

Sep. 25th Tuesday

DiGRA2007 situated play Session Program

	A	B		C					
	Yasuda Auditorium	Faculty of Science Bldg.1		Faculty of Engineering Bldg.2					
		2F		2F		4F		3F	
		Koshiba Hall Lobby	Koshiba Hall	Lecture Room 222	Lecture Room 223	Lecture Room 242	Lecture Room 243	Meeting Room1A	Meeting Room1B
8:00									
9:00									
10:00		10:00-18:00 Registration						10:00-13:00 Exhibition	10:00-16:00 Poster-1
11:00			10:30-12:00 Paper 1A: Gender and Gaming	10:30-12:00 Paper 1B: Sociological Approaches to Games-1	10:30-12:00 Paper 1C: Player Engagement-1	10:30-12:00 Paper 1D: Theory and Practive of Game Design-1	10:30-12:00 Paper 1E: Sociological Approaches to Games-2		
12:00									
13:00			13:00-14:30 Paper 2A: Learning and Games-1	13:00-14:30 Paper 2B: Sociology of Game Production	13:00-14:30 Paper 2C: Player Engagement-2	13:00-14:30 Paper 2D: Theory and Practive of Game Design-2	13:00-14:30 Paper 2E: Cultural Issues-1	13:00-14:30 Values @ Play Board Game Modding Workshop-1	
14:00								14:30-17:00 Exhibition	
15:00			15:00-16:30 Panel Session: Women in Games 2007	15:00-16:30 Paper 3B: Cultural issues-2	15:00-16:30 Paper 3C: Player Engagement-3	15:00-16:30 Paper 3D: Sociological Approaches to Games-3	15:00-16:30 Paper 3E: Player Co-production-1		
16:00									
17:00			17:30-18:30 Symposium: Tokyo Drift: Imports to the Japanese Developer Community	17:30-18:30 Panel Session: Playing Place: Gaming in the Asia-Pacific					
18:00									
19:00					18:30-20:00 DiGRA Annual General Meeting				
20:00									

DiGRA2007 situated play Schedule

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| 1. A=Yasuda Auditorium |
| 2. B=Faculty of Science Bldg.1 |
| 3. C=Faculty of Engineering Bldg.2 |
| 4. D=Sanjo Conference Hall |
| 5. Blue Lines are Session with English/ Japanese translation service. |

