

Day 1		20/05/2025	
09:00	Registration - refreshments outside room P350		
09:30-10:00	Opening, context setting, words from BDiGRA chair, CfP launch - room P350		
10:00-11:15	Lightning - room P350		
	Losing control in Roguelikes <i>Charlotte Gislam, The University of Salford</i>		
	British Queer Game Studies? <i>Andrew Bell, Birmingham City University</i>		
	Transgender emergence in video games: representations, player reception, and design practices <i>Robin Longobardi Zingarelli, Brunel University London</i>		
	Environmentalism and eco-gaming in British game studies <i>Will McKeown, Birmingham City University</i>		
	Historical Affects in Videogames: Feeling the Eighteenth-Century <i>Jack Orchard, Bodleian Libraries, University of Oxford</i>		
	Discussion		
	11:15-11:45	Break and networking - refreshments in room P131	
11:45-13:15	Panel: Game making - room P132		Panel: Countering hegemony - room P134
	Future Factory: Envisioning Sustainable High-Value Manufacturing through Applied Game <i>Prasad Sandbhor, EPSRC Centre for Doctoral Training in Intelligent Games & Game Intelligence (IGGI), University of York</i> <i>Andy Bell, University of Sheffield Advanced Manufacturing Research Centre (AMRC)</i> <i>Grace Jandrell, Independent</i>		From Dundee to Dominance: The Scottish-British Lens on the American Dream <i>Esther Wright, Cardiff University</i> <i>Iain Donald, Edinburgh Napier University</i>
	Politics and Play: Games, Objects of Study, and National Curricula <i>Alison Croasdale, UCL</i>		No Dungeon Masters Please, We Are British: Britain's Game Design Revolution <i>Thomas Apperley, Tampere University</i> <i>Ian Sturrock, Teesside University</i>
	Engine Workers: Exploring the Impact of Game Engines on Digital Artists in the UK <i>Paolo Ruffino, King's College London</i>		Driving Towards Change? Cosy Driving Games and Petroculture <i>Bettina Bódi, University of Birmingham</i>
13:15-14:15	Lunch and networking - served in room P131, feel free to eat in P132 as well!		

Day 1		20/05/2025 (continued)	
13:15-14:15	Lunch and networking - served in room P131, feel free to eat in P132 as well!		
14:15-15:45	Panel: Approaches to horror - room P132		Panel: Political sensitivities - room P134
	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>		Video Game Nasties: The Origins of Video Game Censorship in the UK <i>Andra Ivanescu, Brunel University of London</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>		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>
15:45-16:15	Break and networking - refreshments in room P131		
16:15-17:30	Lightning strikes back - room P350		
	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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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

Day 2		21/05/2025	
09:00	Registration - refreshments outside P350		
09:30-10:45	Lightning returns - room P350		
	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: Global perspectives - room P132		Panel: Culture - room P134
	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 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>		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 - served in room P131, feel free to eat in P132 as well!		
13:45-15:30	Workshop: What is British Games Research? Building our intellectual project - room P350		
15:30-16:00	Break and networking - refreshments in P131		
16:00-17:30	British DiGRA AGM - room P350		
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