Day 0 - Wednesday 10 September 2025

When	What	Where
20h	Let's meet around a drink in town	TBD

Day 1 - Thursday 11 September 2025

When	What	Where
8h30-9h20	Arrival	University of Bern. Hallerstrasse 6. 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
10'	Break	203/205
10h40-12h00	**Panel 1 : History of player practices in national contexts**	205
30'	David Betzing, *„Ich will Strom!" The Case of the Gamers Gathering LAN Party as an Ambivalent Milestone of the German LAN Scene*	
10'	Discussion	
30'	Ayşe Bayrakci Gulyuz, *From Soda Bottle Caps to Pokémon Go: The Evolution of Collecting and E-Commerce in Turkish Childhood Game Culture*	
10'	Discussion	
12h00-13h30	Lunch	**Restaurant Grosse Schanze** Parkterrasse 10 3012 Bern
13h30-14h50	**Panel 2 - History of player subcultures and communities**	205
30'	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*	
10'	Discussion	
30'	Markus Spöhrer, *Disability and Video Game History: How Gamer Subcultures Negotiated Access to Digital Gaming*	
10'	Discussion	
20'	Long break	203/205
15h10-16h30	**Panel 3 - Transmedia history of Player Cultures**	205
30'	Aurelia Brandenburg, *A Man's Affair? Gaming as a masculine domain in German gaming magazines 1980-2000*	
10'	Discussion	
30'	Hanna Hammerich, *Niayesh Ebrahimi, Player engagement in early music games of the 1980s*	
10'	Discussion	
16h30-16h35	**Ending note**	205
17h00-19h00	Free time.	
19h00	**Social Event : Apero, dinner and a video game pop quiz**	**Erupt Bar** Parkterrasse 14 3012 Bern

Day 2 - Friday 12 September 2025

When	What	Where
8h30-9h00	Arrival	203/205
9h00-9h05	**Welcome note**	205
9h05-10h15	**Panel 4 - History of the materiality of play**	205
30'	Activity (TBD)	203/205
30'	Claudius Clüver, *Games in Boxes*	205
10'	Discussion	
10'	Break	203/205
10h25-11h45	**Panel 5 - History of players as Creators**	205
30'	Javier Fernández Contreras, *The Evolution of User-Generated Content in Video Gaming: The Case of Roblox*	
10'	Discussion	
30'	Stefan Höltgen, *Coding Games/Gaming Codes. BASIC Programming for Homecomputers in the 1970s and 1980s*	
10'	Discussion	
11h45-13h30	Lunch	**Mensa Gesellschaftsstrasse** Gesellschaftsstrasse 2
13h30-14h50	**Panel 6 - History, Memory and Nostalgia in Play**	205
30'	Tijana Rupcic, *"I Don't Want to Set the World on Fire": Cold War and Future Nostalgia in Post-Apocalyptic World of Fallout Series*	
10'	Discussion	
30'	Oliver Vettermann, *Stay Forever: The Legal Obstacles of Preserving and Collecting Video Games*	
10'	Discussion	
14h50-15h00	**Concluding note**	205
30'	Travel through Bern to Museum of communication	
15h30-17h00	**Visit of the Museum of communication**	**Museum of Communication** Helvetiastrasse 16, 3000 Bern 6