

The **17th** Annual
Digital Games Research
Association (DiGRA)
Conference



DiGRA 2026 ireland

Theme: *Intersectional Pleasures*

14 to 18 June 2026

DIGRA
Digital Games
Research Association

Hosted By
 **Maynooth
University**
National University
of Ireland Maynooth

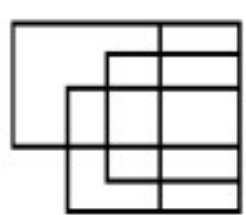


DiGRA 2026

Intersectional pleasures invite the DiGRA community to reflect and reframe the ways in which games are pleasurable. We picked this theme because it highlights the pleasure inherent in game play and creation and foregrounds contemporary intersectional complexities of our ludic landscapes. Intersectionality highlights the many ways in which race, class, gender and other formative factors can shape our life experiences and nowhere is this more visible than in game play. In light of contemporary understandings of identities and social justice DiGRA 2026 seeks to ask what strengths and pleasures intersectional dynamics can offer the field of game design from analysis to creation, to play and to market. These themes emphasize pleasure not as frivolous or escapist, but as a radical and complex affective terrain in play.

It is within this spirit of reflection, exchange, and shared inquiry that we are delighted to welcome the DiGRA 2026 community to Maynooth University. We hope this conference provides a space where participants can think together, play together, and build new connections across research, practice, and community.

We gratefully acknowledge the support of our sponsors, partners, and collaborating institutions, whose contributions have helped make DiGRA 2026 possible. Our sponsors and supporters include Screen Ireland, Fáilte Ireland, Technological University Dublin (TU Dublin), Dún Laoghaire Institute of Art, Design and Technology (IADT), Maynooth University Media Studies Department, Maynooth University Computer Science Department, and the Maynooth University Arts and Humanities Institute (AHI).



Fís Éireann
Screen Ireland



Fáilte
Ireland



Media Studies
Department



Computer Science
Department



Arts and
Humanities
Institute



DiGRA 2026

Organising Committee :



Jeneen Naji

Conference Chair

Doctoral Consortium Co-Lead
/Childcare Lead/Budget &
Finance Lead/University
Systems Liaison/Programme
Scheduling/ECPR
Reviewer/Irish Dancing Night
Organiser/Russell Library
Tours Organiser

Maynooth University



Cathy Ennis

Conference Co-Chair

Exhibition Co-Lead
/University Systems Liaison
(Shared)/Programme
Scheduling/

Maynooth University



John P Healy

Conference Co-Chair

ECPR
Chair/Communications Lead
Visa Support
Letters/Volunteer
Management
Lead/Programme Scheduling

TU Dublin



**Anna
Hickey-Moody**

AHI Director and Liaison

Maynooth University



**Yekta
Kalantar Hormozi**

Digital Chair

Equality Officer /Website
Lead/Visual Designer
/DiGRA Board Liaison

Maynooth University
TU Dublin



Charlie (Liang) Xu

Digital Logistics Lead

DCU



Maria O'Brien

External Funding Co-Chair

Registration Desk
Coordinator/Session Chairs
Coordinator

University of Galway



Darragh Lydon

Workshops Chair

ECPR Reviewer/Social
Games Night Organiser

Queen's University Belfast

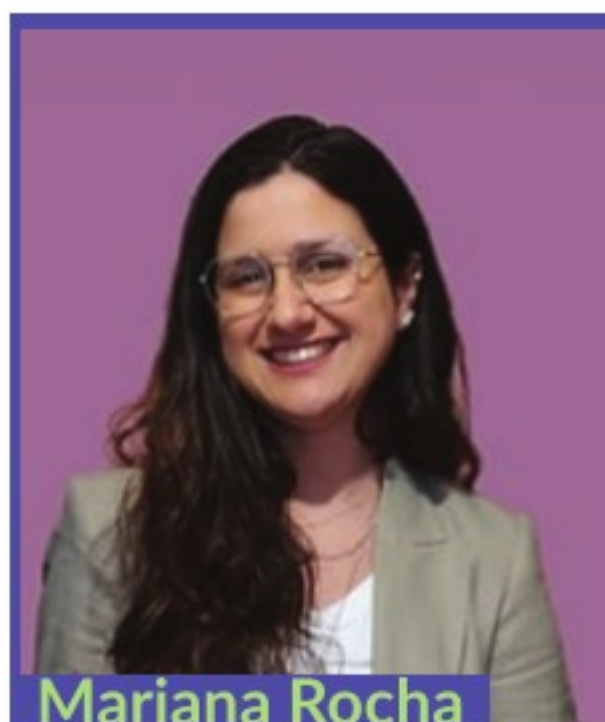


Robert Emerson

IMIRT and Industry Representative

External Funding Co-Chair

The Irish Game Makers
Association (IMIRT)



