EST	WINTER ROOM SCHEDULE	AEDT
Mon March 3 11:30–13:00	**Session #3: Adding the Virtual to Reality** ▪ FAVD Sim: Towards Designing a Forceps-Assisted Vaginal Delivery Simulator (Hector Fabian Gualdron Hernandez, Alvaro Uribe Quevedo and David Rojas) ▪ Exploring Onboarding Strategies and Cognitive Load in Virtual Reality Games and Applications (Isaac Taylor, Fabian Gualdron, Hamed Tadayyoni, Alvaro Uribe Quevedo and Pejman Mirza-Babaei) ▪ Developing Inclusive Immersive Virtual Learning Environments (iVLEs) a Work-in-Progress (Bill Kapralos) ▪ Integrating Virtual Reality Reminiscence Therapy into the dementia care programs at Alzheimer's Society of Durham (Winnie Sun, Alvaro Quevedo, Sara Elgazzar, Khadeeja Fatima and Dana Warner)	Tues March 4 3:30–5:00
14:00–16:00	**Session #5: Demos @ UWaterloo** ▪ Seven Weeks on Earth (Mengqi Gao, Lu Yang and Yipeng Xiao) ▪ Ready or Not, it's a Final Girl; Adapting Film to Board Games (Nadia Formisano) ▪ Tactile and Immersive Card Game Controller/ Simulation (Andrew Oster and Chen Chia Lo) ▪ Mine (Joel White) ▪ C'est La Vie ! (Jonathan Lessard) ▪ Think Box: Exploring the Intersection of Accessibility and Asymmetric Game Design (Lauren Olivier, Michael Quecano and Lucas Abramczuk) ▪ DEEP DIVE (Craig Fahner, Matthew Waddell, Peter Nichols and Mathew Lindenberg)	6:00–8:00

Tues March 4 11:30–13:00	**Session #12: Playing Through Late Capitalism** ▪ Player as Medium: Games of Mid(dle) Management (Matthew Horrigan) ▪ The Gamification, Commodification and Cutesification of Everyday: Gacha Games and the Posthuman Imagination (Anushka Sharma) ▪ Ludic Play to Ludic Pay: Blockchain Games as Cultural and Market Economies (Daniel Kim) ▪ Generative Games as Situated Representations of Algorithmic Power (Craig Fahner)	Wed March 5 3:30–5:00
14:00–16:00	**Session #14: Meaning through Mechanics** ▪ Adjusting the Virtual Dial: Video Game Adoptions and Adaptations of the Radio (Jason Boyd) ▪ How Tchia Uses Licensed Music to Create Deeper Meaning (Paul Drotos) ▪ A Primary Analysis on the Narrative Driving Mechanism of Cyberpunk 2077: Phantom Liberty (Yishu Liu) ▪ Press X for Drama: Quick Time(r) Events as an Adaptation of the Digital Medium for Narrative-focused Games (Geneva Smith)	6:00–8:00
Wed March 5 11:30–13:00	**Session #21: Theories and Frameworks** ▪ Exploring No Script Storytelling: A Dynamic Approach to Player-Driven Narratives (Mengfan Huang) ▪ Challenges and Opportunities to Narrative Player Agency in Interactive Storytelling (Brent Van Mol) ▪ "It's Dangerous to Go Alone, Take This!": Adapting a Model of Player Experience for Interactive Digital Narratives (Geneva Smith) ▪ Too Long, Don't Want to Read: A Taxonomy for Adaptive Narrative Design in MMORPG Based on Player Engagement (Derrick Wang, Hilda Hadan and Lennart Nacke)	Thurs March 6 3:30–5:00

14:00–15:30	**Session #23: The World-Space** ▪ Spatial Interactivity and Narrative Adaptation: A Case Study of Batman: Arkham Series (2009-) (Jingqi Zhu) ▪ Comparative Analysis of Narrative and Environmental Storytelling in Elden Ring and Black Myth: Wukong (Yuyan Wang) ▪ Cities of Interaction: The Urban Logic of Competitive FPS Maps (Julie Niu) ▪ Reimagining UI Screens as Paratextual Narrative Spaces (Zishu Ning)	6:00–8:30
Thurs March 6 11:30–13:00	**Session #29: Adapting the Classics** ▪ Game Adaptation of Allan Poe's Novels: from Literature to Video Game (Huajing Pan) ▪ Ludic Shakespeare: Interactivity, Agency, and Adaptation in Shakespearean Gaming (Abhik Maiti) ▪ Reconsidering Adapting Eastern Practices in Mindfulness and Meditation Games: Pursuing A New Game Design Framework in Chinese Daoist Practice and Philosophy (Haoran Chang)	Fri March 7 3:30–5:00