



## 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. 26th Wednesday: Online-Game Day

8:30-10:00	C	Lecture Room 222	<b>Work in Progress, Non- or Semi-Academic Sessions, Late Breaking News 1</b>
			Videogame Style Guide and Reference Manual: Charting the Lexical Landscape of Game <i>David Thomas</i>
			Beyond the Magic Circle: A Network Perspective on Role-Play in Online Games <i>Marinka Copier</i>
			Critical Game Studies: A Case Study <i>Michael Herring</i>
			The Effect of MMORPG-play on Gamers' Social Capital <i>Zhong Zhijin</i>
8:30-10:00	C	Lecture Room 223	<b>Work in Progress, Non- or Semi-Academic Sessions, Late Breaking News 2 (Evaluation and Development of Online-Games in Japan)</b>
			Utilizing Online Games for Education Purpose <i>Nobushige Hichibe, Akira Baba</i>
			Practice and Effect of Educational Uses of Commercial Online Games in History Classes <i>Shinsuke Tomiyasu, Akira Baba</i>
			Helping Behavior in MMORPG Community: Methodological and Theoretical Approach <i>Mika Igarashi</i>
			Analyzing Online Game Characters using Server Logs <i>Shunsuke Soeda, Hitoshi Matsubara</i>
10:00-16:00	C	Meeting Room 1B	<b>Poster Session 2</b>
			Comparing Taiwanese and American WoW Player Cultures in Terms of Achievement <i>Chuen-Tsai Sun, Jilung Hsieh, Chien-Hsun Chen, and Holin Lin</i>
			Describing Instead of Doing: Player Improvisations in Multiplayer Computer-Based Role- <i>Alex Mitchell</i>
			Judgement Day for 1st Life Game Figures <i>Margarete Jahrmann and Duncan Shingleton</i>
			Mobile Games for Learning English in Rural India: Designing Cell phone Games Informed by Traditional Games <i>Anuj Tewari, Anuj Kumar, Akhil Mathur, Siddhartha Lal, Aishvarya Agarwal, Matthew Kam, and John Canny</i>
			Explorations in first-person narratives: a practice-led research project <i>Dan Pinchbeck</i>
			The rhetoric of persuasive games: Freedom and discipline in America's Army <i>Anders Sundnes Løvlie</i>
			The Suicide Game: Player Perception of Self-destruction in a Game <i>Albart Dang, Kan Yang Li, Jesper Juul</i>
10:00-17:00	C	Meeting Room 1A	<b>Exhibition</b>
10:30-12:00	B	Koshiba Hall	<b>Paper Session 4A: Sociology and Economy of MMOGs-1 (Chair: TL Taylor)</b>
			MMOGs and the Future of Literature <i>Julian Kücklich</i>
			What's My Game Character Worth - The Value Components of MMOG Characters <i>Tommi Kujanpää, Tony Manninen, and Laura Vallius</i>
10:30-12:00	C	Lecture Room 222	Cash Trade Within the Magic Circle: Free-to-Play Game Challenges and Massively <i>Holin Lin and Chuen-Tsai Sun</i>
			<b>Paper Session 4B: Sociological Approaches to Games-4 (Chair: Akiko Shibuya)</b>
			Leaving a Never-Ending Game: Quitting MMORPGs and Online Gaming Addiction <i>Ichia Lee, Chen-Yi Yu, and Holin Lin</i>
10:30-12:00	C	Lecture Room 223	Monsters and the Mall: Videogames and the Scopio Regimes of Shopping <i>Mike Molesworth</i>
			Self and selfishness in online social play <i>David Myers</i>
			<b>Paper Session 4C: Player Engagement-4 (Chair: Patrick Crogan)</b>
10:30-12:00	C	Lecture Room 223	From Catch the Flag to Shock and Awe: how World of Warcraft Negotiates Battle. <i>Esther MacCallum-Stewart</i>
			Interaction Manifestations at the Roots of Experiencing Multiplayer Computer Games <i>Laura Vallius, Tony Manninen, and Tommi Kujanpää</i>
			Revising Immersion: A Conceptual Model for the Analysis of Digital Game Involvement <i>Gordon Calleja</i>
10:30-12:00	C	Lecture Room 242	<b>Paper Session 4D: Player Co-production-2 (Chair: Lori Shyba)</b>
			User-Innovation and the Video Game Industry (not included in the proceeding) <i>Yuko Aoyama and Hiro Izushi</i>
			Playing with the Rules: Social and Cultural Aspects of Game Rules in a Console Game Club <i>Mikael Jakobsson</i>
10:30-12:00	C	Lecture Room 242	Videogame Music: chiptunes byte back? <i>Grethe Mitchell and Andrew Clarke</i>
			<b>Paper Session 4E: Game Graphics</b>
			Situations of Play: Patterns of Spatial Use in Video Games

