## DAY 1: THURS Oct 25 in the COACH HOUSE at Green College

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| 8:15-9:00 | **CONTINENTAL BREAKFAST & REGISTRATION** |
| 9:00-9:30 | **WELCOME & INTRODUCTION** <br> Jennifer Jenson, Principal Investigator, York University |
| 9:30-10:50 <br><br> *4 papers – 10 mins each with 40 mins discuss* | **REPORTING PANEL** <br> *Women Working in Games; Mobilizing Knowledge, Engaging Communities,* Suzanne de Castell, UOIT & Karen Skardzius, York University <br><br> *Counting, Categorizing, and Representing: Gender Diversity Initiatives in Canadian Game Industry Funding,* Matthew Perks & Jennifer Whitson, University of Waterloo <br><br> *Starting Up IN SITU: Studying DIB at Ubisoft Toronto,* Emma Westecott & Suzanne Stein, OCADU <br><br> *From Forthright Feminist Manifesto to Glossy Vision Statement: Negotiating the Professionals, Publics, PR & Press for Effective Knowledge Mobilization and Real Impact,* Helen Kennedy, Brighton and Sarah Atkinson, Kings College |
| 10:50-11:05 | **BREAK/STRETCH – Billiards Hall** |
| 11:05 am - 12:25 pm <br><br> *4 papers – 10 mins each with 40 mins discuss* | **BACK TO SKOOL: EDUCATIONAL APPROACHES TO DESIGNING & STUDYING DIGITAL GAMES** <br> *Formal Education Update: So Much Data, So Little Time,* Kenzie Gordon, Sean Gouglas, Anna Borynec, Yang Chen, Evgeniya Kuznetsova, Antony Owino, Luisa Salvador Dias & Cate Peter, University of Alberta <br><br> *Maybe 3 More Menu Bars Will Solve the Problem: Methodologica Challenges in Data Collection from Post-Secondary Websites,* Kenzie Gordon, Sean Gouglas, Anna Borynec, Yang Chen, Evgeniya Kuznetsova, Antony Owino, Luisa Salvador Dias & Cate Peter, University of Alberta <br><br> *Spatial Reasoning: Technology and Gender in Informal Education Spaces,* Aphra Kerr & Joshua Savage, Maynooth University <br><br> *Crafting Feminist Care in Game Design: Beginnings, Endings, and the In-between,* Sarah Evans, North Carolina State University |

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| 12:25-1:25 | **LUNCH – Great Hall** | |
| 1:25 – 2:25<br><br>*3 papers – 10 mins each with 30 mins discuss* | **GIBSON ROOM** | **COACH HOUSE** |
| | **SYNCHRONIZED SWIMMING: STREAMING ONLINE** | **REPRESENTING, DOING & BEING: DIFFERENCE/S** |
| | *What Can Affordances Tell Us About Live-Streaming on Twitch?* Karen Skardzius, York University | *Flipping the Narrative: Examining Games as Constructivist Sites for Sexual Violence Prevention*, Kenzie Gordon, University of Alberta |
| | *The Strategy of Postfeminist Play: Gender and Failure in Esports*, Amanda Cullen, University of California Irvine | *Playing Dead: Queerness, Photography and Video Games*, Tommy Ting, OCADU |
| | *Upload Complete: Long Term Impacts of Jams, Workshops and Incubators*, Sarah Christina Ganzon & Mia Consalvo, Concordia University | *Non-player Character Speech Accents as Sites of Sociophonetic Othering*, Astrid Ensslin, Tejasvi Goorimoorthee, and Shelby Carleton, University of Alberta |
| 2:25-2:40 | **COFFEE BREAK – Billiards Hall** | |
| 2:40- 3:20<br><br>*2 papers - 10 mins each with 20 mins discussion* | **DESIGNING FOR DIVERSITY** | **DIVERSITY BY DESIGN** |
| | *Gaming Circles: A Proposal for Participatory Action Research in Video Games*, Shira Chess, University of Georgia, Atlanta | *App Store Diversity: Industry Taxonomies in the iOS App Store*, Daniel Joseph, David Nieborg, Christopher Young, University of Toronto |
| | *Investigating and Implementing Sustainable Support Structures for Marginalized Game Creators: Lessons Learned from a Pilot Scheme at NYU Game Center*, Mitu Khandaker & Naomi Clark, New York University | *Towards the Erasure of Erasure: A Student-Minded, Open-Source, Diversity Archive for Game Studies*, Joshua Jackson, North Carolina State University |
| 3:20-3:45 | **WRAP-UP – Coach House** | |
| 5:00-9:00 | OPTIONAL FUN: Museum of Anthropology UBC<br>(Thursday evening discount rate from 5-9pm) | |
| 7:00-10:00 | Endless options in Vancouver!<br>GAME NIGHT on campus …location TBD<br>ENGLISH BAY: Cocktails at the Hotel Sylvia and walk on the beach<br>Stop by the registration table if you need a recommendation! | |

| 8:15-9:00 | **CONTINENTAL BREAKFAST** |
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**9:00-10:00**

