

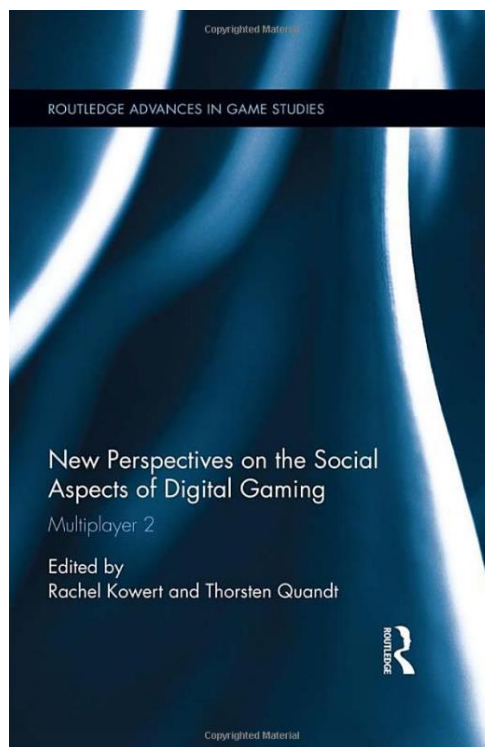
ECREA Section “Digital Games Research”

Annual Report 2016

Book publication: Multiplayer 2: New Perspectives on the Social Aspects of Digital Gaming (e-book)

A selection of papers from the Multiplayer 2 Conference in 2015 supplemented with additional work on multiplayer gaming was published as a book with Routledge. It features 16 chapters divided over five parts. The cover blurb provides a high-level overview of the publication’s aims and contents:

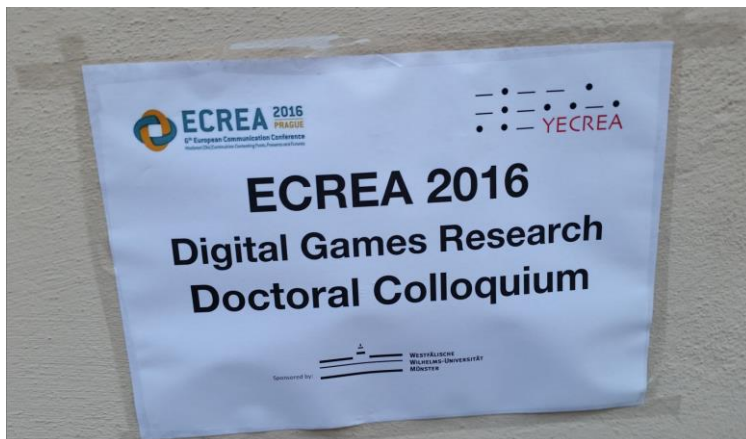
Expanding on the work in the volume Multiplayer, this new book explores several other areas related to social gaming in detail. The aim is to go beyond a typical "edited book" concept, and offer a very concise volume with several focal points that are most relevant for the current debate about multiplayer games, both in academia and society. As a result, the volume offers the latest research findings on online gaming, social forms of gaming, identification, gender issues and games for change, primarily applying a social-scientific approach.



ECREA Digital Games Doctoral Colloquium

9 November 2016, the Digital Games Research Section, more specifically Raul Ferrer Conill with the generous support from Tereza Krobová, organised a doctoral colloquium where doctoral students could present their work and receive feedback from experienced scholars

such as Profs Thorsten Quandt, Jaroslav Švelch and Jan Van Looy. The program featured seven presentations each with a respondent who had prepared feedback. Just before noon a roundtable was organized about publishing for young scholars discussing, amongst other topics, venues, best practices and impact whereby, again, established scholars such as Prof. Quandt, who is editor at Journal of Communication, answered questions from the audience and presented their views on ongoing evolutions.



