

WAR/GAME

Extending Perspectives

International Symposium on Game Studies

June 1, 2016

Charles University in Prague, Faculty of Mathematics and Physics
Malostranské nám. 25, Room S5

Programme

- 09:30–09:45 Welcome coffee
09:45–10:00 Welcome (Vit Sisler, CUP)
10:00–10:30 Introduction to WARGAME-project (Holger Pötzsch, UiT Tromsø)

Panel 1 Method

- 10:30–11:00 **Kristine Jørgensen** (University of Bergen)
War Game Experiences – Qualitative Methods in the Study of War Games
11:00–11:30 **Holger Pötzsch** (UiT Tromsø)
Constraining Play – Neo-Formalist Game Analysis
11:30–12:00 **Adam Chapman** (University of Gothenburg), co-author **Jonas Linderoth**
Playing with the Memory of 1939–1945 – Methods for Analysing
the Representation of World War 2 in Videogames

12:00–13:30 Lunch break

Panel 2 State-of-the-Art

- 13:30–14:00 **Tilo Hartmann** (Vrije Universiteit Amsterdam)
Tackling the Effects of Wargames on Users – A Review of Related
Media-Psychological Approaches
14:00–14:30 **Kevin McSorley** (University of Portsmouth)
Playing in the End Times – Wargames, Resilience and the Art of Failure
14:30–15:00 **Vit Sisler** (Charles University in Prague)
Critical War Game Design – Mapping New Territories

15:00–15:30 Coffee break

Panel 3 Case Studies

- 15:30–16:00 **Emil Hammar** (UiT Tromsø)
Initial Interview Findings of Designing and Playing Memories through Digital Games
16:00–16:30 **Piotr Sterczewski** (Jagiellonian University in Kraków)
'Children of Warsaw, We'll Go Into the Fight' – Discourses of Polish Cultural Memory
in Games about the Warsaw Uprising
16:30–17:00 **Philip Hammond** (LSBU)
Call of Jihad
17:00–17:30 **Christine Smith-Simonsen** (UiT Tromsø)
Methodological Occidentism - A Useful Concept to Frame a Western Mindset?
17:30–17:45 **Final Remarks** (Vit Sisler, CU)