**Tara Robertson, Mozilla – Key Note**

Tara Robertson (@tararobertson) is an intersectional feminist who uses data and research to advocate for equality and inclusion. Currently working as the Diversity & Inclusion Strategic Partner for Mozilla, she has more than 10 years experience making open source and tech communities more diverse and welcoming.

Tara's core values are social justice, collaboration and all things open–open source, open access and open education. Her curiosity and delight in connecting people come together in person and online, where she can often be found asking good questions.

As a librarian with five years leading accessibility work in higher education, she brings practical expertise of how of universal design can be used to include people with disabilities and enhance access for everyone. Tara has a Master of Library and Information Studies from the University of British Columbia.

| 10:00-10:15 | **COFFEE BREAK – Billiards Hall** |
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**10:15-12:15PM**

### GIBSON ROOM

*A Workshop for Inclusive Games Higher Education: Recruitment, Curricula, and Pedagogy*

Sean Gouglas, Alison Harvey, Marie-Claire Isaaman

ReFIG members will contribute materials and ideas aimed at making games higher education more inclusive. Drawing on materials submitted in advance of the session as well as group discussions, we will collate examples aimed at decolonizing and diversifying game design and game studies reading lists and activities as well as policies and guidelines for recruitment, retention, and development of marginalized cohorts in these programmes.

**10:15 – 11:35**

### COACH HOUSE

**ZOMBIES & ROMANCE**

*I'm Not Gay for Leliana: Representing Sexuality and Attraction in Games Beyond Romance*, Evgeniya Kuznetsova, University of Alberta

*Queer Gamer Affect and Worldmaking in the Social Space of GaymerX*, Spencer Ruelos, University California Irvine

*A "Nerd" and a "Casual" Play Telltale's The Walking Dead (2012): The Co-Opting of a Transformative Game Into an Acritical Framework*, Kristina Bell, North Carolina State University

*The Fujoshi Trophy, Badass Female Heroines and Ridiculously Hot Men: Otome Games and Postfeminist Sensibilities*, Sarah Christina Ganzon, Concordia University

| 12:15-1:15 | **LUNCH – Great Hall** |
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| | *Working lunch for people going to the **Diversity Toolkit Creative Collaboratory*** |

| 12:30-4:30 | GIBSON ROOM | 1:15 – 2:15 | COACH HOUSE |
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**12:30-4:30 — GIBSON ROOM**

### Diversity Toolkit Creative Collaboratory

Helen Kennedy & Sarah Atkinson (Working Lunch)

**Aims:** To develop the framework and some early guidelines for a context-responsive diversity toolkit to support transformation in equity and inclusion within games organisations – from small scale indie to large technology/platform providers (eg. Facebook etc.).

**Content:** Through this session we will rigorously interrogate our understanding of the diversity challenges faced by these organisations in recruitment, development, retention and leadership.

We will then work with four key case studies and evolve a set of useable tools, some shareable guidelines and other relevant resources through which to address these issues.

*Participants should come ready for a high energy, intensive, interactive solution-oriented and creative session that will contain a series of practical exercises and group discussion. A short 10-minute exercise must be completed in advance and some further resources will be shared with selected participants to support the aims of the session.*

**1:15 – 2:15 — COACH HOUSE**

### INTERSECTIONAL APPROACHES 2 GAMEPLAY

*Postmodern Medusa: The Monstrous Feminine in the StarCraft Series*, Gregory Blomquist, University of Alberta

*What Makes a Game Intersectional: Interrogating Race, Class, and Gender Through Gameplay in Dragon Age*, Marley Liepert, Anna Horn, and Stan Ruecker, University of Illinois at Urbana-Champaign

*Fatness as Performance in Digital Game Avatars*, Todd Harper, University of Baltimore

| 2:15-2:30 | **COFFEE BREAK-Billiards Hall** |
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**2:30 – 3:50**

### YOU CAN HAVE NICE THINGS: PLAYING, MAKING & DEVELOPING

*East Coast Up Close: Tracing Game Development Communities and Cultures in Atlantic Canada,* Lauren Cruikshank, University of New Brunswick

