



Canadian Games Studies Association
 2011 Conference
 May 30 – 31, 2011
 UNB, George Martin Hall 304

	Date: May 30, 2011 Room: George Martin Hall 304
9:00 – 9:45	Plenema: Getting Things Moving in the Morning Jon Saklofske: <i>Digitizing Disneyland: Applying Imagineering Aesthetics to Virtual World Design</i>
9:55 - 10:40	Noobs Pwn PvP? Stephanie Fisher & Jennifer Jenson: <i>Proving Grounds?: PvP as Child's Play in a Massively Multiplayer Online Game</i> Megan Humphrey: <i>Who's the Boss? Normative Definitions of Expertise 'in Play'</i>
10:50 – 12:10	<i>Panel: Virtual Environment Real User Study (VERUS)</i>
LUNCH	
1:00 – 1:45	All About Avatars Emily Bembeneck: <i>On the Border of Self: Achievements and Narrative Identity</i> Kelly Boudreau: <i>The Emergence of Hybrid-Identity in Videogame Play</i>
1:55 – 2:40	Border Games Dominic Arsenault: <i>"Don't Think, but Look!": Game Studies and Genre (Non-)Theory</i> Tamara Peyton & Daniel Joseph: <i>Critical Political Economy at Play in the Canadian Perspective</i>
2:50 – 3:35	Mod(el) Teachers Qing Li: <i>Teachers as Digital Game Designers in Participatory Culture</i> Jerremie Clyde & Glenn Wilkinson: <i>Narrative Pleasures: Providing the Building Blocks of Explanatory Narrative in Digital Gamic Environments</i>
3:45 – 4:30	Can You Feel It? Jonathan Belman: <i>Designing Games to Foster Empathy</i> Natasha Boskic: <i>Critical Literacy and Moral Self</i>
4:45 – 5:45	CGSA Annual General Meeting <i>All are welcome!</i>

Date: May 31, 2011 Room: George Martin Hall 304	
9:00 – 9:45	<p>Games as Text/Ed</p> <p>Jennifer Brayton: <i>A Troll Death Knight, a Gelert and an American Rifleman Walk into a Classroom: Using Video Games in Educational Spaces for Engaging Undergraduate Students with Critical Discourse Analysis</i></p> <p>Jaigris Hodson: <i>When I'm Sixty-Four: Beatles Rock Band and the Commoditization of Nostalgia</i></p>
9:55 – 10:25	<p>Research Ethics in Play: Presentation on the revised <i>Tri-Council Policy Statement: Ethical Conduct for Research Involving Humans</i> (TCPS2) by members of the Secretariat of Research Ethics</p>
10:35 – 11:45	<p>Gamification & its Discontents</p> <p>Emma Westecott: <i>The Wraparound Gamer</i></p> <p>Daniel Joseph: <i>Playing the Sublime: Examining the Myths of Minecraft and Gamification</i></p> <p>Dimitrios Pavlounis: <i>From Sackboy to Scribblenaut: Rethinking Console Videogame Cocreation</i></p>
LUNCH	
12:30–2:00	<p>Kelly Bergstrom, Florence Chee, Lauren Cruikshank, Alison Harvey <i>Panel: Gendering Video Games: Online and Offline, Locally and Globally</i></p>
2:10 – 3:20	<p>Games Through Other Frames</p> <p>Lee Knuttila: <i>Flip on the Projector and Level Up</i></p> <p>Louis-Martin Guay: <i>Theatre of the Unexpected: When the Spectator Becomes Actor</i></p> <p>Alex Hayter: <i>From Letters to Ludology: Newsgames, News Publics and Interactive Readers</i></p>
3:30 – 4:15	<p>It Gets Harder Every Time...</p> <p>Felan Parker: <i>In the Domain of Optional Rules: Foucault's Aesthetic Self-Fashioning and Expansive Gameplay</i></p> <p>Simon Dor: <i>The Heuristic Circle of Real-Time Strategy</i></p>
4:25 - 5:10	<p>Consequential Affordances</p> <p>William Robinson & Leif Penzendorfer: <i>Dude, where's my Bar?: The Ludic and Aesthetic Consequences of Video Game Interfaces</i></p> <p>Kelly Bergstrom: <i>Beyond "One Size Fits All": Recognizing Difference in MMOG Affordances and Player Demographics</i></p>

For any questions or to request changes around scheduling, authors, and titles, please email conference co-chairs [Suzanne de Castell](mailto:decaste@sfu.ca) (decaste@sfu.ca) or [Nick Taylor](mailto:nicktaylor@gmail.com) (nicktaylor@gmail.com).