

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. 27th Thursday: Serious Game Day

8:30-10:00	C	Lecture Room 222	Work in Progress, Non- or Semi-Academic Sessions, Late Breaking News 3
			Answering the Live Earth Call to Action with Social Issue Games: Spies in the Oilsands and Lori Shyba
			Educational Games for the Learning of Foreign Languages: Specific Features, Progressive Jonathan deHaan
			A research methodology for developing serious games (Panel) Casper Hartevelt, Igor Mayer, Geertje Bekebrede
9:00-10:00	C	Lecture Room 223	Late Breaking Panel: Patterns, Typology and Ontology: An Overview and Discussion of the Formal Analysis of Games and Gameplay Espen Aarseth , Staffan Björk , Jussi Holopainen , Michael Mateas , Jose P. Zagal (Chair)
10:00-16:30	C	Meeting Room 1A	Exhibition
10:30-12:00	B	Koshiha Hall	Panel Session 6A: Social Critique gets Real: From Games for Change to Change in Jennifer Jenson, Suzanne de Castell, Cindy Poremba, Lori Shyba
10:30-12:00	C	Lecture Room 222	Paper Session 6B: Serious Games (Chair: Douglas Thomas)
			Serious Games in language learning and teaching - a theoretical perspective Birgitte Holm Sørensen and Bente Meyer
			Balancing Three Different Foci in the Design of Serious Games: Engagement, Training Anders Frank
10:30-12:00	C	Lecture Room 223	Paper Session 6C: Theory and Practice of Game Design-4 (Chair: Frans Mäyrä)
			Temporal Frames: A Unifying Framework for the Analysis of Game Temporality Jose P. Zagal and Michael Mateas
			Extending the 'Serious Game' Boundary: Virtual Instructors in Mobile Mixed Reality Learning Jayfus Doswell and Kathleen Harmeyer
			The Lambent Reactive: Exploring the Audiovisual Kinesthetic Playform Noah H. Keating
10:30-12:00	C	Lecture Room 242	Paper Session 6D: Player Engagement-6 (Chair: Jennifer Jenson)
			Emotions about the Deniable/Undeniable: Sketch for a Classification of Game Content as Olli Leino
			Play it For Real: Sustained Seamless Life/Game Merger in Momentum Jaakko Stenros, Markus Montola, Annika Waern, and Staffan Jonsson
			I Fought the Law: Transgressive Play and The Implied Player Espen Aarseth
10:30-12:00	C	Lecture Room 243	Paper Session 6E: Theory and Practice of Game Design-5 (Chair: Staffan Björk)
			Situating Gaming as a Sonic Experience: The acoustic ecology of First-Person Shooters Mark Grimshaw and Gareth Schott
			Designing a Game to Model Consumer Misbehavior Penny Drennan, Dominique A. Keefe, Rebekah Russell-Bennett, and Judy C. Drennan
			Pervasive Persuasive: A Rhetorical Design Approach to a Location-Based Spell-Casting Game Steffen P. Walz and Rafael "Tico" Ballagas
13:00-14:00	A	Yasuda Auditorium	Keynote: "Escape from Planet Jargon: Making Research More Useful to Practitioners" Marc Prensky (Games2train)
14:30-16:00	B	Koshiha Hall	Panel Session : Designing Games to Effect Social Change: Perspectives from Designers Thinkers, and Activists in the Field Chris Swain, Douglas Thomas, Rafael Fajardo, Ellen Scott
14:30-16:00	C	Lecture Room 222	Paper Session 7B: Learning and Games-2 (Chair: Toru Fujimoto)
			Digital Games for Education: When Meanings Play Suzanne de Castell, Jennifer Jenson, and Nicholas Taylor
			This is not a Door: an Ecological approach to Computer Games Jonas Linderöth and Ulrika Bennerstedt
14:30-16:00	C	Lecture Room 223	Paper Session 7C: Player Engagement-7 (Chair: Gonzalo Frasca)
			Introducing Applied Ludology: Hands-on Methods for Game Studies Aki Järvinen
			Mapping Time in Video Games Michael Nitsche
14:30-16:00	C	Lecture Room 242	Paper Session 7D: Theory and Practice of Game Design-6
			Around Sigeru Miyamoto: Enactment of "Creator" on Computer Games Akito Inoue and Seido Ushijima
			The Quest in a Generated World Calvin Ashmore and Michael Nitsche
			A Certain Level of Abstraction Jesper Juul
14:30-16:00	C	Lecture Room 243	Paper Session 7E: Interdisciplinary-3 (Chair: Mary Flanagan)
			Situated Play - Just a Temporary Blip? Tarja Susi and Jana Rambusch
			Visiting the Floating World: Tracing a Cultural History of Games Through Japan and America Mia Consalvo

			Virtual Worlds and Fraud: Approaching Cybersecurity in Massively Multiplayer Online Games <i>Jeffrey Bardzell, Markus Jakobsson, Shaowen Bardzell, Tyler Pace, Will Odom, and Aaron Houssian</i>
16:30-18:00	B	Koshiba Hall	Symposium : Games, Education, and Medical Care <i>Rika Kayama, Shin'ichiro Takasugi, Akira Sakamoto</i>
16:30-18:00	C	Lecture Room 222	Panel Session : Approaches to Player Experience Research <i>Bob Appelman, Jonathan Frome, Frans Mäyrä, Yvonne de Kort, Wijnand IJsselstein</i>
16:30-18:00	C	Meeting Room 1A	Values @ Play Board Game Modding Workshop-2 <i>Celia Pearce, Mary Flanagan, Janine Fron, Tracy Fullerton, Jacquelyn Ford Morie</i>