Mariana Rocha

Exhibition Co-Lead

TU Dublin



Abigail Rekas

Registration Desk Coordinator

Session Chairs Coordinator

University of Galway



Bharat Vyas

Digital Logistics Co-Lead

Maynooth University

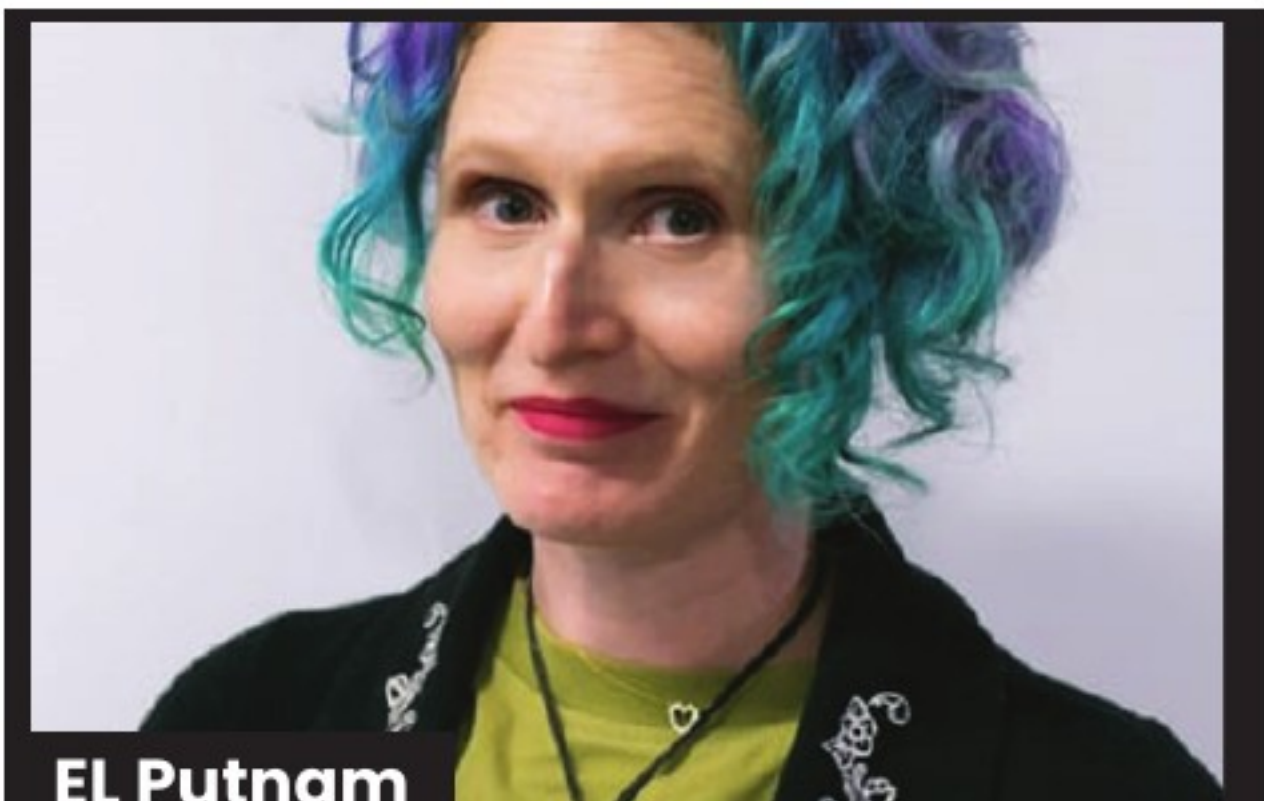
DiGRA 2026 Programme Committee:



José P. Zagal

Programme Chair

University of Utah



EL Putnam

Programme Chair

Maynooth University

Track Chairs

Philosophy and Theory of Play and Games
Sarah Schoemann

Game Analyses, Criticism, and Interpretation
Mateusz Felczak
Simon Hewitt

Game History and Cultural Context
Natalia Corbello Pereira
Emmanoel Ferreira

Play and Players
Carlos Kelly
Leon Xiao

Game Design, Production, and Distribution
Yigang Liu
Casey O'Donnell

Serious Games and Education
Lusha Huang
Lindsay Grace

Analogue Games
Zahra Rizvi
Melissa Rogerson

PhD Consortium
Jeneen Naji
Thom Apperley

DiGRA 2026 Speakers:

Keynotes:



Zhouxiang Lu

Leading scholar of competitive gaming, and Chinese studies

VR Gaming: Current Development and Future Challenges

This talk explores the history of VR gaming, focusing on the gap between VR technology and the human body. It highlights both the immersive possibilities of VR game design and its ongoing challenges, including industry limitations, technical constraints, motion sickness, eye strain, and visual discomfort.



Reine Abbas

Award-winning game designer, educator, and entrepreneur

When Games Shape Minds: Manipulation or Impact?

This talk investigates the ethical and psychological dimensions of game design through both practice and lived context. It is grounded in the development of a series of games created in environments where conventional creative infrastructures are limited or unstable, including regions affected by conflict and systemic disruption.



Troy Innocent

Playable cities and urban futures scholar

Playing Posthuman Futures Together

This talk explores how urban play can help us imagine shared futures in times of ecological, social, and political crisis. It considers play as a space for engaging with complexity, uncertainty, place, and community, while recognising the importance of Indigenous knowledge systems and relationships between people, land, technology, and more-than-human worlds.

