

**Central and Eastern
European Game Studies
Conference**

cegs

**Ludic Expressions
October 11–13, 2018
Prague**

Welcome to CEEGS 2018

CEEGS (Central and Eastern European Game Studies conference) is a gathering of game scholars organized annually by academics from the region of Central and Eastern Europe. This year marks its fifth instalment, and after four years, the conference is returning to the Czech Republic. The conference is hosted by the Film Faculty of Prague's Academy of Performing Arts (better known under the abbreviation FAMU), which will be opening the country's first Master's program in game design in 2019. Among FAMU's students and graduates are some of the finest filmmakers of the 20th century, including Miloš Forman, Agnieszka Holland, or Věra Chytilová. We hope that the faculty will play just as important role in the future of Czech and international game design and game studies. But right now, we want to make sure that you will have a great conference and a great time in Prague.

To have the most up-to-date information, please visit our website at ceegs.eu, our Facebook page (Central and Eastern European Game Studies) or our Twitter account (@ceegsconf). If you have any questions, please ask anyone on the organizing team, or our volunteers.

CEEGS Organizing Committee



Programme

Thursday 11/10

	Track 1 – U2	Track 2 – Projection room
	WAR/GAME: Ludic Expressions of Violent Conflict	Visions for Game Development Programs
09:00	Holger Pötzsch and Philip Hammond: Presentation of the WAR/GAME Network	Jakub Gemrot, Lukáš Kolek: Welcome Talk
09:15	Emil Lundedal Hammar: Producing & Playing within Mnemonic Hegemony: The Contrasting Production & Reception of Company of Heroes 1 & 2	Adam Flamma: Video Games at Polish University - Lecturer's Perspective
09:45	Piotr Sterczewski: Mnemonic Hegemony and Polish Tabletop Games on Violent Conflicts	Georg Hobmeier: Pressed Escape. Games about Migration
10:15	Jakub Šindelář: Various Deployments of WWI History and their Reception. Comparative Analysis of Valiant Hearts and Battlefield 1	Alexander Vetushinskiy: Physics and Lyrics. Soviet Legacy in Russian Game Development Education
10:45	Coffee Break	Coffee Break
11:00	Siobhan Thomas: Designing Around Conflict (or What the Developers Did instead When They Weren't Allowed to Talk about War)	Rares Cristian Filip Chirita: How to Enable and Foster Healthy Game Development Community? Lessons Learnt from Romania
11:30	Pieter Van den Heede, Kees Ribbens and Jeroen Jansz: "No one is Ever Ready for Something like This." A Critical Assessment of Ludonarrative Imaginations of the Holocaust in Digital Entertainment Games	Michal Mochocki: „GRANTED!“ Grant Writing in Game Dev Curricula
12:00	Stephanie de Smale: YouTube's Micro-Celebrities and Bosnia's Cultural War Memory	Jan Stasienko: Between the Needs of Industry, Academia and Students. Constructing Hybrid Curriculum in Game Design, Animation and VFX in University of Lower Silesia
12:30	Bartłomiej Schweiger: Diplomacy, Politics and War. Crusader Kings II as a Discourse about Nature of Conflict	Alexander Pfeiffer: Outputs & Insights from 13 Years of "Applied Game Studies" Danube
13:00	Lunch Break	Panel: Game Development Industry Horizons with Industry Experts
13:45		Closing Remarks
14:00		Coffee Break
14:15		Slavic Fantasy in Video Games
14:30	Filip Jankowski: New American Patriotism in Games: WWII-Themed Military Shooters in the Shadow of Post-9/11 Politics	Leonid Moyzhes: Welcome Talk
15:00	Chen Yingrong: Glorious Mission. When Chinese Government Makes a War Game	Tomasz Z. Majkowski: How not to Mention Russia. „Slavic Fantasy“ and Polish National Tradition in Games
		Leonid Moyzhes: Slavic=Apocalyptic? Non-imperialistic Representation of Slavic World in Konung II

