

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

Day 1		20/05/2025 (continued)	
13:15-14:15	Lunch and networking		
14:15-15:45	<b>Panel: Approaches to horror and trauma</b>		<b>Panel: Histories</b>
	<b>Red in Tooth and Pixel Claw: Nature-Horror in ZX Spectrum Games</b> <i>John Wills, University of Kent</i>		<b>British Literary History and the New Ludic Economy of Character</b> <i>Rob Gallagher, King's College London</i>
	<b>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</b> <i>Eugenio Triana, Birmingham City University</i>		<b>The Ludoindustrial Complex: The Politics of Patterns of Consumption in Cold War Videogames</b> <i>Alex Wade, Birmingham City University</i> <i>Regina Seiwald, University of Birmingham</i>
15:45-16:15	<b>Trauma-informed Gaming: The Quiet Things and Beyond</b> <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>		<b>Video Game Nasties: The Origins of Video Game Censorship in the UK</b> <i>Andra Ivanescu, Brunel University of London</i>
	Break and networking		
	<b>Lightning strikes back</b>		
16:15-17:30	<b>RuneScape: From Britain to the Big Time</b> <i>Will Butler, Bath Spa University</i>		
	<b>With or Without You: the opportunities &amp; challenges of researching the European videogame industry</b> <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>		
	<b>Conversations with Complexity: Making a Meal out of a Mountain</b> <i>Oliver Bates, Lancaster University/fractals co-op</i> <i>Ben Kirman, University of York</i>		
	<b>Gaming Generations: Exploring the History of Play in Mid-Twentieth Century Cardiff through Co-Productive Game Making</b> <i>Rhianedd Collins, Cardiff University</i>		
	<b>Gaming towards a theory of digital fashion</b> <i>David Cumming, London College of Fashion, University of the Arts London</i>		
	<b>The Genius Loci in UK</b> <i>Daniele Monaco, University of Perugia</i>		
-close-	<b>Discussion</b>		
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 and coffee		
09:30-10:45	<b>Lightning returns</b>		
	<b>Re-Reading EDGE Magazine's "The Girl Issue" Cover</b> <i>Harrison Charles, Birmingham City University</i>		
	<b>Asylums and Acrid Smoke: Comparing the (Re)Presentation of Victorian London in Alice: Madness Returns and Assassin's Creed Syndicate</b> <i>Joanne Mills, University of Wolverhampton/Independent</i>		
	<b>Counters, Colonies and Counter Tops</b> <i>Anukriti Gupta, University of the Arts London</i>		
	<b>British Cultural Studies and Games in Chinese Television</b> <i>Charlotte Stevens, Birmingham City University</i>		
	<b>"Video games research" according to the UK Government: An autopsy of the Video Games Research Framework</b> <i>Leon Xiao, beClaws</i>		
	<b>Boffins, Bottoms and The Yob – Britishness and the early UK games magazine</b> <i>Robin Bootes, Independent</i>		
	<b>Discussion</b>		
10:45-11:15	Break and networking		
11:15-12:45	<b>Panel: Global perspectives</b>		<b>Panel: Culture</b>
	<b>British Games Research should not be British</b> <i>Catherine Flick, University of Staffordshire</i>		<b>Digital Cultural Heritage and Play: Exploring UK Heritage through Mixed Reality Play and the LoGaCulture Project</b> <i>Charlie Hargood, Bournemouth University</i> <i>Jack Brett, Bournemouth University</i>
	<b>Stranger in a Strange Land: A South African Perspective on the Evolution of British Game Development</b> <i>Adam Jerrett, University of Portsmouth</i>		<b>"Let's Play, Bab!" Hyperlocalisation and Birmingham's Games and Gaming Culture</b> <i>Regina Seiwald, University of Birmingham</i>
	<b>British Esports in the Global Digital Imaginary</b> <i>David Murphy, University of Staffordshire</i> <i>Joshua Jarrett, University of Staffordshire</i>		<b>A Framework of Exclusion? Analysing the UK's Video Game Research Framework</b> <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		
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