ECPR Speakers:

Early Career and Precarious Researchers Showcase



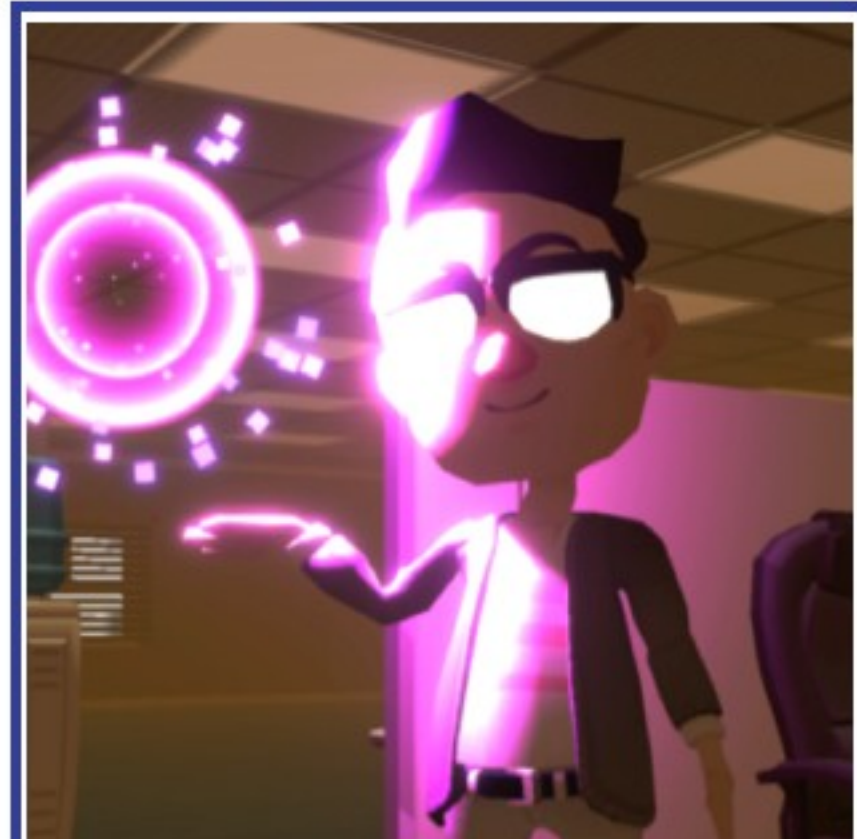
Daniel Salinas

Queer gaming communities and Mexican gaymer identity researcher



Ifat Gazia

Games, surveillance, and digital resistance scholar



Diego Saldivar

Neurogames and accessible neurotechnology researcher

Exhibitions:

DiGRA 2026 has selected a range of innovative digital and analogue games to be showcased throughout the Arts Building at Maynooth University.

Dolly's World

Sarah Schoemann



BAD GAMES SHOWCASE

Bad Games Showcase

David Antognoli

Layers Upon Layers

Aidan Strong



Promesa

Mikael Jakobsson

KronoDonum

Jenna Caravello



Coco's Revenge

Paul O'Callaghan

Causeway

Sean Carton



Candytrail

Laura Pega

Broken Clocks - Victorian Clockmaker

Tiziano Coppoli



Nekronóm: The Card Game of The Alliance of the Known Realms

Balint Mark Turi

To read more about each selected game and exhibition, please visit the DiGRA 2026 conference website, Exhibitions Showcase page, or scan the QR code.



Campus / Venue Maps:

SOUTH CAMPUS

NORTH CAMPUS

Maynooth University
National University of Ireland Maynooth

Coach Park

Person Street Road

Killick Road R148

Moyle Road

Teresa Flannery July 2025

Arts Building: Arts Theatre, Arts Lobby, and Classhalls A, C, D, E, F, G, H, and J are located here.

Iontas Building: AHI Seminar Room is located here, first floor, Room 1.33. Chapters meeting are also located here, first floor, Room 1.26.

Phoenix Restaurant: lunches take place here.

Aula Maxima: Irish Dancing takes place here.

Pugin Hall: the Conference dinner takes place here.

Courtyard Apartments: on-campus accommodation is located here.

River Apartments: on-campus accommodation is located here.

Russell Library: the Russell Library tour takes place here.

Arts Building

Arts Theatre, Arts Lobby, and Classhalls A, C, D, E, F, G, H, and J are located here.

Restrooms, exhibitions, the registration desk, coffee breaks, and the evening mixer reception are also located here.

Important:

The **AHI Seminar Room** is located in **the Iontas Building**, first floor, Room 1.33.

Chapters meeting are also located in **the Iontas Building**, first floor, Room 1.26.

The **caregiver room** and **quiet room** are located in **the Iontas Building**. Please ask at the registration

Car parking on campus offers a mix of spaces for students, staff and visitors. Please check www.maynoothuniversity.ie/location for details about restrictions.

DiGRA 2026 IRELAND

Conference Schedule:

Day 1 (Sunday, June 14th)

09:30–11:00 Doctoral Consortium

1A: Classhall G | *Chair: Tom Apperley*

09:30 Rüdiger Brandis

The Influence of Historical Theory on Historical Game's Design

09:45 Rhianedd Collins

Co-Producing Play of the Past in the Present: Intergenerational Community Connection through Historical Video Games

10:00 Guillaume Guenat and Sophie Bémelmans

"We found another Swiss Game!" Reflexive Epistemology of Enthusiasm and Methodological Nationalism in Local Game Histories

10:15 Markus Elvig

How do we afford gaming? a history of affordances and its 'player'

10:30 Lachlan Reardon

'Perhapsing' Through Collaborative Play: The Neighborhood that Once Was and Could Be

1B: DC Classhall H | *Chair: Florence Chee*

09:30 Dídac Jiménez Torras

Can independent curated video games teach critical media literacy?

09:45 Sophia Booij

Collections Educator or Game Designer? Why Not Both?

