

## War/Game Memory, Militarism & the Subject of Play

### Thursday 14 September

**09:00** Introduction  
Holger Pötzsch and Phil Hammond

#### Paper session 1:

**9:15** Bringing the Holocaust into Play: *Wolfenstein*, Metaphor, and Difficult Histories in Videogames (Adam Chapman)  
Respondent: Emil Hammar

**09:45** Mnemonic Hegemony and Polish Games on Armed Conflicts (Piotr Sterczewski)  
Respondent: Vít Šisler

**10:15** Games of WWI, Cultural Memory, and Modern Conceptions of War as a National Cause (Chris Kempshall)  
Respondent: Piotr Sterczewski

**10:45** Coffee and Tea Break (15 Minutes)

#### Paper session 2:

**11:00** Exploring the Permanent State of Exception: Chernobyl, the Cold War and the *S.T.A.L.K.E.R.* Video Game Series (Mateusz Felczak)  
Respondent: Holger Pötzsch

**11:30** Casualties of Secret Wars: Sanitized Military Conflict as History's Driving Force in the *Assassin's Creed* Series (Tomasz Majkowski)  
Respondent: Mateusz Felczak

**12:00** Reality Check: Military Videogames and the Problem of Authenticity (Philip Hammond)  
Respondent: Kristine Jørgensen

**12:30** Lunch Break (45 minutes)

### **Paper session 3:**

- 13:30** Tabletop Roleplaying Games for Peace: A Case Study from the Narvik War Museum (Joakim Arnøy)  
Respondent: Dmitra Nikolaidou
- 14:00** Envisioning Marginalized Histories in Play: The Intersection between Cultural Memory, Player Reflections and Hegemony (Emil Hammar)  
Respondent: Jamie Woodcock
- 14:30** The Art of War: The Role of Labour in the Production of History and Memory in Military Videogames (Jamie Woodcock)  
Respondent: Phil Hammond

**15:00** Coffee and Tea Break (15 Minutes)

### **Paper session 4:**

- 15:30** War Game Experiences: Qualitative Methods in the Study of War Games (Kristine Jørgensen)  
Respondent: Chris Kempshall
- 16:00** Positioning Players as Political Subjects: Forms of Estrangement in *This War of Mine* and *Spec Ops: The Line* (Holger Pötzsch)  
Respondent: Tomasz Majkowski
- 16:30** The Wargame Legacy: How Wargames Shaped the Roleplaying Experience from Tabletop to Digital Games (Dimitra Nikolaidou)  
Respondent: Adam Chapman
- 17:00** Critical War Game Design: Mapping New Territories (Vít Šisler)  
Respondent: Joakim Arnøy

**17:30** Coffee and Tea Break (15 Minutes)

**17:45** Playing in the End Times: Wargames, Resilience and the Art of Failure (Kevin McSorley)

A Factual Fantastic: Gamers' Reception of WWII Shooter Games (Eva Kingsepp)

Video Games as Conditionalized Persuasive Realities (Mikhail Shakhnazarov)

Written feedback: Phil Hammond & Holger Pötzsch

**18:15** Concluding remarks  
Holger Pötzsch & Phil Hammond

# **War/Game**

## **Memory, Militarism & the Subject of Play**

### **Friday 15 September**

#### **Session 1:**

##### **10:00 – 12:00: Project Development and Planning – Part 1**

- Anthology – way forward
- Upcoming events and activities

Coffee/tea at 11:00

**12:00** Working Lunch (60 Minutes)

#### **Session 2:**

##### **13:15 – 15:15: Project Development Planning – Part 2**

- Project proposal planning: Research Council of Norway (FRIPRO; May 2018)
- Other issues

Coffee/tea at 14:30

**15:15** Concluding remarks