10:30-12:00	C	Lecture Room 243	<p><i>Georgia Leigh McGregor</i></p> <p>Exploring the Uncanny Valley with Japanese Video Game Characters <i>Edward Schneider, Yifan Wang and Shanshan Yang</i></p> <p>Please Biofeed the Zombies: Enhancing the Gameplay and Display of a Horror Game Using <i>Andrew Dekker and Erik Champion</i></p> <p><i>Biofeedback</i></p>
13:00-14:00	A	Yasuda Auditorium	<p><b>Keynote: "Perfidious Oeconomy"</b> <i>Edward Castronova (Indiana University)</i></p>
14:30-16:00	B	Koshiha Hall	<p><b>Paper Session 5A: Sociology and Economy of MMOGs-2 (Chair: Dan Pinchbeck)</b></p> <p>Long-term motivations to play MMOGs: A longitudinal study on motivations, experience and <i>Daniel Schultheiss</i></p> <p>Playing another Game: Twinking in World of Warcraft <i>René Glas</i></p> <p>Modeling Epidemic Spread in Synthetic Populations - Virtual Plagues in Massively Multiplayer Online Games <i>Magnus Boman and Stefan J. Johansson</i></p>
14:30-16:00	C	Lecture Room 222	<p><b>Paper Session 5B: Interdisciplinary-1 (Chair: Bart Simon)</b></p> <p>Play with me: Exploring the autobiographical through digital games <i>Cindy Poremba</i></p> <p>From Rule-Breaking to ROM-Hacking: Theorizing the Computer Game-as-Commodity <i>Will Jordan</i></p> <p>Profiling Academic Research on Digital Games Using Text Mining Tools <i>Johanna Bragge and Jan Storgårds</i></p>
14:30-16:00	C	Lecture Room 223	<p><b>Paper Session 5C: Player Engagement-5 (Chair: Erik Champion)</b></p> <p>Ergonomic evaluation of portable videogame software <i>Ryo Kato, Takashi Kawai, Hanae Ikeshita, Kenji Nihei, Tadashi Sato, Hitoshi Yamagata, Hirofumi Tashiro, and Takashi Yamazaki</i></p> <p>Notes Toward a Sense of Embodied Gameplay <i>Peter Bayliss</i></p> <p>Situated Play and Mobile Gaming <i>Barbara Grüter and Miriam Oks</i></p>
14:30-16:00	C	Lecture Room 242	<p><b>Paper Session 5D: Theory and Practice of Game Design-3 (Chair: Jesper Juul)</b></p> <p>Developing a pattern language for flow experiences in video games <i>Philippe Lemay</i></p> <p>Perceptions of Player in Game Design Literature <i>Olli Sotamaa</i></p>
14:30-16:00	C	Lecture Room 243	<p><b>Paper Session 5E: Interdisciplinary-2 (Chair: Julian Kücklich)</b></p> <p>A Method for Discovering Values in Digital Games <i>Mary Flanagan, Jonathan Belman, Helen Nissenbaum, and Jim Diamond</i></p> <p>MMOs as Practices <i>Ren Reynolds</i></p> <p>"Gamic Realism": Player, Perception and Action in Video Game Play <i>Hanna Sommersteth</i></p>
16:30-18:00	B	Koshiha Hall	<p><b>Presidential Symposium : MMRPGs</b> <i>Tanya Krzywinska, Torill Mortensen, Esther MacCallum-Stewart, TL Taylor</i></p>
16:30-18:00	C	Lecture Room 222	<p><b>Panel Session : Character, Player, Game</b> <i>Anders Tychsen, Marinka Copier, Markus Montola, Michael Hitchens</i></p>
18:00-19:00	C	Lecture Room 242	<p><b>Lightning Talk Session</b></p> <p>Game Ethnography <i>Marinka Copier and T.L. Taylor</i></p> <p>A Mathematical Representation of "Excitement" of the Game: From the Viewpoint of Neutral <i>Satoru Kumagai</i></p> <p>Uses and Functions of Music during Game Play: Self-Selected vs. Soundtrack <i>Gianna Cassidy</i></p> <p>Play J: Let's Share our Play Experiences <i>Romana Khan</i></p> <p>Announcement of the IGDA Game Localization SIG <i>Tom Edwards</i></p> <p>Security in Virtual World in the Age of Critical Infrastructures Protection <i>Shinji R. Yamane</i></p> <p>Locative games: Putting public space in play <i>Anders Sundnes Løvlie</i></p> <p>Creating "Jun Maeda": a cultural and historical study of Japanese PC Game and "Visual <i>Nobushige Hichibe</i></p> <p>A consideration of Amateur Game Cultures in Japan: From a study of "Doujin-shi" and "Doujin Game" in Akihabara <i>Nobushige Hichibe</i></p>
18:00-19:00	C	Meeting Room 1B	<p><b>Student Mentoring Roundtable</b></p> <p>Saving Worlds: Videogame Activism <i>Robert Jones</i></p> <p>Toward Digital Games as the Works of Art: A Proposal of Useful Framework <i>Suzuki Kaori</i></p>