10:00 Amanda Jankowitz, Ane Orchard and Oluwarotimi Randle

A Framework for Game-Based Learning in Health Science Education: Bridging Pedagogy, Technology and Educator Development at a Public University in the Gauteng Province, South Africa

10:15 Peixian Wu

Walking the Psyche: Expanding the Poetics of Performative Virtual Architecture through Real-Time Game Engine

10:30 Mohamed Amine Malmouze

PHARMACOLOGICAL PRAXIS: A LUDONARRATIVE CARTOGRAPHY OF THE INTERSECTIONAL IMPASSE

1C: DC Classhall J | *Chair: Bettina Bódi*

09:30 Gang Pan

Videogame Spatial Cinematics: Towards an Interdisciplinary Framework for Analysing Spatial Cinematic Environments in Contemporary Games

09:45 Štěpán Šanda

Digital forests, meadows, towns: Representation of landscape in Czech digital games

10:00 Henrike Koester

Through Ruins, Dark Woodlands, White Cities: The Representation of Ancient Landscapes in Video Games

10:15 Urszula Jedynak

The Videogame Aesthetics: On the Interplay of Narrative and Ludic Elements

10:30 Natalia Corbello

The Transition from Choice to Mastery in Videogame Aesthetics

Coffee Break | 11:00–11:30 | Arts Building

10:00–13:00

2A: WORKSHOP Classhall E

Remnants of Play

Nick Webber, Jaakko Suominen

2B: WORKSHOP Classhall C

Games Against Death: Games, Mortality, and the Politics of Dying

Poppy Wilde, Martin Gibbs

2C: WORKSHOP Classhall D

Unveiling Racialised and Hostile Urbanism through Interactive Storytelling

Oriol Viu i Duran

11:30–13:00 Doctoral Consortium

3A: Classhall G |

Chair: Michał Kłosiński

11:30 Chloe Corcoran

Investigating Stakeholder Conflict in Blue Crab Management Using Video Games

11:45 Van Thien Pham

Presentation of age(ing) and elderly people in digital games: The Pokémon game series

12:00 Haoran Chang

Body and Game: Making and Playing a Game in Daoism

12:15 Sebastian Laitila

Playing with my imaginary friends: Character art commissions as affective play

3B: Classhall H |

Chair: Patrick Prax

11:30 Briar Dickey

Thinking Antifascism Through Digital Games: Technoculture, Political Economy, and Political Subjectivity

11:45 Andrew Bell

Making Monsters: Embodying Queerness in Game Development

12:00 Alexis Messina

Exploring Videogame Design in Academic Contexts: A Research-Creation Approach to Ideation

12:15 Ofir Katz

The Weaving Framework: Creative Direction and Meaning-Making in Digital Games

3C: Classhall J |

Chair: Dean Bowman

11:30 Yaohan Wang

Platformization of Virtual Morality: Mediation, Emotion, and Power in Embedded Philanthropy of Chinese Mobile Games, An empirical analysis based on SEM and fsQCA

11:45 Sarah Trottier

You're Just an NPC: The Colonial Poetics of Play in Late Modernity

12:00 Vee Kennedy

'My France Hurts:' Rethinking Cultural Odor in Pokémon Legends: Z-A

12:15 Solène Feller

The Sumerian Game: Study of the construction, use and reception of foreign past imaginaries in video games

12:30 Michael Hall

Transfiguring In and Out of Worlds: Archaeological Knowledge as Narrative Video Games

3D: Classhall F |

Chair: Andra Ivanescu

11:30 Romina Paola Gala

Argentine video games: work processes, production conditions and symbolic disputes from the Global South

11:45 Cullan Bendig

The Social Production of Space Between Global Play and Local Production in Southern European Digital Games

12:00 Tianyi Xu

On the World Videogame: Language, Nation, and Reality Across Borders

12:15 Xiaoxuan Huang

Playable Heritage: Wu Hua Mi Xin as an Interactive Museum within China's Digital Culture and Museum Development

12:30 Yuanyuan Xu, Patricia

Lasserre and Aleksandra Dulic
From Resource to Kin: Designing for Environmental Resilience in the Okanagan