Sep. 25th Tuesday

10:00-16:00	C	Meeting Room 1B	Poster Session 1
			Towards a theory of the Player: designing for Experience <i>Alessandro Canossa</i>
			Ambient gaming or how to play games when you're not playing games <i>Mark Eyles, Dan Pinchbeck and Roger Eglin</i>
			From a Short Story to an Interactive Non-linear Play <i>Minna Ruuska and Antti Virtanen</i>
			Power and stress resistance or adventure and patience? An empirical study of the influence of gratifications sought and obtained as well as of player skills on the use of various digital <i>Christina Schumann</i>
			Playing Styles of Children with Mild Developmental Disabilities in Video Games <i>Hanae Yamazoe, Ryo Kato, Takashi Kawai, Tadashi Sato, Takashi Yamazaki and Masutomu Miyao</i>
			Gameplay and Embodied Experience: Towards a Cybernetic Methodology for exploring the Player-Game System <i>Mark Johnson, Paul Hollins and Pete Bibby</i>
			Digital facilitated chat for monitoring communication behavior and outcomes of a negotiation <i>Joost Modderman</i>
Improving Cognitive Abilities with Gaming Concepts in Computer Graphics and VideoGame <i>Ana Luisa Solís, Tania Patiño, Julio Radillo</i>			
10:00-17:00	C	Meeting Room 1A	Exhibition
10:30-12:00	B	Koshiba Hall	Paper Session1A: Gender and Gaming (Chair: Helen Kennedy)
			Gender in Play: Mapping a Girls' Gaming Club <i>Nicholas Taylor, Jennifer Jenson, and Suzanne de Castell</i>
10:30-12:00	C	Lecture Room 222	The Hegemony of Play <i>Janine Fron, Tracy Fullerton, Jacquelyn Ford Morie, and Celia Pearce</i>
			Paper Session1B: Sociological Approaches to Games-1 (Chair: Aki Järvinen)
10:30-12:00	C	Lecture Room 223	The Disappearance and Reappearance and Disappearance of the Player in Videogame <i>Bryan-Mitchell Young</i>
			Gambling is in My Genes: Correlations between Personality Traits with Biological Basis and Digital Entertainment Choice <i>Byungho Park</i>
10:30-12:00	C	Lecture Room 223	Video games in contexts: An ethnographic study of situated meaning-making practices of Asian immigrant adolescents in New York City <i>Chia-Yuan Hung</i>
			Paper Session1C: Player Engagement-1 (Chair: Michael Nitsche)
10:30-12:00	C	Lecture Room 223	Dimensions of Play: Gameplay, context, franchise and genre in player responses to Command and Conquer: Generals <i>Geoff King</i>
			Counting barrels in Quake 4: affordances and homodiegetic structures in FPS worlds <i>Dan Pinchbeck</i>
10:30-12:00	C	Lecture Room 242	Your Second Selves: Resources, Agency, and Constraints in Avatar Designs and Identity Play in a Tween Virtual World <i>Yasmin B. Kafai, Deborah A. Fields, and Melissa S. Cook</i>
			Paper Session1D: Theory and Practice of Game Design-1 (Chair: Susan Gold)
10:30-12:00	C	Lecture Room 242	Avatar Categorization <i>Daniel Kromand</i>
			Team Structure in the Development of Game-based Learning Environments <i>Antti Kirjavainen, Tuula Nousiainen, and Marja Kankaanranta</i>
10:30-12:00	C	Lecture Room 243	Gameplay Design Patterns for Believable Non-Player Characters <i>Petri Lankoski and Staffan Björk</i>
			Paper Session1E: Sociological Approaches to Games-2 (Chair: Annika Waern)
10:30-12:00	C	Lecture Room 243	Human, all too non-Human: Coop AI and the Conversation of Action <i>Bart Simon</i>
			Effect of Video Games on Children's Aggressive Behavior and Pro-social Behavior: A Panel Study with Elementary School Students <i>Nobuko Ihori, Akira Sakamoto, Akiko Shibuya, and Shintaro Yukawa</i>
10:30-12:00	C	Lecture Room 243	Tangible Pleasures of Pervasive Role-Playing <i>Markus Montola</i>
			Values @ Play Board Game Modding Workshop-1
13:00-14:30	C	Meeting Room 1A	<i>Celia Pearce, Mary Flanagan, Janine Fron, Tracy Fullerton, Jacquelyn Ford Morie</i>
13:00-14:30	B	Koshiba Hall	Paper Session2A: Learning and Games-1 (Chair: Tanya Krzywinska)
			Teacher Roles in Learning Games - When Games become situated in Schools <i>Rikke Magnussen</i>
13:00-14:30	B	Koshiba Hall	From Gamers to Scholars: Challenges of Teaching Game Studies <i>Jose P. Zagal and Amy S. Bruckman</i>

