



FROM 'EARLY ACCESS' AND 'OPEN WORLDS' TO GAME-CONS AND CLANS:

THE PRODUCTION OF SPATIALITY AND COMMUNITY IN CONTEMPORARY GAMING



SEPTEMBER 14-16, 2022

GRADUIERTENSCHULE FÜR OST- UND SÜDOST-
EUROPASTUDIEN
LANDSHUTER STR. 4, ROOM 319 (3RD FLOOR)
93047 REGENSBURG

14.09.2022
18:30 – 20:00 - KEYNOTE, NICO NOLDEN

15.09.2022
10:00 – 17:00 – PANELS 1 – 4

16.09.2022
10:00 – 13:00 – PANELS 5 – 6

TO REGISTER, EMAIL: [GSOSES.CONFERENCE@UR.DE](mailto:gsoeses.conference@ur.de)

PANELS AND PROGRAM:



3RD GRADUATE WORKSHOP OF THE
GRADUATE SCHOOL FOR EAST AND
SOUTHEAST EUROPEAN STUDIES AT
THE UNIVERSITY REGENSBURG IN
COOPERATION WITH THE LEIBNIZ
SCIENCECAMPUS EUROPE AND
AMERICA IN THE MODERN WORLD



Leibniz Institute for
EAST AND SOUTHEAST
EUROPEAN STUDIES





**Graduate School
for East and Southeast
European Studies**



Leibniz ScienceCampus Regensburg
**EUROPE AND AMERICA
IN THE MODERN WORLD**

**From 'Early Access' and 'Open Worlds' to Game-Cons and Clans: The Production of
Spatiality and Community in Contemporary Gaming**

3rd Graduate Workshop of the Graduate School for East and Southeast European Studies at the
University Regensburg in cooperation with the Leibniz ScienceCampus Europe and America in the
Modern World

Regensburg, 14.09.2022 - 16.09.2022

Altes Finanzamt, Room 319 (3rd floor) Landshuter Straße 4, 93047 Regensburg

Wednesday 14.09.2022

18:30-20:00 - Informal Welcoming of Participants

Welcome and Opening Remarks: Prof. Dr. Ulf Brunnbauer, Speaker of the GS OSES Regensburg

Keynote: Dr. Nico Nolden, Department of History, Leibniz Universität Hannover

20:00 - Dinner in town for workshop participants (provided by the Graduate School)

Thursday 15.09.2022

9:00 - Coffee hour and registration

10:00-11:00 - Panel 1

11:00-12:00 - Panel 2

12:00-14:00 - Lunch Break

14:00-15:00 - Panel 3

15:00-16:00 - Panel 4

16:00-17:30 - Gaming Activity

18:30 - Dinner in town (self-pay)

Friday 16.09.2022

9:00 - 10:00 - Coffee hour

10:00 - 11:00 - Panel 5

11:00 - 12:30 - Panel 6

Panels:

1) *Panel 1: Digital Spaces: People, Platforms, and Community - but in which order?*

- Yuhan Wang (University of Bristol): "Understanding how Digital Platforms Influence: An Atmosphere Approach"
- Vanesa Cotroneo (Friedrich-Alexander Universität, Erlangen-Nürnberg): "Digitalization, Ludo-Narratives, and Arts Education in the Global South"
 - Moderation: Thalia Prokopiou

2) *Panel 2: The Roleplaying Researcher: A Profession 'of Play'?*

- Sam Scanlon (University College Dublin): "Returning to the Golden Age: Nationalism and National Narratives in World of Warcraft's Return to Classic"
- Hannah Myott (Universität Wien): "Phear and Phriendship in Phasmophobia"
 - Moderation: Jon Matlack

3) *Panel 3: Playing with and as the Protagonist and Player from a Postcolonial Perspective*

- Edward Loveman (Bournemouth University): "'It's in the Game': How FIFA Video Games (re)construct the Imperial World"
- Manoj Jayakumar (University of Hyderabad): "Playing the Imperial Gothic in Spec Ops: The Line"
 - Moderation: Niklas Platzer

4) *Panel 4: An Extremist finds a Game Lobby*

- Jon Matlack (Universität Regensburg): “Communities (Re)Re-Imagined: Player-Made Mods Circumventing the Public Square”
- Tamta Gelashvili (University of Oslo): “Radically Normal: Everyday interactions with Extremism in games”
 - Moderation: Thalia Prokopiou

5) *Panel 5: Verisimilitude and Authenticity: What ‘feels’ real?*

- Cornelius Merz (Universität Regensburg): “Real Places, Digital Spaces”
- Matthias Melcher (Ludwig-Maximilian Universität): “In the ‘App Store’ of History: Shaping Historical Memory through Videogames in East Central Europe”
 - Moderation: Niklas Platzer

6) *Panel 6: Between Playbour and Sexual Objectification: Practices and Contructions of Gender in Gaming*

- Tea Knežević (University of Zagreb): “Women as Nazis in Videogames: Between Fetishization and ‘Demonic Evil’”
- Moritz Wischert-Zielke (Katholische Universität Eichstätt-Ingolstadt): “Gendering Place and (Dis-)Placing Gender with *Animal Crossing: New Horizons*”
 - Moderation: Jon Matlack