Lunch Break | 13:00–14:00 | Phoenix Restaurant

14:00–17:00

4A: WORKSHOP Classhall C

Crime Plays

Dean Bowman, James McLean

4B: WORKSHOP Classhall E

All-Island Mapping Exercise for Irish Games Sector

Darragh Lydon, Robert Emerson

4C: WORKSHOP Classhall D

Games Education Course Structure

Darragh Lydon, Robert Emerson

14:00–15:30 Doctoral Consortium

4D: Classhall G <i>Chair: David Matencio Durán</i> 14:00 Kinga Noémi Mezey and Zoltán Murányi How time flies! A flow-driven design framework for educational games 14:15 Leonardo Conti Defining Single-player Video Games NPC Societies: An Ethnographic Approach 14:30 A Guo Gaming Behaviours as Windows into Implicit Psychological Needs and Motivations 14:45 Evgeny Kuznetsov Playing with ADHD: Exploring Crip resonances between ADHD and game-making	4E: Classhall H <i>Chair: Poppy Wilde</i> 14:00 Burcak Aydinlik Pixelated Ideology: Hegemonic Intermediality in Video Games 14:15 Udbela Escanero Playing with Existence: Values in Post-Apocalyptic Gameworlds 14:30 Lydia Cooke Multilayered Queerness in Videogames: Mechanics, Aesthetics, Narrative, and Production 14:45 Jude Ricketts Algorithmic Imperialism in the Architecture of NLP Agents and Play	4F: Classhall J <i>Chair: Theresa Krampe</i> 14:00 Wanyue Zhang Gender Representations and Gender Dynamics: A Feminist Analysis of 'Female-oriented Mobile Games' in China 14:15 Mary Anne Argo Chávez Nostalgia-play in Chilean tabletop role-playing communities: Reflections to analyse game practices in a global north-global south dialogue. 14:30 Ines Munker Queercrip Mythmaking in Contemporary Role-Playing Games 14:45 Anna-Maria Trefois 'Matrimoine': mapping women's legacy in video game	4G: Classhall F <i>Chair: Olli Sotamaa</i> 14:00 François-Xavier Surinx Is it a survival horror, an action horror or a Metal Gear Solid 3-related title? The categorisation of Resident Evil 4 from gamers' point of view 14:15 Christin Washington 9Night and Good Mourning: Game Mechanics towards Memory Work 14:30 Loris Rimaz Descent Into Video Games
--	---	--	--

Coffee Break | 15:30–16:00

16:00–17:30

5A: Classhall G <i>Chair: Andrei Nae</i> 16:00 Will Butler An exploration of methods for preserving live-service videogames: the role and responsibility of the developer-curator 16:15 Tuomas Manninen Perspectives of Critical Theory on Video Game Culture and Industry 16:30 Laurence Herfs The Good VR Machine – postcolonial interventions in empathy, peace and justice 16:45 Ondřej Böhm Child Safety in Platform Gaming: Balancing Protection and Freedom	5B: Classhall H <i>Chair: Esther Wright</i> 16:00 Sarah Toscano Spectatorship of Professional Gamers: Embodied Relatability and the Pleasures of Non-Hegemonic Masculinity 16:15 Federico Gorziglia Playing together: analysis of gaming and sociocultural practices in Cooperative Games 16:30 Rebecca Larkin Duet for Flute and Video Game: A Dynamic System for Co-Op Musical Play	5C: Classhall J <i>Chair: Theresa Krampe</i> 16:00 Oleksandra Kuzmenko Identity in Gaming: A Study of Player and Non-Player Character Names and Usernames in Single- and Multiplayer Modes 16:15 Jie Lu Rules as Ontological Structures: A Three-Layer Framework for Understanding Freedom and Constraint in Digital Games 16:30 Thomas Byers Temporal Features and Player Values: A Means-Ends Account of Time in Digital Play 16:45 Himadri Agarwal Play More, Do Less: Time, Action, and Access in Slow Games	5D: Classhall F <i>Chair: Darshana Jayemanne</i> 16:00 Chen Long Unlocking Pleasure: The Material Politics of 'Backdoors' in Chinese Console Gaming 16:15 Guillaume Guenat Local Times And Temporalities In The Social History Of Play 16:30 Anika Falkenberg Playing As More Than Just a Continent: Representation of Southeast Asia in Video Games 16:45 Virginia Scapolo Web-based Serial Narratives: Actual Plays in the Italian Context
--	--	--	--

Evening Mixer Reception | 19:00–21:00 | Arts Lobby



Day 2 (Monday, June 15th)

09:30–11:00

6A: Analysis Arts Theatre <i>Chair: Mateusz Felczak</i> 09:30 Samuel McCready WoW gets Trumped: Politics and Play in Azeroth during the Trump Era 09:45 Jiayong Sun and Jose Zagal Combat System Design for Action Games: Key Concepts and Styles 10:00 David Matencio Duran Portraying Unfavorable Sociocultural Circumstances Through the Videoludic Picaresque	6B: Analysis Classhall F <i>Chair: Carlos Kelly</i> 09:30 Zonghang Zhou Who Deserves to Survive the Post-Apocalypse? Deaths of Child Characters in The Walking Dead 09:45 Petri Lankoski Monstrous Desires in Pornographic Videogames 10:00 Udbela Escanero Disco Elysium: Existential Reflection within Crisis 10:15 Xin Pan How Streaming Facilitates Affective Transformation: A Case Study of Horror Game Spectatorship	6C: Players Classhall A <i>Chair: Hanine El Mir</i> 09:30 Fanxi Feng Playing Home: Gaming, Affective Routines, and Mediated Belonging among Chinese International Students 09:45 Emma Leigh van der Schyff, Andrew Campbell and Leanne Togher Digital Gaming, Disability, and Social Capital: Understanding Intersectional Pleasures and Community Formation 10:00 Margarete Jahrmann, Thomas Brandstetter and Stefan Glasauer Collective Memory Lapse: LLMs Omissions in Roleplay	6D: History Classhall E <i>Chair: Nick Webber</i> 09:30 Haoyuan Tang Have Generative AIs Made Games More Fun? The Past and Present of Text-Based Generative AI in Games 09:45 Jared Hansen Hobbyist Developers: Studying Notable Nintendo DS Homebrew Games 10:00 Hanjun Shi The Classical Roman Reception in Genshin Impact: Within the region of the Sea of Bygone Eras 10:15 Regina Seiwald, Kieran Nolan, Alex Wade and Alan Meades Selling the American Dream: U.S. Gold, Intersectional Pleasures, and the Ludoindustrial Complex
6E: Production Classhall G <i>Chair: Jim Malazita</i> 09:30 Leon Xiao and Nicole Khoo Misleading omissions of loot box presence disclosures: widespread unfair commercial practices in video game advertising on social media in Ireland and the EU 09:45 Kara Stone and Chris Kerich Landfill: Designing for Low-Carbon Pleasures 10:00 Tianyi Zhangshao, Ben Egliston and Marcus Carter Understanding Game Monetization in China from a Gameworker Perspective	6F: Theory Classhall H <i>Chair: John Healy</i> 09:30 Yizhen Jia The Infinite Game in the Engine of Control: Proletarianization, Platform Capitalism, and the Future of Playful Pleasure 09:45 Finn Dawson A World to Build: World-building and Capitalism in Games 10:00 Max Haiven Three rights to play: Liberal, Fascist, and Compositionist	6G: Education Classhall J <i>Chair: Amanda Jankowitz</i> 09:30 Kevin Marín-Rubio, Violeta Moldes-Rivas and Pol Asensio Casasús Exploring Critical Utopian Gaming Pedagogy in a youth club in Barcelona 09:45 Gaspard Pelurson The Texture of Play: Feeling Your Way Through Teaching with Games 10:00 Sarah Thorne Hiking (Dis)Pleasure Island: Enjoyment & Critical Gameplay in Baby Steps	6H: Analog AHI Sem <i>Chair: Michal Kabat</i> 09:30 Hanne Grasmø and J.Tuomas Harviainen Queer Resistance Through Sexual Role-play: BDSM Larp, Arousal, and Communal Resistance 09:45 Michał Jutkiewicz Ecosystems and conflict in environmental themed analog wargames 10:00 Oskar Dobczyński and Aleksandra Szantyr Flanki: Drinking Games and Traditions of Students at AGH University of Kraków 10:15 Kellynn Wee 'Writing Back' To Which Empire?: Constructing Chinese Identities in Tabletop Roleplaying Games in Singapore

