



2017 Conference Schedule

hosted by University of Alberta, Edmonton

Principal Investigator: Jennifer Jenson

Varscona Hotel on Whyte

October 11-12 with Workshops October 13

RMC Meeting October 14



Wednesday, October 11

8:30- 9:00am	Registration	Rutherford
9:00 - 9:15am	OPENING: Jennifer Jenson, Principal Investigator	Rutherford
The Feminists at Work Session		
9:15 – 10:30am (10-min Presentation/15-min discussion)	Jennifer R. Whitson, Felan Parker & Bart Simon, <i>The Cultural Economy of Indie: Missing masses, sustainability, and relational labour</i> Suzanne de Castell & Karen Skardzius, <i>Speaking in Public: What Women Say About Working in the Video Game Industry</i> Alison Harvey, <i>Priming the Talent Pump: The Cultural Politics of Games Higher Education in the UK</i>	Rutherford
10:30-10:45am	Coffee Break	Rutherford
The Sound and Vision Session		
10:45am-12:30pm (10-min Presentation/15-min discussion)	Emily Flynn Jones, <i>E3: Excruciating, Exhausting and Endless Promotional Patterns in the Videogame Industry</i> Milena Droumeva, Kaeleigh Evans & Renita Bangert, <i>The Battle Cry Study: Hearing Her Limits</i> TL Taylor, <i>Re-figuring esports</i> Helen Kennedy & Sarah Atkinson, <i>Beyond the frame: diversifying the potential of Virtual Reality</i>	Rutherford

12:30-1:30pm	Lunch Break	Thomas Bennett
The Feminist Variety Session		
1:30-3:10pm (10-min Presentation/15-min discussion)	<p>Aaron Trammell and Nikki Crenshaw, <i>The Damsel and The Courtesan: A Prehistory of Misogyny in Game Algorithms</i></p> <p>Virginia Crisp, "Meet the New Danish Video Game Stars": <i>Growth and Diversity in the Danish Games Industry</i></p> <p>Astrid Ensslin & Tejasvi Goorimoorthee, <i>Speech Accents as Language Ideologies in Video Games</i></p> <p>Chris Paul, <i>Performing Masculinity: Free-to-Play and Game Culture</i></p>	Rutherford
3:10 – 3:25pm	Coffee Break	Rutherford
The Back to School Session		
3:25-4:10pm (10-min Presentation/15-min Discussion)	<p>Nicholas Taylor, <i>Mediated by Masculinity: On Studying Gamerbros while Male</i></p> <p>Sean Gouglas and Jocelyn Beyer, Anna Borynec, Andrea Budac, Alicia Cappello, Yang Chen, Kenzie Gordon, Sean Gouglas, Zoe Kane, Jane Kuznetsova, Maren Wilson, Jaclynn Wong and Sheng Zang, <i>A Survey of Canadian and American Post-Secondary Education in Video Games</i></p>	Rutherford
4:10 – 4:30pm	Bio Break and Set-up for Keynote	
4:30 – 5:30pm	KEYNOTE Sarah Sharma: <i>Battle of the sExits</i>	Rutherford
5:30-6:30pm	The Drink Think Tank: Varscona's Wine & Cheese Tasting	& 27
6:30-10:00pm	GAME NIGHT Hosted by U of A	Thomas Bennett



Thursday, October 12

8:30 - 9:10am	Registration	Rutherford
The Effing Blinding Session		
9:10 – 10:25am (10-min Presentation/15-min Discussion)	<p>Adrienne Shaw, Evan Lauteria, Christopher Persaud & Alayna Cole, <i>Analyzing trends in LGBTQ digital game representation (1985-2005)</i></p> <p>Shira Chess & Christopher Paul, <i>We're Studying the Wrong Fucking Games: Non-Core and the Politics of What Matters</i></p> <p>Emma Westecott, Katherine Micak & Fusun Uzun, <i>Connections: An intergenerational feminist game art timeline</i></p>	Rutherford
10:25-10:35am	QUICK Coffee Break	
10:35–11:00am	Holly Arnason, Edmonton Public Library: <i>Video Games at Edmonton Public Library: Approaches to Digital Literacy and Community Building</i>	Rutherford
11:00-11:10	QUICK Coffee Break	
11:10am-12:30pm	INDUSTRY PANEL DISCUSSION: <i>Why I Love Working in the Games Industry</i> , with games industry professionals from East Side Games and Bioware	Rutherford
12:30-1:30pm	Lunch Break	Thomas Bennett
The Super WIP Session		
1:30-2:10pm (5-min Presentations)	<ol style="list-style-type: none"> 1. Ida Toft & Ceyda Yolgörmez, <i>The Cross-Species Game Design: Challenge of Designing Games For Plant-Like Organisms</i> 2. Sarah Stang, <i>Sexy Succubi and Abject Mothers: The Monstrous-Feminine in Video Games</i> 	Rutherford

	<ol style="list-style-type: none"> 3. Kenzie Gordon, <i>Analysing Domestic Violence in Games</i> 4. Alla Miroshnichenko, <i>Modes of Game Design: Interactive Affordances: Is interaction a mode?</i> 5. Sarah Evans, <i>Power failure: The promise and perils of informal game design in an institutional setting</i> 6. Alexandra Orlando, <i>Year Two as a Female Academic Streamer</i> 7. Karen Skardzius, <i>I Steam, You Stream, We all Stream: Gender, Labour and the Politics of Online Streaming</i> 8. Meghan Blythe Adams 9. Kaelan Meyerscough Doyle, <i>I'm taking care of you: reading for queer intimacy in Overwatch</i> 	
2:10-3:20pm	Coven Meeting - Mentoring Roundtable <i>(students work with 2-3 faculty on current research papers)</i>	Rutherford & Thomas B.
3:20-3:30pm	Very Quick Bio Break/Coffee refill	
3:30-5:00pm	Suzanne de Castell and Sarah Evans, <i>Building ReFIG's Community Programming Kit: A Workshop</i>	Rutherford
5:00-5:30pm	Jen Jenson's Tips for Proposals (<i>How and What ReFiG will fund for the next round</i>) & Community Meeting with Closing Remarks	Rutherford
5:30-6:30pm	Drink Think Tank: Varscona's Wine & Cheese Tasting	&27
6:30pm-onward	SHOWCASE EVENT: UofA Video Game Art & Design Club Students in the University of Alberta's Video Game Art and Design Club will showcase their work, with opportunities to play and discuss student-made games. <i>Dinner will be provided.</i>	UofA Computing Science Centre (CSC) 3-33



Friday, October 13 – Workshops at University of Alberta

9:30-11:30am	ReFiG Workshop RMC: Report work	Arts 112 Arts
11:30am-12:30pm	Lunch	Catered on campus
12:30-2:30pm	Emma Westecott: Feminist Nano Games	Arts 112
1:00-3:00pm	RMC Meeting	Arts 148
6:30-onward	RMC Dinner	TBD



Saturday, October 14 – 9:00-11:00 am Research Management Committee Meeting – Location TBD

Agenda

- **Conference Wrap-Up**
- **Planning Ahead**
- **Mid-Term Report**

In attendance:

- **Jennifer Jenson**
- **Suzanne de Castell**
- **Jennifer Whitson**
- **Sean Gouglas**
- **TL Taylor**
- **Nicholas Taylor**
- **Alison Harvey**
- **Emily Flynn Jones**
- **Colleen Thumlert**