15:30	Szymon Kukulak: Guns of Orient. The Orientalization of the Eastern Powers in Command & Conquer Series	Maciej Nawrocki: Milk and Magic. The World of Polanie Series as a Slavic Historical Fantasy
16:00	Coffee Break	Coffee Break
16:15	Panel Discussion	Marta Błaszowska: World Torn Apart. Fractures and Dualities in The Witcher and Eventide
16:45	Holger Pötzsch, Philip Hammond and Vít Šisler: Closing Remarks	Maksim Podvalniy: Cults of Stability vs. Cults of Change. Religious Map of The Witcher's World
17:15	Coffee Break	Péter Kristóf Makai: The Austro-Hungarian Melting Pot. The Mythopoetics of Borgovia in The Incredible Adventures of Van Helsing
17:45	Higher Education Video Game Alliance (HEVGA) Presentation and Discussion	Panel Discussion and Closing Remarks
18:15	Coffee Break	Coffee Break
18:30	KEYNOTE / Jan Kavan: Meaningful Interactivity	
20:00	Warm-Up Party / Joystick Arcade Bar	Warm-Up Party / Joystick Arcade Bar

Friday 12/10

	Track 1 – U1	Track 2 – U2
08:00	Registration starts	Registration starts
08:30	Morning Coffee	Morning Coffee
09:00	Official opening	Official opening
09:30	KEYNOTE / Jesper Juul: The Plague of Optimization. Art and the Problem of the rational Video Game Player	
10:30	Coffee Break	Coffee Break
11:00	Panel 1	Panel 2
	Holger Pötzsch, Emil Hammar, Sarphan Uzunoglu and Stephanie de Smale: Charting an Agenda. Towards a Critical Transnational Sociology of Games and Play	Paweł Schreiber: Distant Land. Gertrude Stein the Anti-narrative Landscapes of The Legend of Zelda: Breath of the Wild
11:30	Maria B. Garda and Niklas Nylund: From Warsaw to Helsinki. National Identity Politics in Finnish and Polish Educational Board Games in the Mid-19th Century	Gerald Farca and Victor Navarro-Remesal: Regenerative Play and the Experience of the Sublime in The Legend of Zelda: Breath of the Wild
12:00	Tero Kerttula: The Foundations of Let's Play - Video Games in Live Action Media 1975-2018	Daniel Vella: Monstrous Ruins in Digital Games
12:30	Mikhail Fiadotau: Incompatibility, Perishability, and Obscurity. Issues in Game Preservation beyond AAA	

13:00	Lunch Break	Lunch Break
	Panel 3	Panel 4
14:30	Victor Navarro-Remesal: Zen in the Art of Gaming	Margarita Kuleva: To Catch the Catcher. Socio-political Aspects of Playing Pokemon Go in Russia
15:00	Jan-Noël Thon: Indie Values? De/Constructing Indie Aesthetics	Katriina Heljakka: Playing Pokemon Go in the Public Sphere. Transgenerational Traces of Ludic Interferences
15:30	Michał Żmuda: Rereading, Replaying, Recentering – Possible Worlds in Digital Games	Haryo Pambuko Jiwandono: Casual Competitive. Shift of Competitive Gaming Peripheral toward Mobile Devices in Mobile Legends: Bang Bang Competitions in Indonesia
16:00	Gerald Farca: Night-Time Dreams and Wish-Fulfilment. The Struggle for Utopia in Dystopian Videogames	Michał Mochocki: A Core Curriculum for Education in Game Design
16:30	Coffee Break	Coffee Break
	Panel 5	Panel 6
17:00	Vít Šisler: Petri Net Modeling. Analyzing Rule-based Representations of Religion in Video Games	Alexander Lehner: Metaleptic Horror in Videogames. Blurring the Lines between Games and (Technological) Reality
17:30	Piotr Sterczewski: People Who Fight Against Terror. Hegemonic Analysis of Syrian Warfare	Arno Görgen and Eugen Pfister: Bios and Horror. Dissolutions and Mutations of Life as Medicalization of Bio-Horror-Games
18:00	Paweł Frelík: "This isn't even a game, like wtf?" Walking Simulators and Cultural Genealogy, Embeddedness, and Novelty	Mateusz Felczak: Hunting (in) Games and the Mechanics of Predation
18:30	Hans-Joachim Backe: "What the f*ck, game?" "Get Gud" Design Practices as Markers of Metareferentiality	Jaroslav Švelch: Spawn, Fight, Die, and Turn to Loot. A Reflection on Life Cycles of Video Game Monsters
19:30	Welcome Party – Café Kampus	Welcome Party – Café Kampus

Saturday 13/10

	Track 1 – U1	Track 2 – U2
09:00	Morning Coffee	Morning Coffee
09:30	KEYNOTE / Clara Fernández-Vara: Playful Narratives: Detective Stories and Games	
10:30	Coffee Break	Coffee Break
	Panel 7	Panel 8
11:00	Katriina Heljakka and Anna Sivula: Toys and the Games Played with Them. Analyzing Gamified Practices of Toy Play	Constantinos Miltiadis: Beyond the Implied Player. Transgression and Contingency in Digital Games