Coffee Break | 11:00–11:30 | Arts Building

11:30–12:00 | Session 7: Opening Remarks

7: Arts Theatre Opening Remarks
--

12:00–13:00 | Keynote

8: KEYNOTE Arts Theatre Reine Abbas: When Games Shape Minds: Manipulation or Impact?

Lunch Break | 13:00–14:00 | Phoenix Restaurant

14:00–17:00

9A: WORKSHOP Classhall C Games and Pr0n 2.0_ Methodologies <i>Mike Hyslop Graham, Maria Ruotsalainen, Tanja Välisalo, Petri Lankoski</i>	9B: WORKSHOP Classhall D Designing with Abstraction and Realism <i>Kristina Risley, Yekta Kalantar Hormozi, Liang Xu</i>
--	--

14:00–15:30

9C: Analysis Arts Theatre <i>Chair: Barnabas Springer</i> 14:00 Thais Arrias Weiller It's all a skinner box? Typical core loop and Operant Conditioning 14:15 Xiaoyi Sun Ambivalent Alliance: How History, Memory, and Gameplay Reshape Women's Political Legacy 14:30 Dawid Kościwicz and Gabriela Strzelec From Policy to Paradox: Diversity Washing, Policy Failures, and the Limits of Authentic Intersectional Pleasure in the European Video Game Industry 14:45 Alexander Vandewalle Feel the Force Around You: Haptic Narratology and the Problem of Focalization	9D: Analysis Classhall F <i>Chair: TBA</i> 14:00 Rory Summerley and Nicole Khoo No Room in the Infinite for the Masculine and Queer: How do dress-up pleasures in Infinity Nikki collide with player desire and queer/ masculine fashion? 14:15 Heather Maycock Death-Themed Games and Playing the 'Good Death' 14:30 Stefan Glasauer, Margarete Jahrmann and Thomas Brandstetter Analysing Historical Distortion in Large Language Model Roleplay 14:45 Fanxi Feng Gacha Game Collaborations and the Circulation of Affective Value	9E: Players Classhall A <i>Chair: Lydia Cooke</i> 14:00 Joan Arnedo-Moreno and Daniel Aranda Perceptions among the youth on the use (or abuse) of dark patterns 14:15 Regina Seiwald Aesthetics of Prohibition: Moral Transgression, Control, and Pleasure in Political Games 14:30 Christine Tran Dressing Against Code: How Twitch Plays with/ on Green Screen Shorts 14:45 Usva Friman, Johan Kalmanlehto, Essi Taino and Mark Maletka Intersectional Pleasures and Limits of Game Cultural Participation and Belonging in Finland	9F: History Classhall E <i>Chair: José Zagal</i> 14:00 Jared Hansen A Chronicle of Emulation: Proposed Eras for Video Game Emulators 14:15 Tegan Pyke Let's Play The Sims: The Un(der)studied Women's Origins of a Media Format 14:30 Song Han Game-Mechanics Archaeological Methodological Proposal: A Case Study of Affinity Mechanisms 14:45 Martin Gibbs Games Against Death
9G: Production Classhall G <i>Chair: Kara Stone</i> 14:00 Pierre-Yves Houlmont When Localization Meets Game Design: Strengthening Collaboration 14:15 Kuma Xiaoyu Xiong, Leon Xiao, Sunny Jie Yang and Anh-Thu Nguyen Far from Complete Compliance: Loot Box Prevalence, Probability Disclosure, and Kompu Gacha Policy in Japanese Mobile Games 14:30 Patrick Prax Making Games Sustainable – One Short Story at the Time 14:45 Yuchen Huang, Leon Xiao and Kuma Xiaoyu Xiong Warning! Poor Compliance with Loot Box Probability Disclosure and Warning Regulations in Taiwan	9H: Theory Classhall H <i>Chair: Christopher Barney</i> 14:00 David Hosseini Aesthetics of Holarchic Narrative Design: Participatory and Intersectional Pleasures of Game Storyworlds 14:15 Rob Gallagher From the Eudaimonic to the Demonic in Gameplay Narratives 14:30 Maciej Nawrocki The Ludic Narrator: Towards a New Typology	9I: Education Classhall J <i>Chair: Antonia Wurm</i> 14:00 Michael Hoffmann et al. Graphonauts: Introducing a Hybrid Human–AI Pipeline for Text-to-Game Transformation via Knowledge Graphs 14:15 Romi Sofia Abatangelo Reshaping Failure: The Design of Hospites Teatro's Theatre Games 14:30 Hongwei Zhou, Edward Melcer and Sonia Chiasson Game as Inquiry: A Diffractive and Experimental Approach to Designing and Evaluating Games with a Message 14:45 Emmanuel Guardiola, Jan Stasiński and Laura Espinosa Ospina Design process of a serious game about domestic abuse in the context of the Vulnerable Avatars Framework	9J: Analog AHI Sem <i>Chair: Valerio Moccia</i> 14:00 Sasha Soraine and Melissa J. Rogerson Player Experience of Hybridity in a Narrative Boardgame 14:15 Adrija Mukherjee Game Parlours or Incidental Etchings? Material Traces of Incised Boardgames in Ancient South Asian Communal Spaces 14:30 Andrea Giaime Alonge To Play (or Not to Play) the Nakba. Representing the First Arab-Israeli War in Historical Boardgames 14:45 Runhua Zhao and Michele Newman Loyalty vs. Heresy: Kitbashing and Materiality Negotiation in Tabletop Games