		Recognizing New Literacies: Teachers and Students Negotiating the Creation of Video Games in School <i>Kathy Sanford and Leanna Madill</i>
13:00-14:30	C Lecture Room 222	Paper Session2B: Sociology of Game Production (Chair: Hiroshi Yamaguchi)
		The State of the Art: Western Modes of Videogame Production <i>Alex Wade</i>
		Survey of the adjourned sale rate of the Japanese home video game industry <i>Yuhsuke Koyama</i>
		Real-Time Sweetspot: The Multiple Meanings of Game Company Playtests <i>Simon Niedenthal</i>
13:00-14:30	C Lecture Room 223	Paper Session2C: Player Engagement-2 (Chair: Marinka Copier)
		Waiting for Something to Happen: Narratives, Interactivity and Agency and the Video Game <i>Paul Cheng</i>
13:00-14:30	C Lecture Room 242	Approaching game-studies: towards a reflexive methodology of games as situated cultures <i>Sybille Lammes</i>
		Paper Session2D: Theory and Practice of Game Design-2
		Levels of Sound: On the Principles of Interactivity in Music Video Games <i>Martin Pichlmair and Fares Kayali</i>
13:00-14:30	C Lecture Room 243	Creating Multiplayer Ubiquitous Games using an adaptive narration model based on a user's <i>Stéphane Natkin, Chen Yan, Sylvie Jumpertz, and Bernard Marquet</i>
		Understanding Pervasive Games through Gameplay Design Patterns <i>Staffan Björk and Johan Peitz</i>
		Paper Session2E: Cultural Issues-1 (Chair: Espen Aarseth)
13:00-14:30	C Lecture Room 243	Cultures of Digital Gamers: Practices of Appropriation <i>Markus Wiemker</i>
		The Ethics of Indigenous Storytelling: Using the Torque Game Engine to Support Australian Aboriginal Cultural Heritage <i>Theodor G. Wyeld, Brett Leavy, Joti Carroll, Craig Gibbons, Brendan Ledwich and James Hills</i>
		"Blacks Deserve Bodies Too!" Design and Discussion about Diversity and Race in a Teen Online World <i>Yasmin B. Kafai, Melissa S. Cook, and Deborah A. Fields</i>
15:00-16:30	B Koshiha Hall	Panel Session : Women in Games 2007 <i>Suzanne de Castell, Jennifer Jenson, Helen W. Kennedy, Doris C. Rusch, Marianne Selsjord, Emma Westecott</i>
15:00-16:30	C Lecture Room 222	Paper Session3B: Cultural Issues-2
		Piracy in the Caribbean: The Political Stakes of Videogame Piracy in Chávez's Venezuela <i>Thomas H. Apperley</i>
15:00-16:30	C Lecture Room 223	Mobile Gaming with Children in Rural India: Contextual Factors in the Use of Game Design <i>Matthew Kam, Vijay Rudraraju, Anuj Tewari, and John Canny</i>
		Paper Session3C: Player Engagement-3 (Chair: Torill Mortensen)
		Player-Character Dynamics in Multi-Player Role Playing Games <i>Anders Tychsen, Doris McIlwain, Thea Brolund, and Michael Hitchens</i>
15:00-16:30	C Lecture Room 242	Cross-format analysis of the gaming experience in multi-player role-playing games <i>Anders Tychsen, Ken Newman, Thea Brolund, and Michael Hitchens</i>
		Gaming DNA - On Narrative and Gameplay Gestalts <i>Douglas Brown</i>
		Paper Session3D: Sociological Approaches to Games-3 (Chair: Mikael Jakobsson)
15:00-16:30	C Lecture Room 242	Play: A Procrustean Probe <i>Tom Tyler</i>
		Stealing from Grandma or Generating Cultural Knowledge? Contestations and Effects of Cheats in a Tween Virtual World <i>Deborah A. Fields and Yasmin B. Kafai</i>
		Controversies: Historicising the Computer Game <i>Esther MacCallum-Stewart and Justin Parsler</i>
15:00-16:30	C Lecture Room 243	Paper Session3E: Player Co-production-1 (Chair: Toru Fujimoto)
		Reciprocal Innovation in Modding Communities as a means of Increasing Cultural Diversity and Historical Accuracy in Video Games <i>Andrew V. Moshirnia and Anthony C. Walker</i>
		"I am not a fan, I just play a lot" - If Power Gamers Aren't Fans, Who Are? <i>Hanna Wirman</i>
17:00-18:30	B Koshiha Hall	What Videogame Making Can Teach Us About Literacy and Learning: Alternative Pathways into Participatory Culture <i>Kylie A. Pepler and Yasmin B. Kafai</i>
		Symposium : Tokyo Drift: Imports to the Japanese Developer Community (IGDA) <i>Jason Della Rocca, John Abrehamson, Dylan Cuthbert, Robert Ota Dieterich, Kees Gajentaan, Bart Sekura, Colin Williamson</i>
17:00-18:30	C Lecture Room 222	Panel Session : Gaming in the Asia-Pacific <i>Dean Chan, Larissa Hjorth(Chair), Robert Macbride, Bora Na, Tae-jin Yoon, Seulhi Lee, Minseok Kwon</i>
18:30-20:00	C Lecture Room242	DiGRA Annual General Meeting