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

September 14-16
Altes Finanzamt Room 319, Landshuter Strasse 4

14.09.2022
17:30 - 19:00 – KEYNOTE, NICO NOLEN

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

16.09.2022
10:00 – 12:00 – PANELS 5 – 6

Panels and program:
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

**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
**Friday 16.09.2022**

9:00 - 10:00 - Coffee hour

10:00 - 11:00 - Panel 5

11:00 - 12:30 - Panel 6

12:30 - 14:00 - Lunch and Wrap-Up Discussion

**Panels:**

1) **Panel 1: Digital Spaces: People, Platforms, and Community - but in which order?**
   - Vanessa Cotroneo (Friedrich-Alexander Universität, Erlangen-Nürnberg): “Digitalization, Ludo-Narratives, and Arts Education in the Global South”
     - Moderation: Cornelius Merz

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: Cornelius Merz
4) **Panel 4: Kriegsspiele 2.0? The Commodification of Memory through ‘real’ and ‘fake’ Wars**

- Tim Kucharzewski (Stiftung Digitale Spielkultur): “Fighting a War that never was: Cold War Geopolitics as an Imaginary Space in Video Games”

- Matthias Melcher (Ludwig-Maximilian Universität): “In the ‘App Store’ of History: Shaping Historical Memory through Videogames in East Central Europe”
  - Moderation: Jon Matlack

5) **Panel 5: An Extremist finds a Game Lobby**

- Jon Matlack (Universität Regensburg): “Communities (Re)Re-Imagined: Player-Made Mods Circumventing the Public Square”

  - Moderation: Cornelius Merz

6) **Panel 6: Between Playbour and Sexual Objectification: Practices and Constructions 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*”

- Cornelius Merz (Universität Regensburg): “Real Places, Digital Spaces”
  - Moderation: Jon Matlack