11:30	Ágnes Karolina Bakk: Hunting Guilt, Shame and Embarrassment. How Immersive Theatre Uses Video Game Mechanics in order to Create Social Emotions	Federico Alvarez Igarzabal: Play, Alief, and Belief
12:00	Tanja Välisalo and Raine Koskimaa: Accessing Transmedia Universes through Games and Game Characters	Johan Kalmanlehto: Digital Gameplay as a Relation between Physis and Techne
12:30	Jaroslav Švelch and Jan Švelch: Who Creates Monsters. The Work of Enemy Design in Video Games	Justyna Janik: The Warp and the Weft. Understanding Gameplay as Texture
13:00	Lunch Break	Lunch Break
	Panel 9	Panel 10
14:30	Mateusz Kominiarczyk: A Broader Look at Videogame Tutorials	Filip Jankowski: The Case of the Early Feminist Games
15:00	Dominic Arsenaault and Maude Bonenfant: Ludic Expression, beyond Procedural Rhetorics. Introducing Processual Rhetorics and Ludic Freedom to Understand the Ethics of Play in Watch Dogs	Arendse Løvind Andersen: Playersexuality. The Illusiveness of Queer Romances in "Inclusive" Roleplaying Games
15:30	Agata Waszkiewicz: Beyond the Fourth Wall. Analysing Nier: Automata and Glitched	Tereza Krobová: Playing Emotions. Cross-gender Identification in TPS
16:00	Hans-Joachim Backe and Jan-Noël Thon: Breaking the Mould. Authorship, Non/Fictionality, and Metareferentiality in The Stanley Parable and The Beginner's Guide	Maksim Podvalniy: Assigning Values to Variables of "Sex" and "Gender" in Single-player RPGs
16:30	Coffee Break	Coffee Break
	Panel 11	Panel 12
17:00	Jan Švelch: Documentation, Promotion, or Art? A Holistic Approach to Video Game Screenshots	Tanja Välisalo and Maria Ruotsalainen: Becoming a Fan. The Relationship between Game Fandom and Esports Fandom
17:30	Aleksandra Mochocka: Larp as a Paratextual Multimodal System. Photo and Video Documentation in the 2017 Polish Larp Survey	Martin Sillaots and Mikhail Fiadotau: SCAMPER vs. PlayGen. How Effective Are Ideation Techniques in Games Education?
18:00	Coffee Break	Coffee Break
18:30	CEEGS Round Table and Final Remarks	
19:30	Afterparty – Klub FAMU	Afterparty – Klub FAMU



Keynote Speakers



Clara Fernández-Vara

is an Associate Arts Professor at the NYU Game Center. She is a game scholar, designer and writer. Her main research interest is the study and creation of narrative games, and how they create worlds in which the player can perform. Clara's digital media work is grounded in the humanities, informed by her background in literature, film and theatre. Her first book, *Introduction to Game Analysis*, has been published by Routledge. Clara has presented her work at various international academic and industry conferences, such as DiGRA (Digital Games Research Association), FROG (Future and Reality of Games), the Electronic Literature Organization conference, Foundations of Digital Games, and the Game Developer's Conference (GDC). She has worked on several experimental narrative games as part of her re-search, as well as commercial games. She is currently developing the first-person thriller game, *The Myth Machine*.

Playful Narratives:

Detective Stories and Games

Stories can help situate the actions of games as part of a story and can be a motivation to engage players, although the relationship between narrative and gameplay is still contentious. By examining a specific type of narrative games

in depth, namely detective and mystery games, we can explore the complexity of the relationship between games and narrative. Detective fiction is a narrative genre that is already playful by teasing the reader to figure out the solution to the mystery before they get to the end. By exploring the narrative nature of this genre, its relationship with detective fiction, and how genre expectations and conventions shape gameplay, we can gain a better understanding of the integration between gameplay and stories.



Jesper Juul

has been working in video game research since the late 1990s. He is an Associate Professor at the Royal Danish Academy of Fine Arts – School of Design and a Visiting Associate Professor at MIT. Prior to this, he helped start some of the world's leading master programs in game design at IT University of Copenhagen and New York University Game Center. He has published three books with MIT Press: *Half-Real* (2005), *A Casual Revolution* (2009) and *The Art of Failure* (2013). He is also a co-editor of the *Playful Thinking Series* (also on MIT Press). He has worked as a game developer and programmer and is currently working on a book on independent

video games. He maintains the blog The Ludologist (at jesperjuul.net) on video games and other important things.

