



2nd INTERNATIONAL CONFERENCE OF VIDEO GAME STUDIES

VIDEO GAMES AS
A CHALLENGE TO ACADEMIA

50 YEARS OF THE GAMING INDUSTRY



SCHEDULE | FRIDAY 9th December

◆ **Registration** 09:30

◆ **Welcome speech** 10:00

Siniša Bokan
Dean of Academy of Arts

Manojlo Maravić
SVI Conference General Chair

◆ **Keynote speaker** 10:30

Game Production Studies: Moving On

Olli Sotamaa

Professor of Game Culture Studies at the Tampere University / Center of Excellence in Game Culture Studies

◆ **Coffee break** 11:00

◆ **Plenary speaker** 11:30

Gamers for Science: How to Change the World in Small Steps

Attila Szantner

Co-founder of Massively Multiplayer Online Science / Adjunct Professor of Computer Science at McGill University

◆ **Plenary speaker** 12:00

Strategic Foresight and Pathfinder Companies: How to Anticipate and Adapt for the Future(s)?

Dražen Maravić

Founder of Centre for Futures Studies / United Nations Development Programme

◆ **Session 1/ Round Table 1** 12:30

**Video Games
from the Inside Out:
Industry Perspectives 1**

Moderator: **Mladen Čudanov**

Gaming Eastern Europe:
A Regional Perspective
on Game Development

Lars Kristensen (Sweden)

The Position of a
Producer in the Video
Game Industry: Between
Hard and Soft Skills

Dušica Dragin (Serbia)

Work Hard, Play Hard:
The Concept of Playbour in
Animal Crossing: New Horizons

Gemma Fantacci (Italy)

**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)

Researching Folklore and
Popular Culture in the Age
of Video Games: The Case
of Final Fantasy VII

Zlatko Bukač & Mario Katić (Croatia)

Criticism of a Critical
Game—Golf Club: Wasteland

Tatjana Ristić (Serbia)

**Uses for Video
Games – Virtual Realities,
Education, Therapy,
Gamification 1**

Moderator: **Jasmina Arsenijević**

Erasing the Boundaries
between Different Sectors:
An Application of Digital
Games in Education

Maja Bosanac (Serbia)

User Experience of
Aesthetic Knowledge
Production in Citizen
Science Gamification

Balca Arda (Turkey)

Do Video Games
Have a Place in
Psychotherapy?

Gorana Rakić-Bajić (Serbia)

Round Table 1

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

**Video Games
from the Inside Out:
Industry Perspectives 2**

Moderator: **Mladen Čudanov**

Video Games and
Adaptation:
An Introduction

Darjan Kubik (Serbia)

Understanding Individuals'
In-Game Purchase
Motivation: First Steps of
Initial Analysis for In-Game
Purchase Scale

Mustafa Can Gursesli (Italy)

Development of a Gaming
Business Model through
Multi-Industry Ecosystems:
Links with Sport, Fashion
and Other Industries

Mladen Čudanov (Serbia)

**Culture and Criticism:
Towards Interpreting
Video Games 2**

Moderator: **Biljana Mitrović**

Now the World is Old:
Cultural and Historical
Entropy in Fantasy
Video Game Settings

Miloš Jocić (Serbia)

The Early Game Review as
a System of Media Critique

Robin Bootes (UK)

Never Alone: When it Comes to
the Fight for Cultural Heritage

Ana Gavrilović (Serbia)

Playing with Ludonarrative
Transpositions in Indie Games

Biljana Mitrović & Marija Tavčar (Serbia)

**Uses for Video Games
– Virtual Realities, Education,
Therapy, Gamification 1**

Moderator: **Jasmina Arsenijević**

Revisiting the Frontier: Teaching
the American West with Red
Dead Redemption II

Lindsey B Maxwell (USA)

In the Eye of the Beholder:
An Eye Tracking Examination of
the Visual-Procedural Linkage

Mladen Popović (Serbia)

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)

Round Table 2

Perspectives and Challenges of Video Game Education in Serbia

(Language: Serbian/ By invitation only)

◆ **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)

Ideological Diversion and Propaganda in the Horror Game *Yuppie Psycho* (2019): Soundtrack, Immersion and Interpellation

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