

INTERNATIONAL CONFERENCE,
SEPTEMBER 11-12

HALLERSTRASSE 6,
ROOM 205
BERN, SWITZERLAND

HISTORICIZING
G.A.M.E.S. 2025

GAMING,
ARTIFACTS,
MEMORY,
EXPERIENCE,
AND SOCIETY

G.A.M.E.S. 2025

KEYNOTE:
PROF. DR. VINCENT BERRY

PLAY CULTURE AND SOCIAL
DISTINCTION:

"WHAT CAN WE LEARN FROM
A LONGITUDINAL STUDY
OF PLAY?"

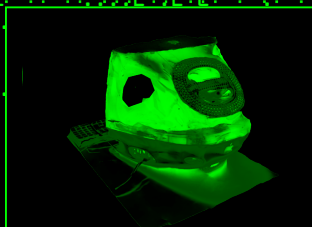
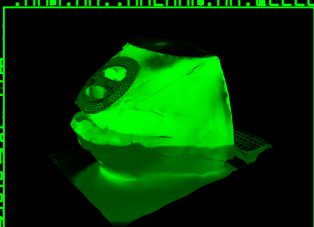


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BERN

Schweizerischer
Nationalfonds



DAY 1 - SEPT. 11

Program
G.A.M.E.S. 2025

University of Bern,
Confoederatio Ludens,
GameLab Lausanne

Time	Program	Location
8h30-9h20	Arrival	Room 203/205
9h20-9h30	Welcome note	205
9h30-10h30	Keynote – Vincent Berry – Play culture and social distinction: what can we learn from a longitudinal study of play?	205
10h40-12h00	Panel 1 – History of player practices in national contexts David Betzing – „Ich will Strom!“ The Case of the Gamers Gathering LAN Party as an Ambivalent Milestone of the German LAN Scene Ayşe Bayrakci Gulyu – From Soda Bottle Caps to Pokémon Go: The Evolution of Collecting and E-Commerce in Turkish Childhood Game Culture	205
12h00-13h30	Lunch	Restaurant Grosse Schanze
13h30-14h50	Panel 2 – History of player subcultures and communities Ron Heckler – Unicorns thought to be dead live longer: The history of fan culture and branding in eSports through the example of the League of Legends organisation Unicorns of Love Markus Spöhrer – Disability and Video Game History: How Gamer Subcultures Negotiated Access to Digital Gaming	205
15h10-16h30	Panel 3 – Transmedia history of Player Cultures Aurelia Brandenburg – A Man's Affair? Gaming as a masculine domain in German gaming magazines 1980–2000 Hanna Hammerich-Niayesh Ebrahimi – Player engagement in early music games of the 1980s	205
16h30-16h35	Ending Note	205
19h00	Social Event: Apéro, Dinner and a Video Game Pop-Quiz	Erupt Bar

DAY 2 - SEPT. 12

Time	Program	Location
8h30-9h00	Arrival	Room 203/205
9h05-10h15	Panel 4 – History of the materiality of play Activity: TBD, see online Claudius Clüver – Games in Boxes	205
10h25-11h45	Panel 5 – History of players as Creators Javier Fernández Contreras – The Evolution of User-Generated Content in Video Gaming: The Case of Roblox Stefan Hölting – Coding Games/Gaming Codes. BASIC Programming for Homecomputers in the 1970s and 1980s	205
11h45-13h30	Lunch	Mensa GS
13h30-14h50	Panel 6 – History, Memory and Nostalgia in Play Tijana Rupčić – “I Don't Want to Set the World on Fire”: Cold War and Future Nostalgia in Post-Apocalyptic World of the Fallout Series Oliver Vettermann – Stay Forever: The Legal Obstacles of Preserving and Collecting Video Games	205
14h50-15h00	Concluding Note	205
15h30-17h00	Visit of the Museum of Communication	Museum of Communication

Location Adresses

Room 203/205
University of Bern
Hallerstrasse 6
3012 Bern

Restaurant Grosse Schanze
Parkterrasse 10
3012 Bern

Mensa GS
Gesellschaftsstrasse 2
3012 Bern

Erupt Bar
Parkterrasse 14
3012 Bern

Museum of Communication
Helvetiastrasse 16
3000 Bern

More Information and full program

