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| Day 1 | | 20/05/2025 | |
| 09:00 | Registration and coffee | | |
| 09:30-10:00 | Opening, context setting, words from BDiGRA chair, CfP launch | | |
| 10:00-11:15 | Lightning | | |
| | Losing control in Roguelikes Charlotte Gislam, The University of Salford | | |
| | British Queer Game Studies? Andrew Bell, Birmingham City University | | |
| | Transgender emergence in video games: representations, player reception, and design practices Robin Longobardi Zingarelli, Brunel University London | | |
| | Environmentalism and eco-gaming in British game studies Will McKeown, Birmingham City University | | |
| | Historical Affects in Videogames: Feeling the Eighteenth-Century Jack Orchard, Bodleian Libraries, University of Oxford | | |
| | Discussion | | |
| | 11:15-11:45 | Break and networking | |
| 11:45-13:15 | Panel: Game making | | Panel: Countering hegemony |
| | Future Factory: Envisioning Sustainable High-Value Manufacturing through Applied Game Prasad Sandbhor, EPSRC Centre for Doctoral Training in Intelligent Games & Game Intelligence (IGGI), University of York Andy Bell, University of Sheffield Advanced Manufacturing Research Centre (AMRC) Grace Jandrell, Independent | | From Dundee to Dominance: The Scottish-British Lens on the American Dream Esther Wright, Cardiff University Iain Donald, Edinburgh Napier University |
| | Politics and Play: Games, Objects of Study, and National Curricula Alison Croasdale, UCL | | No Dungeon Masters Please, We Are British: Britain's Game Design Revolution Thomas Apperley, Tampere University Ian Sturrock, Teesside University |
| | Engine Workers: Exploring the Impact of Game Engines on Digital Artists in the UK Paolo Ruffino, King's College London | | Driving Towards Change? Cosy Driving Games and Petroculture Bettina Bódi, University of Birmingham |
| 13:15-14:15 | Lunch and networking | | |

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| Day 1 | | 20/05/2025 (continued) | |
| 13:15-14:15 | Lunch and networking | | |
| 14:15-15:45 | Panel: Approaches to horror and trauma | | Panel: Histories |
| | Red in Tooth and Pixel Claw: Nature-Horror in ZX Spectrum Games <i>John Wills, University of Kent</i> | | British Literary History and the New Ludic Economy of Character <i>Rob Gallagher, King's College London</i> |
| | Roll for Sanity: Are Horror Games Horrifying? <i>Ben Rimmer, University of Staffordshire</i> <i>Esther MacCallum-Stewart, University of Staffordshire</i> | | The Ludoindustrial Complex: The Politics of Patterns of Consumption in Cold War Videogames <i>Alex Wade, Birmingham City University</i> <i>Regina Seiwald, University of Birmingham</i> |
| | Trauma-informed Gaming: The Quiet Things and Beyond <i>Alyx Jones, SilverScript Games</i> <i>Erica Masserano, University of Surrey</i> <i>Stephen Mooney, University of Surrey</i> <i>Jamie Popowich, University of Surrey</i> <i>Angela Szczepaniak, University of Surrey</i> | | Video Game Nasties: The Origins of Video Game Censorship in the UK <i>Andra Ivanescu, Brunel University of London</i> |
| 15:45-16:15 | Break and networking | | |
| 16:15-17:30 | Lightning strikes back | | |
| | RuneScape: From Britain to the Big Time <i>Will Butler, Bath Spa University</i> | | |
| | With or Without You: the opportunities & challenges of researching the European videogame industry <i>Garry Crawford, University of Salford</i> <i>Charlotte Gislam, University of Salford</i> <i>Gaynor Bagnall, University of Salford</i> <i>Victoria Gosling, University of Salford</i> <i>Neta Yodovich, University of Salford</i> | | |
| | Conversations with Complexity: Making a Meal out of a Mountain <i>Oliver Bates, Lancaster University/fractals co-op</i> <i>Ben Kirman, University of York</i> | | |
| | Gaming Generations: Exploring the History of Play in Mid-Twentieth Century Cardiff through Co-Productive Game Making <i>Rhianedd Collins, Cardiff University</i> | | |
| | Gaming towards a theory of digital fashion <i>David Cumming, London College of Fashion, University of the Arts London</i> | | |
| | The Genius Loci in UK <i>Daniele Monaco, University of Perugia</i> | | |
| | Discussion | | |
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| -close- | | | |
| 18:30-21:30 | Social at Chance and Counters - board game hire and buffet provided, buy your own drinks | | Courtyard Studio 8 Scott House, Custard Factory, Deritend, Birmingham B9 4AA |

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| Day 2 | | 21/05/2025 | |
| 09:00 | Registration and coffee | | |
| 09:30-10:45 | Lightning returns | | |
| | Re-Reading EDGE Magazine's "The Girl Issue" Cover <i>Harrison Charles, Birmingham City University</i> | | |
| | Asylums and Acrid Smoke: Comparing the (Re)Presentation of Victorian London in Alice: Madness Returns and Assassin’s Creed Syndicate <i>Joanne Mills, University of Wolverhampton/Independent</i> | | |
| | Counters, Colonies and Counter Tops <i>Anukriti Gupta, University of the Arts London</i> | | |
| | British Cultural Studies and Games in Chinese Television <i>Charlotte Stevens, Birmingham City University</i> | | |
| | “Video games research” according to the UK Government: An autopsy of the Video Games Research Framework <i>Leon Xiao, beClaws</i> | | |
| | Boffins, Bottoms and The Yob – Britishness and the early UK games magazine <i>Robin Bootes, Independent</i> | | |
| | Discussion | | |
| | 10:45-11:15 | Break and networking | |
| 11:15-12:45 | Panel: From global to local perspectives | | Panel: Culture |
| | British Games Research should not be British <i>Catherine Flick, University of Staffordshire</i> | | Digital Cultural Heritage and Play: Exploring UK Heritage through Mixed Reality Play and the LoGaCulture Project <i>Charlie Hargood, Bournemouth University</i> <i>Jack Brett, Bournemouth University</i> |
| | British Esports in the Global Digital Imaginary <i>David Murphy, University of Staffordshire</i> <i>Joshua Jarrett, University of Staffordshire</i> | | “Let’s Play, Bab!” Hyperlocalisation and Birmingham’s Games and Gaming Culture <i>Regina Seiwald, University of Birmingham</i> |
| | The evolution of folk horror in Britain across media: "The Excavation of Hob's Barrow" and new approaches to the folk genre within the industrial complex of the video games industry <i>Eugenio Triana, Birmingham City University</i> | | A Framework of Exclusion? Analysing the UK’s Video Game Research Framework <i>Danielle Kleinerman, UCL</i> <i>Bruno De Paula, UCL</i> |
| 12:45-13:45 | Lunch and networking | | |
| 13:45-15:30 | Workshop: What is British Games Research? Building our intellectual project | | |
| 15:30-16:00 | Break and networking | | |
| 16:00-17:30 | British DiGRA AGM | | |
| -close- | | | |