

Thursday, April 26

19:00 Opening keynote

Mark J. P. Wolf (Concordia University Wisconsin)
"Video Games and the American Cultural Context"

Since video games began in the United States and were shaped by its history and culture, it makes sense to explore video games in an American cultural context. The lecture looks at how American history gave rise to video games and influenced them and their industry, as it grew over the decades, and then examines to what degree American cultural traits are reflected in video games, such as invention and innovation; independence and individualism; competitiveness; entrepreneurial spirit and ambition; a hard-working attitude; consumerism, capitalism, and materialism; positivity and optimism; friendliness and superficiality; and of course, some disclaimers regarding such traits and attributions.

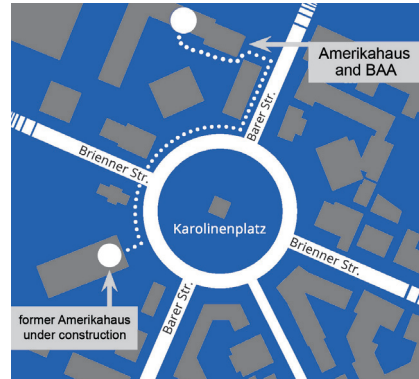


Mark J. P. Wolf is a Professor in the Communication Department at Concordia University Wisconsin. He has a B.A. (1990) in Film Production and an M.A. (1992) and Ph.D. (1995) in Critical Studies from the School of Cinema/Television at the University of Southern California.

His books include *Abstracting Reality: Art, Communication, and Cognition in the Digital Age* (2000), *The Medium of the Video Game* (2001), *Virtual Morality: Morals, Ethics, and New Media* (2003), *The Video Game Theory Reader* (2003), *The Video Game Explosion: A History from PONG to PlayStation and Beyond* (2007), *The Video Game Theory Reader 2* (2008), *Myst and Riven: The World of the D'ni* (2011), *Before the Crash: An Anthology of Early Video Game History* (2012), the two-volume *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming* (2012), *Building Imaginary Worlds: The Theory and History of Subcreation* (2012), *The Routledge Companion to Video Game Studies* (2014), and *Video Games Around the World* (2015). He is also founder and co-editor of the Landmark Video Game book series from University of Michigan Press.

General information:

Conference venue: Amerikahaus Munich
Barer Str. 19a
80333 München



The conference is open to the public.
There is no registration fee.
All are welcome!

Conference organizer:
Sascha Pöhlmann, LMU Munich
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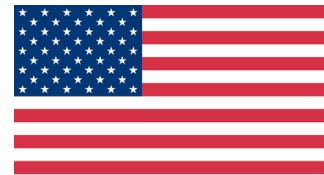
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Playing the Field

Video Games and American Studies
An International Conference



April 26-29, 2018
Amerikahaus Munich

Conference Program

www.amerikanistik.uni-muenchen.de/ptf

Friday, April 27

- 9:00 Coffee
- 9:30 **Keynote**
Randi Gunzenhäuser (Dortmund)
"Computer Game Studies—an Undercover Success Story?"
- 10:30 Coffee
- 11:00 **Michael Fuchs (Graz)**
"The Right to the Digital City: Hacking the Surveillance State as Urban Practice in *Watch_Dogs*"
- 11:30 **Stefan Rabitsch (Graz)**
"‘A Last Chance for Redemption’: BioShocking the American City of Futurity at the Fin de Siècle"
- 12:00 Lunch
- 14:00 **Martin Lütke (Berlin)**
"Bend it like Baggio: Digital Soccer and Another ‘Other American Exceptionalism’"
- 14:30 **Sebastian Domsch (Greifswald)**
"Strategies against Structure: Video Game Terrorism as the Ultimate American Agency Narrative"
- 15:00 **Samira Spatzek (Bremen)**
"Let’s Play ‘Colonization’: Video Games, Performance, and Absences of Enslavement"
- 15:30 Coffee
- 16:00 **David Callahan (Aveiro)**
"The Last of the U.S.: The Game as Geography"
- 16:30 **Sabrina Mittermeier (Munich)**
"Narrative Placemaking and the Question of Authenticity"
- 19:00 Games & pizza

Saturday, April 28

- 8:30 Coffee
- 9:00 **Jon Adams (Freiburg)**
"Why We Play Role-playing Games"
- 9:30 **Thomas Pischek (Mainz)**
"Fantastic Stories and How to Write Them: Narrative Strategies in Literature, Pen & Paper and Digital RPGs"
- 10:00 **Nathalie Aghoro (Eichstätt)**
"Unspoken Adventures: Nonverbal Gameplay and Narrative In/determinacy in Independent Video Games"
- 10:30 Coffee
- 11:00 **Alexander Lehner (Augsburg)**
"Ecocritical Metagames"
- 11:30 **Pawel Frelik (Lublin)**
"Digital Weather: Video Games and the Anthropocene"
- 12:00 Lunch
- 14:00 **Stefan Schubert (Leipzig)**
"‘Are You Playing Some Kind of Game With Me?’ Narrative Instability and Metatextuality in Contemporary Video Games"
- 14:30 **Andrei Nae & Alexandra Bacalu (Bukarest)**
"The 18th Century Novel as a Model for Understanding Immersion in Classical Survival Horror Video Games"
- 15:00 **Doug Stark (Chapel Hill, NC)**
"Turn Page to Read: *Ready Player One* and the Role of the Video Game Novel"
- 15:30 Coffee
- 16:00 **Gerald Farca (Augsburg)**
"The Phenomenology of Playing US-American Dystopias: *Fallout 4*"
- 16:30 **Rudolf Inderst (Passau)**
"*Wolfenstein: The New Order* as a Playful Continuation of Dystopian Narrative Traditions"
- 17:00 **Manuel Franz & Henning Jansen (Heidelberg)**
"A Shining City Above a Hill? American Exceptionalism and Historical Guilt in *Bioshock Infinite*"

Sunday, April 29

- 9:00 Coffee
- 9:30 **Dietmar Meinel (Duisburg-Essen)**
"Playing the Urban Future: Movement, Space, and Cityscapes in *Mirror’s Edge* (2008) and *Mirror’s Edge Catalyst* (2016)"
- 10:00 **Patricia Maier (Munich)**
"On a Walk – The Concept of Movement in Video Games"
- 10:30 **Damien B. Schlarb (Mainz)**
"Breaking It Is Part of the Fun: Glitches as Part of Gameplay, Narrative, and Interface Design in Video Games"
- 11:00 Coffee
- 11:30 **Veronika Keller (Munich)**
"Music and Emotion – Mozart’s ‘Requiem’ in Video Games"
- 12:00 **Jacqueline Blank (Munich)**
"The Art of *BioShock Infinite*: Identity, Race, and Manifest Destiny"
- 12:30 Wrap-up, end of conference