wuxia) Indie Gaming: Fan-Made Personalized Utopia Imaginations Shaped by Algorithms and AI (Zixuan Zhu) ▪ Adoption and Adaptation of Sekai Kei in Visual Novel Game: Witch on the Holy Night (2010-2019) (Jiajun Liang) 	17:00–18:30

<p>9:30–11:00</p>	<p style="text-align: center;">Session #19: Cultural Heritage</p> <ul style="list-style-type: none"> ▪ Reimagining Cultural Heritage in Games: Black Myth: Wukong and the Art of Mythological Adaptation (Poki Chan) ▪ Traces in the snow: Cool Boarders and the formation of snowboarding (David Ogborn) ▪ Recreating the Myth of the Family Farm: Stardew Valley's Adaption of the Idyllic Farm Landscape (Sid Heeg) ▪ Apocalypse and Utopia: Transculturalizing Eastern European Fallout Mods (Alexander Hurezeanu) 	<p style="text-align: center;">Thurs March 6 1:30–3:00</p>
<p>11:30–13:00</p>	<p style="text-align: center;">Session #20: Influencing Behaviour</p> <ul style="list-style-type: none"> ▪ Mechanics-as-Metaphor: dwelling with video game mechanics as emergent language of experience in the gaming socio-cultural ecosystem (Jenn Rickert) ▪ Intuition vs. Deliberation: Understanding Players' Appreciation of Interactive Video Game Narratives with Moral Intuition Conflicts (Janaki Riji Nair and Nicholas D. Bowman) ▪ Learning with Video Games: The Relationship Between Voting Behavior and Civics Games (Elif Memis) ▪ Bold Sky: An Interdisciplinary Approach to Game Design for Intimate Partner Violence Prevention (Veen Wong, Laura Wallace Jarvis, Chris McNab and James R. Wallace) 	<p style="text-align: center;">3:30–5:00</p>
<p>14:00–15:30</p>	<p style="text-align: center;">Session #22: The Table-Top Power Hour</p> <ul style="list-style-type: none"> ▪ Does Gramsci Have a Stat Block? Adapting Critical Theory to Dungeons & Dragons Content (Brian McKenzie) ▪ Results and Findings of a Neurodivergent TTRPG Design Workshop (Giuseppe Femia) ▪ Sentiment Analysis of Tabletop Role-Playing Games (Hanna Dodd) ▪ Words of Waste – Magic: The Gathering's Delocalization out of Brazilian Portuguese (Guilherme Da Silva Braga) 	<p style="text-align: center;">6:00–8:30</p>

18:30–20:00	<p style="text-align: center;">Session #24: Monstrous Narratives: Adapting Ghosts, Death, Myths, and Animals in Game Storytelling</p> <ul style="list-style-type: none"> ▪ The Terrible Victims: Female Ghosts as Cultural and Political Symbols in Chinese Indie Video Games (Cheng Zhang) ▪ Beyond Death: Ineffable Horror and the Evolution of Narrative in The Walking Dead (Jiaqi Gu) ▪ Dragons in the 'Classic of Mountains and Seas' in Chinese-style Fantasy RPGs: A Connection Between Mythology and Free Imagination (Jiamin Peng) ▪ Bestiaries as Living Narratives: Bridging Natural History and Monster Manual Traditions (Yahuai Lu) 	10:30–12:00
21:00–22:30	<p style="text-align: center;">Session #25: Making Sense of it All</p> <ul style="list-style-type: none"> ▪ The Appropriation Art of Pandora’s Image in Retro-Futuristic Video Games (Yifan Wang) ▪ Spirit of Fire: False endings and the search for gnosis in NieR: Automata (Sian Tomkinson) ▪ Adapting the 3/11 Disaster: Reconstructing Sensory Order and Ontological Security in Disaster Report 4: Summer Memories (Xinyan Zhang) 	13:00–14:30
Thurs March 6 9:30–11:00	<p style="text-align: center;">Session #27: Belief in the Empowered Player</p> <ul style="list-style-type: none"> ▪ For Empowerment’s Sake: Rethinking Video Game Adaptations of Real-Life Experiences (Imke Alenka Harbig and Kseniia Harshina) ▪ The Player is Dead, Long Live the... What was that again? – memory and death in videogame design” (Ricardo Martins) ▪ Shadowing the Shadow Broker: Transmedia Detectives and Media Heterarchy in Mass Effect (Gregory Blomquist) ▪ The Detective in the Furnace: Belief and Fictional Illegibility (Erick Verran) 	Fri March 7 1:30–3:00
11:30–13:00	<p style="text-align: center;">Session #28: Learning Through Play</p> <ul style="list-style-type: none"> ▪ Gamefully Adaptive Strategies in the Adaptations Classroom (Christopher Jeansonne and Christopher Althoff) ▪ The Critical Role of Digital Media in Teaching How to Roleplay (Jules Patalita) ▪ Adapting the Worldbuilding Gameplay of Minecraft into Data Visualizations (Arden Song) 	3:30–5:00

<p>14:00–15:30</p>	<p style="text-align: center;">Session #30: Preservation and Transformation</p> <ul style="list-style-type: none"> ▪ The Stories that (Digital) Artifacts Tell: Video Game Historiography and the Idea of the Edition (Alan Galey) ▪ Celeste 64: Open-Source Demaking as Self-Adaptative Design Practice (Andrew Bailey) ▪ Compilations of the Imagination: The Mock Compilation Form and Imagined Development Histories in UFO 50 and Sonic Dreams Collection (Liv Cadwallader) ▪ Adapting to a Generational Leap: Mixed-Methods Analysis of Dragon Quest’s Evolution from NES to SNES (Aleksander Franczek and Cristiano Politowski) 	<p>6:00–8:30</p>
<p>15:30–16:30</p>	<p style="text-align: center;">Session #31: Role-Playing, Reminiscence, Representation, and Romance</p> <ul style="list-style-type: none"> ▪ Role-Played Identities: Adapting the Tools to Forge Our Narratives (Hanine El Mir) ▪ Playing for Love: Experiences with Romance in Video Game Narrative Design (Christine Tomlinson) ▪ Writing History in Pentiment: Medieval Manuscripts, Historical Accuracy, and the Politics of Representation (Morgan Pearce) 	<p>8:30–9:30</p>