Coffee Break | 15:30–16:00 | Arts Building

16:00–17:30

10A: Analysis Arts Theatre <i>Chair: Rainforest Scully-Blaker</i> 16:00 Katarzyna Matlas Slow Gaming: Applying Slow Movement to Post-anthropocentric Play 16:15 Joleen Blom and Rainforest Scully-Blaker The Husbando Super-App: Troubling 'Player Investment' with Love and Deepspace 16:30 Dean Bowman and James McLean Killing them Softly: Exploring the Contradictory Pleasures of Cosy Detective Videogames 16:45 Xiaoyi Sun Designing Hybrid Agency: AI–Mech Collaboration in Contemporary Mecha Games	10B: Analysis Classhall F <i>Chair: Barnabas Springer</i> 16:00 Stefan Savic, Matthieu Delaere and Edirlei Soares de Lima The Impact of Evolving Character Customization on Emotional Engagement and Player Behaviour in RPGs 16:15 David-Harold ten-Cate 'Changing the Game Forever': MapleStory's Big Bang as a Climate Change Event 16:30 Robin Sloan Culture as (Extra)ordinary: Authentic Representation of Working-Class Experience in Still Wakes the Deep 16:45 Xingyan Liu and Alex Mitchell Close-Playing War Trauma: The Tension Between Agency and Inevitability in My Child Lebensborn and Bury Me, My Love	10C: Players Classhall A <i>Chair: David Antognoli</i> 16:00 Yuantong Yun and Xinyu Kang Unruly Forces and Marginalized Pleasures: Exploring Glitch Aesthetics and Agency in Alternative Control Schemes 16:15 Stephen Rockett and John P. Healy Shaping Interactions and Experiences: Investigating the Effects of a Game-Specific Custom Controller on Player Experience in a Digital Game Environment 16:30 Lynda McDonald How Accessible QTE Inputs Reshape Suspense Trajectories in Survival Horror 16:45 Wenzhi Liu Lightweight Rituals and Player Belonging in Video Games: The 'Sacrifice Flow' in Stardew Valley Community Center Reconstruction	10D: History Classhall E <i>Chair: Tomasz Majkowski</i> 16:00 Alexander Ross and Nelanthi Hewa Powered by GameSpy: Theorizing and Analyzing the GameSpy Network As Platform Infrastructure 16:15 Shan Mu Zhao Arcade Soldiers: Early Japanese Shooters in Dialogue with Hollywood Militarism 16:30 Mikael Sebag Instrumental Pleasures: Game Informer and the Masculinist Review Discourse of Fantasy Game Magic 16:45 Olli Sotamaa and Christopher Paul Football Without Fans: Are Matches Just for Gambling?
---	--	---	--

