

## **10th Vienna Games Conference - FROG Public 2016**

September 23-25<sup>th</sup>

### **Beyond gameplay – game cultures and game practices**

Videogames have become one of the most influential cultural forms for younger generations and games are currently a natural part of many people's lives. Game culture is expanding into numerous domains and the identity of a gamer today encompasses numerous practices that are not necessarily about gameplay. Games are remediated into movies, symphony orchestras perform concerts with music from famous videogames and industries such as clothing companies, toy manufacturers and book publishers use video game themes.

There are also numerous practices surrounding games that are not focused on being a player. For example e-sports, gaming themed bars and 'let's play' videos have non-interactive audiences. Different practises also use games or are inspired by games for creative expressions such as machinima, cos-play, game art and fan fiction.

Furthermore, videogames themselves support numerous different activities that are not necessarily a form of gameplay. For instance many videogames have features that supports different forms of design and creative expressions. Finally the field of Game Based Learning tends to utilize a broad spectrum of activities from game culture that goes beyond game play, such as having pupils design their own games or use open world games such as Minecraft as tools for visualization.

The 10<sup>th</sup> Vienna Games Conference - FROG Public 2016 - focuses on issues in game cultures that move beyond gameplay. The conference invites game scholars to submit papers about the numerous things that people do with games that are not mainly focused on actually playing the game. On the Junior Experts Day, held on Sunday, September 25<sup>th</sup>, students and alumnis are invited to present their work in the field of Game Studies.

Examples of topics:

- Game concerts and game music
- Movies based on games
- Let's play videos
- E-sports
- Machinima
- Game art
- Game festivals
- Fan fiction based upon game worlds
- Cos-play
- Games as collectibles
- Game bars and cafés
- Game fashion

Gaming in families  
Game cultures in education  
Children's own game design  
Political aspects of games & game industry

## Keynotes:

### Mia Consalvo

#### **Playing Together: Building a theory of tandem play**

Much of what we know about how people play games together comes from studies of online multiplayer games such as MMOGs, or physical controller based games that use the Kinect or Wii controllers. Yet playing videogames together is something we all have done, for a very long time. This talk explores a research project that had individuals play single player games together in different configurations- to determine how the act of gameplay- even an ostensibly solitary one- is situated in social settings.

Mia Consalvo is a Professor at Concordia University, Canada research chair in game studies and the president of DiGRA (Digital Game Research Association). She is a leading scholar in the game studies field and the author of several publications on different aspects of gaming and game culture including the books *Cheating: Gaining Advantage in Videogames*, and *Atari to Zelda: Japan's Videogames in Global Contexts*.

### Adam Chapman

#### **Play to Remember: The Constitution of History in Game Culture**

The growing field of historical game studies has spent much time examining the historical representations found in games. However, less time has been spent considering the surrounding historical activities of players of these games. This talk explores two such activities. Firstly, the efforts of modding communities in their revision of history in games and secondly, the formation of 'realism clans' in the search for a more authentic historical re-enactment experience through games. In both cases, the aim is to acknowledge the ways that players constitute history beyond the game itself.

Adam Chapman is a postdoctoral fellow at the Department of Education, Communication and Learning, University of Gothenburg. He is one of the world's leading scholars on the representation of history in games and the author of the book *Digital Games as History*, to be released by Routledge in June, 2016.

### Björn Sjöblom

#### **Playing through the camera: Showmanship in video-mediated gaming**

In recent years, streaming platforms such as Youtube and Twitch have become important parts of gaming culture. Therefore, it can be argued that understanding both production and spectatorship of gaming videos will become increasingly important to game studies as well. In this talk I will present an on-going project looking into methods that youtubers use in Let's

plays for communicating and connecting with their audiences. It is an exploration of the interactional means for humour, affect and showmanship among some well-known you tubers.

Björn Sjöblom, is a post doctor at the section for Child and Youth Studies at Stockholm University and a game researcher at the National Museum of Science and Technology in Sweden. He has published several articles on issues ranging from young people's interaction at gaming cafés to the representation of violence against children in video games.

### **Program Chair FROG 2016:**

#### **Jonas Linderoth**

Jonas is a professor in education at the University of Gothenburg. His academic interest is about perception, learning and cognition during gameplay. Recently he has published research on how game designers work with storytelling and the unique skills it takes to design what Jonas calls a *composite form*.

## **Call for presentations**

FROG 2016 is a single-track 3-day conference held in conjunction with Vienna Game City. The conference is free and open to the public. The conference has two submission categories, Academic presentations and presentations on the "Junior Experts Day" on Sunday.

### **Academic presentations**

The program committee invites international academics to submit proposals for presentations on the theme: *Beyond gameplay – game cultures and game practices*. Accepted presenters will after the conference be invited to resubmit a full manuscript for an edited volume that is planned to be one of the outcomes of FROG 2016. All submissions should be written in English.

### **Evaluation**

The committee will select 10-12 proposals based on the quality of the research and the novelty of the work. Extra emphasis will be put on the presentation/clarity of the arguments and how well the proposal relates to the conference theme.

### **Submission & format**

Submission should be sent to [submissions@frogvienna.at](mailto:submissions@frogvienna.at) and include:

1. An attached document describing of the work to be presented including title and all authors. This attachment should be approximately one page excluding references.

2. In the main body of the e-mail please include title and a short abstract (100 words) as well as short bios of all authors (70 words/author). This information is not part of the review and will only be used for making the final conference program if your submission is accepted.

#### **Deadlines for academic presentations**

Submission deadline: June 13 2016

Acceptance/rejection notification: June 23 2016

#### **Junior Experts Day**

The Junior Experts Day will take place on Sunday, September 25<sup>th</sup>, hosted by the Center for Applied Game Studies (Donau Universität Krems) and St. Pölten University of Applied Sciences (FH St. Pölten). Students and alumni are invited to present their work in the field of Game Studies, especially master's or PhD theses. Submissions as well as the presentations should be either in German or English.

The presentations can follow the lead theme of the conference but we are also open for other research work as long as it is related to games or players. Furthermore, we encourage speakers to implement interactive playful activities as part of a talk and are happy to help with the arrangements.

#### **Evaluation**

The submissions will be reviewed and selected by a committee from of Donau Universität Krems and FH St. Pölten.

#### **Submission & format**

Please send submissions for the Junior Experts Day to [ags@donau-uni.ac.at](mailto:ags@donau-uni.ac.at) and include:

1. A description of the work to be presented including title and all authors. If a published thesis is available, additionally it can be attached or referred to.

2. In the main body of the e-mail please include title and a short abstract (100 words) as well as short bios of all authors (70 words/author). This information is not part of the review and will only be used for making the final conference program if your submission is accepted.

#### **Deadlines for Junior Experts Day presentations**

Submission deadline: June 13 2016

Acceptance/rejection notification: June 23 2016