The Plague of Optimization:

Art and the Problem

of the Rational Video Game Player

Whenever a game asks us to improve our skills and optimize our strategies, it can seem that we are necessarily forced to focus on just that, personal optimization, and are blocked from any poetic, aesthetic, or communal experience. According to many writers, such rational instrumentality makes us live inauthentic lives, deprives us of communities, traditions, norms, and disenchants the world. I will argue that many newer games, notably walking simulators, respond to this by refusing to challenge players. This requires us to ask a fundamental question: Are video games interesting because they align, or don't align, with traditional ideas of art and aesthetics?



Jan Kavan

is a composer, cellist and game developer. He achieved master's degree and later on doctoral degree at Janáček's Academy of Performing Arts

in Brno where he currently teaches composition, multimedia composition and interactive and electroacoustic music. Jan joined game industry in 2002 and worked in various roles on more than 15 published independent games.

In 2006 he started with Lukáš Medek his own studio CBE software, creating among other titles a critically acclaimed game J.U.L.I.A: Among the Stars. Right now CBE software creates a psychological horror Someday You'll Return.

In CBE software, Jan is responsible for crafting stories, game design, programming and adaptive sound and music design.

Meaningful interactivity

My talk is aimed at game design and interactivity seen through semantic lens. I will demonstrate how I personally see connection between various forms of meanings and the game design both as an immersive and interactive experience. I will also show how this kind of meaning-driven game design influences creation of Someday You'll Return.



Social Program

Every day after the lectures there is a party exclusively for registered participants at the restaurants nearby:

11/10

Warm-up Party

19:30, Joystick Bar

Jindřišská 5, Praha 1, www.joystickbar.cz

Informal party for participants at underground industrial bar with arcades and pinball machines. The first 100 beers for free!

12/10

Welcome Party

19:30, Café Kampus

Náprstkova 10, Praha 1, cafekampus.cz

Welcome party with buffet dinner.

13/10

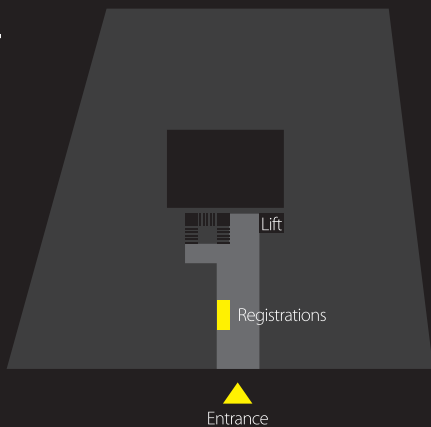
After Party

19:30, Klub FAMU

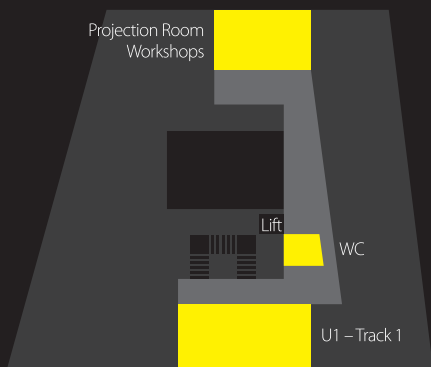
Smetanovo nábřeží 2, Praha 1

After party at the restaurant located right in the building of FAMU, in the basement. There will be a free drink for everyone.

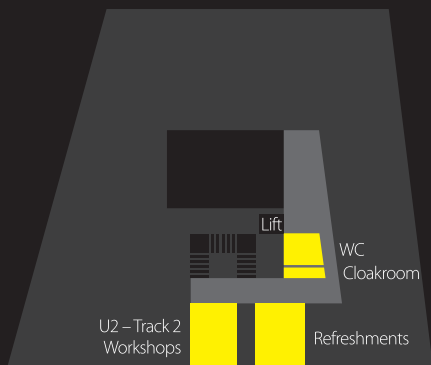
Ground floor FAMU



1st floor FAMU



2nd floor FAMU



This conference is organized by FAMU (Film and Television Faculty of Academy of Performing Arts) in cooperation with CEEGS steering and programme committee. Partners, that co-organized the workshops, are Faculty of Mathematics and Physics of Charles University and Faculty of Arts of Charles University.

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