VIDEO GAMES AS A CHALLENGE TO ACADEMIA

50 YEARS OF THE GAMING INDUSTRY
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<tr>
<td>09:30</td>
<td>Registration</td>
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<tr>
<td>10:00</td>
<td>Welcome speech</td>
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<td></td>
<td>Siniša Bokan, Dean of Academy of Arts</td>
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<td>Manojlo Maravić, SVI Conference General Chair</td>
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<tr>
<td>10:30</td>
<td>Keynote speaker</td>
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<td></td>
<td>Olli Sotamaa, Professor of Game Culture Studies at Tampere University</td>
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<td>Tampere University / Center of Excellence in Game Culture Studies</td>
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<td>11:00</td>
<td>Coffee break</td>
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<td>11:30</td>
<td>Plenary speaker</td>
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<td>Attila Szantner, Co-founder of Massively Multiplayer Online Science</td>
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<td>Adjunct Professor of Computer Science at McGill University</td>
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<td>12:00</td>
<td>Plenary speaker</td>
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<td>Dražen Maravić, Founder of Centre for Futures Studies / United Nations</td>
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<td>Development Programme</td>
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**Video Games from the Inside Out: Industry Perspectives 1**
  - Gemma Fantacci (Italy)

**Gaming Eastern Europe: A Regional Perspective on Game Development**
- Culture and Criticism: Towards Interpreting Video Games 1
  - Moderator: Biljana Mitrović
- Beyond Narratology, towards Interpretation: What can Humanities Teach us about Understanding Video Games?
  - Stefan Alidini (Serbia)

**The Position of a Producer in the Video Game Industry: Between Hard and Soft Skills**
- Researching Folklore and Popular Culture in the Age of Video Games: The Case of Final Fantasy VII
  - Zlatko Bukač & Mario Katić (Croatia)

**Uses for Video Games – Virtual Realities, Education, Therapy, Gamification 1**
- Criticism of a Critical Game–Golf Club: Wasteland
  - Tatjana Ristić (Serbia)
- Uses for Video Games: Virtual Realities, Education, Therapy, Gamification 1
  - Moderator: Jasmina Arsenjević
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<th>Uses for Video Games – Virtual Realities, Education, Therapy, Gamification 1</th>
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<td>Moderator: Mladen Čudanov</td>
<td>Moderator: Biljana Mitrović</td>
<td>Moderator: Jasmina Arsenijević</td>
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<td>Video Games and Adaptation: An Introduction</td>
<td>Now the World is Old: Cultural and Historical Entropy in Fantasy Video Game Settings</td>
<td>Revisiting the Frontier: Teaching the American West with Red Dead Redemption II</td>
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<td>Darjan Kubik (Serbia)</td>
<td>Miloš Jocić (Serbia)</td>
<td>Lindsey B Maxwell (USA)</td>
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<td>Understanding Individuals’ In-Game Purchase Motivation: First Steps of Initial Analysis for In-Game Purchase Scale</td>
<td>The Early Game Review as a System of Media Critique Robin Bootes (UK)</td>
<td>In the Eye of the Beholder: An Eye Tracking Examination of the Visual-Procedural Linkage Miloš Jocić (Serbia)</td>
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<td>Mustafa Can Gursesli (Italy)</td>
<td>Never Alone: When it Comes to the Fight for Cultural Heritage</td>
<td>Gamification in Art: The Malevolent Droplets – Implementation of Elements of Video Games in Works of Art Using the Method of Augmented Reality Miljan Stevanović (Serbia)</td>
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<td>Development of a Gaming Business Model through Multi-Industry Ecosystems: Links with Sport, Fashion and Other Industries</td>
<td>Ana Gavrilović (Serbia)</td>
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<td>Mladen Čudanov (Serbia)</td>
<td>Playing with Ludonarrative Transpositions in Indie Games Biljana Mitrović &amp; Marija Tavčar (Serbia)</td>
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**Round Table 1**
Perspectives and Challenges of Video Game Education in Serbia

(Language: Serbian/ By invitation only)

**Round Table 2**
Perspectives and Challenges of Video Game Education in Serbia

(Language: Serbian/ By invitation only)

**Lunch break** (participants only) 14:00

**Session 2 / Round Table 2** 15:00

**Refreshments** 16:30
SCHEDULE | SATURDAY 10th December

*The link to follow online sessions will be provided on the SVI conference website: sviconference.org

◆ Online sessions

15:00 - 18:00 CET

◆ Understanding Games through Structuring Diverse Approaches

Moderator: Stefan Alidini

- The Role of Sensation Fidelity in the Gaming Experience during the Academic Study of Video Game Heritage
  Nicolas Esposito (France)

- What about the “Video” of “Video Games”? — The Visual Aesthetic of Digital Games
  Gabriele Aroni (UK)

- Less Power to the Player? — The Problem of Agency and Perspective in Historical Video Games
  Oded Feuerstein (Israel)

- Time through the Eyes of Individuals: Narrative Innovations in Video Games and the Material Representation of the Past
  Aurore Noury (France)

  Rastko Buljančević (Montenegro)

- How to Repair a World in Ruin: Death Stranding and the Art of the Anthropocene
  Amber Morrison Fox (Canada)

- Is Marriage the Grave/Purpose of Life? Catherine: Full Body Autoethnography
  Junqi Fu & Yuchen Shen (USA/China)

- Transient Titans: A Literary Approach to Shadow of the Colossus (2018)
  Nicholas Cabezas (USA)

◆ Online sessions

18:15 - 21:15 CET

◆ Academic Pursuits: Interplays between Games and Research

Moderator: Dunja Dušanić

- Level-Up and No Game Over: The Dialogic Relationship between Academia and the Video Game Sector through a CICERONE Project
  Olga Kolokytha (Austria)

- Playseriously: A Case Study on an Interplay within Academia, Art and Video Game Industry
  Alessandra Micalizzi (Italy)

- The Desperate Fight in China: An Introduction to the Dilemmas of the Chinese Gaming Industry and the Considerable Influence of the Chinese Government
  Lifeng Huang (China)

- Domain Change: Gaming Perceptions among Undergraduate Students in Thailand and China
  Lauren Rebecca Clark (Thailand)

- Spoiler Alert: An Empirical Case Study of Diversity and Representation in Mobile Game Characters for Experiential Learning
  Siti Noraisyah Abd. Rahman (Malaysia)

- Interactive In-Game Advertising for Open-World Games — Based on User Preferences
  Upulanka Premasiri (Sri Lanka)

- Stages of Visual Creativity
  Gurkan Maruf Mihci (USA)

The conference conclusions will be published on the website: sviconference.org