ECREA 2016 PRAGUE
6th European Communication Conference

YECREA

2016 ECREA Digital Games Research Graduate Student Colloquium
Prague, Czech Republic - 9 November 2016

9:00 - 9:10	Welcome message
9:15 - 9:45	Leticia Andlauer University of Lille Young girls and video games - Identity and culture construction in a Japanese media adapted by western culture Respondent: Thorsten Quandt, University of Münster
9:45 - 10:15	Jonathan Mendels Ben-Gurion University of the Negev Digital role playing games as means of empowerment for marginalized communities in Israel Digital "Theatre of the oppressed" as a tool for dialogue and change Respondent: Jan Van Looy, Ghent University
10:15 - 10:45	Stephanie de Simole Ulrecht University Constructing Solidarity: Tracing humanity in the moral war game assemblage Respondent: Thorsten Quandt, University of Münster
10:45 - 11:00	Coffee Break
11:00 - 11:30	Matteo Genovesi University of Udine The serenity of video game Respondent: Thorsten Quandt, University of Münster
11:30 - 12:00	Stavroula Dargonaki Pirbright University Nonlinear labor practices and work ethics in professional gaming Respondent: Jan Van Looy, Ghent University
12:00 - 12:45	Publishing for young scholars Plenary round table Discussion and Q&A about publishing strategies for PhD students
12:45 - 14:00	Lunch Break
14:00 - 14:30	Ahmed Elmehry Technische Universität Braunschweig An ethnographic look at free-to-play gaming: the cost of a Second Life Respondent: Jaroslav Švelch, Charles University
14:30 - 15:00	Georgia Brown University of Southampton Fantasy, fairy tales and free-world gaming: How the enchanting aesthetics of Studio Ghibli were adapted to suit an interactive medium Respondent: Jaroslav Švelch, Charles University

Sponsored by: **University of Münster**
WESTFÄLISCHE WILHELM-UNIVERSITÄT MÜNSTER

ECREA Main Conference

At the ECREA Main Conference in Prague 9-12 November 2016, the Digital Games Research section hosted four panels with 14 presentations and a business meeting.

ECREA 2016 PRAGUE
6th European Communication Conference
9th-12th November 2016

Mediated (Dis)Continuities: Contesting Pasts, Presents and Futures

submissions registration programme

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News

ECREA 2016 Abstract Book Available for Download - CLICK HERE

22 November 2016
Keynote Lectures Videos Available
Full keynote lectures recordings are available online.

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Thursday, November 10th, Meeting Room 2.3
09:00 - 10:30
Parallel Session: Gamer Culture(s)

Thursday, November 10th, Meeting Room 2.3
11:00 - 12:30
Parallel Session: Current Topics in Games Research

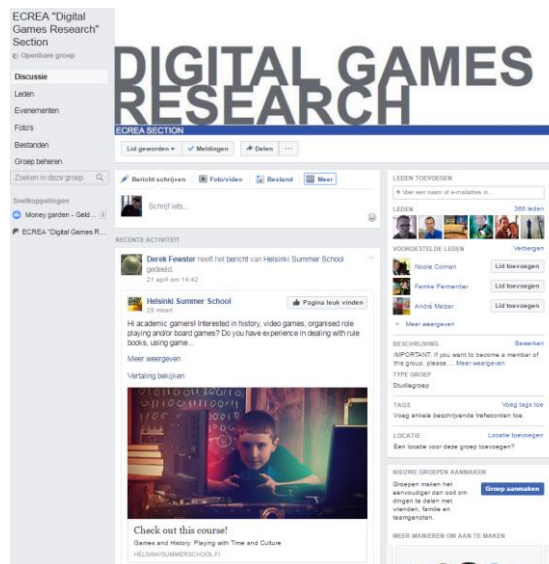
Thursday, November 10th, Meeting Room 2.3
13:30 - 14:30
Business Meeting: Business Meeting - Digital Games Research

Thursday, November 10th, Meeting Room 2.3
14:30 - 16:00
Parallel Session: Serious Games and Learning

Thursday, November 10th, Meeting Room 2.3
16:30 - 18:00
Parallel Session: Beyond the Military Entertainment Complex: Towards a Next Step in Digital War-Gaming Research

Facebook Group

The groups Facebook presence, established in late 2011, now has 366 members (as of May 2 2017). It keeps the community informed about group matters, but also about news in the field of digital games research. The Facebook page reaches people interested in the group's topic beyond the core of the TWG, and developed into a lively discussion forum.



Thorsten Quandt (Chair), Jan Van Looy (Vice-Chair), Marko Siitonen (Vice-Chair)
May 4 2017