

DAY 1: Tuesday 30th June

University of South Wales, Cardiff



CINEMA - CAB205

ZEN ROOM - CAB403

TEACHING STUDIO - CAA414

EXHIBITIONS - CAC006

9.00 AM REGISTRATION

9.30 - 11.15 AM
OPENING & KEYNOTE
Adam Porter - An ancient industry in a digital age: The identity of a contemporary tabletop game designer

11.15 - 11.45 AM BREAK & REFRESHMENTS

11.45 AM - 1.15 PM
LIGHTNING I: Player Experience & Community
Joaquín Macías-Cáceres - Periphery by Design: Modding as a Cultural Method for Building Sustainable Habit Economies in Games
Helena Sinclair - Creative 'Playbor Force' in Gaming Communities
Stanley Baxton - Game Consumer Attitudes towards sustainability
Mai Linh Au - The Price of Miracles: Battling for Beauty in Shining Nikki
Olivia Thorne - Cosy games & player engagement

PAPER & PANEL - Historical and Theoretical Perspectives on Games: Part I
Sean Butler - Core Game Mechanics of Ur Persist down to Quake Despite Growing Game Complexity
E. Charlotte Stevens, Nick Webber - The thresholds of imagined worlds: the aesthetics of British roleplaying magazine covers
Jennifer Smith - Welshness in Videogames
Will Butler - Finding 'Britishness' in RuneScape, the global MMO

WORKSHOP I
Michele Newman
 Disentangling Play in YouTube Game-Related Content

Ana Gupta
 Navaroud: an economic narrative board game about colonial Indian history
Jack Alexandroff
 The Importance of Bean: Plant Identity and Rootedness
Richard Sheriff
 Ajar – An Emulated Game Demonstration and Pedagogical Tool
Brent Ferguson
 Playing the Archive: The Play Your Own Accompaniment Project
Chris Diffin
 The Invisible Casino (analogue game)

1.15 - 2.15 PM LUNCH

2.15 - 3.45 PM
PAPER & PANEL - Cultural & Social Impact: Part I
Ming Yang - From Myth to AAA: Peripheral Modernity and the Politics of Legitimacy in Chinese Game Culture
Joaquín Macías - Cáceres - Periphery as a Design Condition: Modding, Reproducibility, and the Politics of Habit Economies in Games
Thom Kaczmarek - Place of Global Game Jam as Identity Infrastructure in UK Cross-Regional Communities of Practice

PAPER & PANEL - Historical and Theoretical Perspectives on Games: Part 2
Jack Orchard - Queering the Eighteenth-Century: Critical Fabulation and Historical Empathy in a French Revolution Dating Sim
Ivan Girina & Mariza Dima - Together Alone: In-Game Photography as Home Album and Intersubjective Reflexivity
Milly Gunn - Make it Cuddle, Make it Fight, Market it Pink: Virtual Pet Typologies and the Affective Economies of Gendered Play in the 1990s
Daniel Gardner - Taboo interfaces and infrastructures on the periphery of gameplay

WORKSHOP 2
Michael Scott
Phoebe Herring
Sokol Murturi
Tom Cole
Rory Summerley
Matthew Yee-King
Peter Howell
 Decentring the Canon: Building a Community-Endorsed Framework for British Games Education

Jordan Magnuson
 Game Poems at the Periphery (2006–2026): A Playable Retrospective
David Gadelkarim
 Soup for The Consumer, Surrealist Cooking game (laptop)
Dave Lyons, Duncan Nicoll, Hadi Mehrpouya
 The Higher You: An Iterative Installation for Sensing the Ecological Self

3.45 - 4.15 PM BREAK & REFRESHMENTS

4.15 - 5.30 PM
PAPER & PANEL - Intersectional Identity: Part I
Robin Longobardi Zingarelli - Shifting at the periphery: transgender identities in British video game cultures
Lydia Cooke - Queerness, Legibility and Touch in Unpacking
Nam Huh - Witnessing Outsiders: Procedural and Documentary Interfaces in Papers, Please and Black Trans Archive

PAPER & PANEL - Player Experience
Yue Meng-Lewis - Earning the Right to be a Teammate: Competence, Legitimacy, and the Limits of Social AI in Digital Games
David Lyons, Hadi Mehrpouya - The Higher You: Reintegrating the Ecological Self
Anastasia Hurford - Simulating Subjectivity in Crisis and Ludic Consciousness in Disco Elysium (2019), Night in the Woods (2017), and Seasons: A Letter to the Future (2023)
Rory Summerley - A Rhythmanalysis of Collision Detection in Action Games: How is the Player's Understanding of Diegesis Informed by Rhythm and Real-Time Collision Detection?