*Compassionate Design: Evaluating Proactive Moderation in Sky,* Jessica Tang, Massachusetts Institute of Technology

*Formal Education of Game Designers on Social Issues,* Julija Jeremic, Simon Fraser University

*Zombie Shooters and Dating Sims? Ideological Tensions in Feminist Game Design Education*, Bridget Blogett, University of Baltimore & Anastasia Salter, University of Central Florida

| | | 3:50-4:40 | BREAK for non-workshop folks for meetings/walk about/etc. |
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| 4:30-4:40 | **QUICK STRETCH/BREAK** | | |
| 4:40-5:20 | **PANEL DISCUSSION with Josh Nilson, Lindsay Lachance, and Dominque Gelineau, EastSide Games**<br>*More than just Gamers - opening up games for everyone.*<br>At East Side Games we focus on games made for fans, by fans. Our customer is the person that doesn't play games. The tag "gamer" is like saying "TVer" now with more and more people playing games, if they realize it or not. Join as we share some of our insights as we grew our Indie studio from 0 players to over 40 million with our counter culture games. | | |
| 5:20-5:30 | Walk to Koerner's Pub | | |
| 5:30-7:00 | **RECEPTION WITH EASTSIDE GAMES @ KOERNER'S PUB**<br>Yummy appetizers will be served!<br>*6371 Crescent Rd, but the main entrance is on West Mall – the last driveway before you hit NW Marine Drive.* | | |
| 7:00-9:00 | **RMC DINNER MEETING** | | |

## DAY 3: SAT Oct 27 in the Coach House at Green College

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| 8:30-9:15<br>9:15-10:15 | **BREAKFAST in the Great Hall**<br>*The Work of Critical Game Studies, in the Play of Culture*<br>**Soraya Murray, University of Santa Cruz – Plenary**<br>What is at stake in the relationship between critical theory and video games as forms of cultural production?<br><br>When the term "game culture" is used, it typically refers to the practices and communities around games, or in other words to something thought of as "player culture". This is in keeping with the common definition of 'culture' as concerning a given social group's particular ways of life. Within the discourse of cultural studies, however, the notion of 'culture' alludes to a history of critical thought that explores the complex and fraught connections between identity, representation, ideology and power.<br><br>Based upon Murray's 2018 book, On Video Games, this talk theorizes an expanded understanding of 'culture' for critical game studies, using an interdisciplinary critical toolkit made possible by cultural studies. Demonstrating that questions about game culture are extensions of questions of power, she reimagines how to more insightfully understand their visualizations of race, gender and space.<br><br>*Professor Soraya Murray is an interdisciplinary scholar who focuses on contemporary visual culture, with particular interest in art, film, digital media and video games. Murray holds a Ph.D. in art history and visual studies from Cornell University, and an MFA in Studio Art from the University of California, Irvine. An Associate Professor in the Film + Digital Media Department at the University of California, Santa Cruz, she is also principal faculty in the Art + Design: Games + Playable Media Program and affiliated with the History of Art and Visual Culture Department.* |
| 10:15-10:30 | **STRETCH/BREAK** |
| 10:30-11:30<br><br>*3 papers – 10 mins each with 30 mins discuss* | **YOU CAN NEVER BE TOO QUEER: CANONS, BEASTS & NAZIS**<br><br>*Beyond Canon: Reading Queerness in Community*, Adrienne Shaw and Christopher Persaud, Temple University<br><br>*The Misogynist Ludic Bestiary: How Women are Made Monstrous in Dungeons & Dragons*, Sarah Stang, York University & Aaron Trammell, University of California Irvine<br><br>*On Nazis and Gamers: How Harassment has Changed*, Emma Vossen, York University |
| 11:30-11:45 | **COFFEE BREAK – the Billiards Room** |
| 11:45-12:25<br><br>*2 papers – 10 mins each with 20 mins discuss* | **TAKING US HOME: THE BUBBLE & SQUEEK SESSION**<br><br>*Free-To-Play and Bias: A Changing Landscape for Video Games*, Christopher Paul, Seattle University<br><br>*A Method for Understanding Algorithmic Bias in Games*, Aaron Trammell and Amanda Cullen, University of California Irvine |

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| 12:25-12:45 | **Feminist Frequency – Queer Tropes Preview** |
| 12:45 – 1:00 | FINAL Wrap-up & Good-byes |
| 1:00-2:00 | **LUNCH – The Great Hall** |
| 1:15-3:30 | RMC MEETING in the Piano Lounge |