

UNCG Game Studies Conference Schedule

Give and Take: Transactional Experiences in Gaming

Friday, March 20

5:00-7:00 — Early Badge Pickup and Meet & Greet in Esports Arena, Moran Commons

7:00-9:00 — Gaming and Socializing at Boxcar Bar + Arcade, 120 W. Lewis St, Greensboro

Saturday, March 21

Time	Venue Esports Arena, Moran Commons	Petty Building Room 213
8:30-9:00 am	Arena: Welcome and light breakfast	
9:00-10:00 am	Arena: Keynote Address — Cole Wehrle	
10:10-11:10 am	Controllers and Card Games in the Classroom: Making Learning Fun Juliet Darden, Michael Renne, Eric Sorenson	Moral Identity and Agency Matthew Douglas, Greyson Rupert
11:20 am -12:05 pm	The Doodad Economy: Creating Analog Uls Ian Williams	What Becomes Playable? Gender and Agency in <i>Labyrinth: The Computer Game</i> Nora Kilcup
12:10-1:10 pm	Lunch/Gameplay Time	
1:15-2:00 pm	“Fire and Ruin:” How Analog Gameplay in TTRPGs Captivates Audiences Cristina Fernandez (Remote)	At This Time Joyce Rudinsky
2:10-2:55 pm	Postcolonial Game Talks Rio Flores, Marina Fontolan	Race, Ability, and Gender in Game Development Considerations Mia Smith, Lukas Tucker
3:05-3:50 pm	Transacting the Future: Financial Speculation and Railway Time in 18XX Games Steven Gotzler	The HBCU Esports Model as Pedagogy: Co-Creating Educational and Competitive Value Kevin Wilson, Myron Jones
4:00-4:15	Announcements and Post-conference Information	
4:15-5:15 pm	Playing the Part: The Pedagogy of Networked Close Play and the Player-Observer Model DA Hall, Toni DiNardo, Mitch Losito	
5:15-5:30 pm	Wrap-Up	
5:30-9 pm	Dinner and socializing at Oden Brewing, 802 W. Gate City Blvd., Greensboro	