WORKSHOP 2
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Sokol Murturi
Tom Cole
Rory Summerley
Matthew Yee-King
Peter Howell
 Decentring the Canon: Building a Community-Endorsed Framework for British Games Education

5.30 PM
BDiGRA AGM

6.30 PM
END

DAY 2: Wednesday 1st July

University of South Wales, Cardiff



CINEMA - CAB205

ZEN ROOM - CAB403

TEACHING STUDIO - CAA414

EXHIBITIONS - CAC006

9.30 AM REGISTRATION

10.00 - 11.15 AM

OPENING & KEYNOTE
James Newman - What Could a Videogame Festival Be? GameCity Twenty Years on

Ana Gupta
 Navaroud: an economic narrative board game about colonial Indian history

11.15 - 11.45 AM BREAK & REFRESHMENTS

11.45 AM - 1.15 PM

PAPER & PANEL - Game Communities
Bradley McAvoy-James, Brent Ferguson - Multiplayer Tutorial: Empathetic Development and Community Empowerment in Games Design Education

Samuel Morgan - "Say something in Welsh": Disavowed Seriousness, Peripheral Identity, and Cross-Cultural Political Feeling in Player-Assembled Military Simulation

Nicole Khoo - Building Communities through Esports and Play - Esports Youth Club

PAPER & PANEL - Culture & Social Impact: Part 2
Russel Shanks - British and US studios' representations of the Special Operations Executive in Second World War Videogames

Raynor Nugent - Sonic Cultural Identity in Thank Goodness You're Here!

Violet Owen - Game Changers: Playful Resistance at the Periphery

WORKSHOP 3
Will Butler
Ross Fifield
Michael Pennington
Matt Voigts

 Mapping Digital Game Preservation: Locating Existing Knowledge

Jack Alexandroff
 The Importance of Bean: Plant Identity and Rootedness

Richard Sheriff
 Ajar - An Emulated Game Demonstration and Pedagogical Tool

Brent Ferguson
 Playing the Archive: The Play Your Own Accompaniment Project

Chris Diffin
 The Invisible Casino (analogue game)

1.15 - 2.15 PM LUNCH

2.15 - 3.45 PM

LIGHTNING II
Faye Allen - Exploring the Future of Local History via Geospatial Gaming

Jordan Magnuson - Game Poems at the Periphery: The Significance of the Poetry Lens

Rhys Jones - You don't remember Macsen: game development at the geographical and cultural peripheries of the 1980s

Rory K. Summerley - Vexing the Vexillophiles: Dark Play and 'Operation Raise The Colours'

Lydia Cooke - Queer Language and Textual Play in Life is Strange: Before the Storm

PAPER & PANEL - Games Design & Development
Weronika Szatkowska - Democratic Enactment in Larp: Activities, Design Layers, and Critical Incidents

Tony Pellicone - Entertainment at All Costs: Exploring Experiences at the Peripheries of Traditional Game Design

Charlie Hargood - The Designer Experience of Locative Play

Stacy Gillis - Objects and Ideals: The Enlightenment Politics of (Re)Production in The Legend of Zelda

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Ross Fifield
Michael Pennington
Matt Voigts

 Mapping Digital Game Preservation: Locating Existing Knowledge

Jordan Magnuson
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3.45 - 4.15 PM BREAK & REFRESHMENTS

4.15 - 5.30 PM

LIGHTNING III
Pedro Maura - Adapting Red Dead Redemption 2 on YouTube

Chris Dickson - Challenge Arcades: about attractions where teams play many large, short physical/mental games

David Gadelkarim - Ethics in Detective Games Design: The Foundational Stereotyping and Motivated Reasoning within Detective Fiction

Joshua Lindsey - When Genres Fail: Object Ambiguity and the Future of Esports Taxonomy

Callum Deery - Games for men and women, what does Facebook think? - Gendered skew in algorithmic targeting of game adverts

PAPER & PANEL - Intersectional Identity Part 2
Annabel Ashalley-Anthony - Dismantling the default and the importance of intersectionality

Kay Zeisig - Accessibility in multiplayer games for players with visual impairments

Kenneth Norwood - Black Quare Game Studies: A New Approach to Gaming Education

WOPRKSHOP 4
Penda Tomlinson - Imagining the non-human (Lets play Little Robots the RPG)

6.30 PM END