10E: Production Classhall G <i>Chair: Jared Hansen</i> 16:00 Gordon Graham Bicker et al. Asymmetric Play in a Competitive Landscape: Attitudes and Fairness 16:15 Diego Barroso and Zidong Huang The final frontier of space in video games. Spatio-narrative design in Judgment by Ryu Ga Gotoku Studio 16:30 Will Buter "Shut up and let us make the game" Game developers, preserving games, and the dynamics of corporate governance 16:45 Lyne Dwyer Making Non-Monogamy: A Design-Oriented Approach for Studying Digital Game Intimacies	10F: Theory Classhall H <i>Chair: SE Schoemann</i> 16:00 Xin Pan Rethinking Ludic Pleasure from an Object-oriented Perspective 16:15 Rob Gallagher Flesh, Plastic, Stone: The Pleasure of Recontextualised Character Models 16:30 Jie Lu Interactivity as Embodied Pleasure: A Media-Phenomenological Reframing through 'Interactive' Short Videos 16:45 Jiamin Peng Intersectional Pleasures: An Empirical Study of Embodied Emotions in Video Games	10G: Education Classhall J <i>Chair: José Zagal</i> 16:00 Patrick Prax and Raymond Whitcher "Gotta get 'em all!" – A Game about Billionaires and Climate Obstruction 16:15 Amina Kobenova et al. Designing Virtual Reality Games About Grief: Reflections from Psychology and Healthcare Professionals 16:30 Joshua Juvrud Gaming Across Cultures: Lessons from Sweden and Bhutan on Digital Education 16:45 Eliya Cohen Applied ethics techniques for video game ethics	10H: Analysis AHI Sem <i>Chair: Lydia Cooke</i> 16:00 Yisong Han Tracing Gender Affordances in Avatar Customization: A Methodological Framework 16:15 Melanie Kreitler and Theresa Krampe Absent Pleasures or Pleasurable Absence? Player Engagement in Minimalist Retro Horror Games 16:30 Alena Cicholewski "Arctictopia" and its Cozy, Casual Climate Catastrophe 16:45 Theresa Rahel Demmer et al. Pleasure in Play: Hyperscanning Shared Card Game Experience
--	---	--	--

Irish Dancing | Aula Maxima | 19:00–21:00

Day 3 (Tuesday, June 16th)

09:00–12:00

11: WORKSHOP Classhall C Generative AI & Videogame Characters <i>Kristine Ask, Thorsten Busch, Dominic Ford, Jana Hecktor, Martin Hennig, Theresa Krampe, Zahra Rizvi, Tanja Shvonen</i>	13: WORKSHOP (10:30–12:00) Classhall D DiGRA AI Subcommittee Workshop on Generative AI Use, Disclosure, and Conference Practice
--	--

09:30–11:30

12A: Analysis Arts Theatre <i>Chair: Vinicius Marino Carvalho</i> 09:30 Alexander Vandewalle and Marco Caracciolo Mythic Alternatives: Mythological Mechanics Beyond Violence 09:45 Paolo Ruffino Unplayable Encounters with the Anthropocene: Rethinking Scale and Agency in Game Studies 10:00 Caighlan Smith The Evolution of Emotion Work in The Sims 1-4 10:15 Xuanyi Mao 'Cuz She is My Daughter': How Players Navigate Ludo-Narrative Dissonance	12B: Analysis Classhall F <i>Chair: Gavin Wade</i> 09:30 Yaohan Wang Genshin Impact: Cultural hybridisation, localisation and contra-flow of cultural production in China's open-world role-playing game 09:45 Pedro Wajsfeld Epistemic Disobedience in Digital Games: Mega Man X8 16-bit case 10:00 Deniz Özyurda Ergen and Erdinç Kaygusuz Diablerie of a Lore: A Comparative Analysis of Gaming Pleasure in Bloodlines and Bloodlines 2 10:15 Juan Francisco Belmonte Ávila and David Matencio Durán Female Machamp, Male Lopunny, and Bearded Dragon Gym Leaders Who May Like it Rough: Identarian Openness in Pokémon 10:30 Johan Kalmanlehto and Haron Walliander Bodily Pleasures of Repetitive Labour and Rhythm in Finnish Cottage Simulator	12C: Players Classhall A <i>Chair: Carlos Kelly</i> 09:30 Burcu Gumus From Restoration to Extinction: Intersectional Pleasures in Ecological Game Reception 09:45 Hitoshi Fujiwara Intersectional complexity between players and non-players in Bhutan 10:00 Beatriz Blanco "This industry has ruined me": categorizing the experiences of Brazilian feminist gaming streamers through an intersectional approach 10:15 Rosemary McDonald, Bart Simon and Maia Earl For the Trees: Envisioning Sustainable Futures Through Ecomodded Minecraft 10:30 Vilma Varismaa The Demographics and Motivations of Trading Card Game Players	12D: History Classhall E <i>Chair: Jared Hansen</i> 09:30 Brando Ratti and Nicola Costalunga Community Resilience and Nostalgia: the case of the Metal Slug saga 09:45 Adam Jerrett Stranger in a Strange Land: A South African Perspective on the Evolution of British Game Development 10:00 Maxwell Foxman and Jack Perse Playing with the Past: The Pleasures of Nostalgic Design with Playdate 10:15 Mark Maletka and Kseniia Harshina Pleasure Not For Everyone: Epistemic Injustice Towards Ukrainian Game Studies
---	--	--	---

12E: Production Classhall G <i>Chair: Darragh Lydon</i> 09:30 Stefano De Paoli et al. The Assemblage of Peripheral Game Development: A Case Study of Dundee 09:45 Daniela Denise Kreпки and Romina Gala Producing Games, Reproducing Inequalities: gender and labour in the Argentine Video Game Market 10:00 Solip Park Desired but Also Undesired: Immigrant Game Workers in Between the Discourse of Labour Shortage and Anti-Immigration in Finland 10:15 Barnabás Springer Playable folklore - Digital games and the representation of folklore and CH 10:30 Elisabetta Zurovac and Gaia Amadori Pleased to play, paid to please: memory commodification within Roblox's creator economy	12F: Theory Classhall H <i>Chair: Joshua Hussey</i> 09:30 Daniele Monaco The Place of the Marginalized: Witchers and Dwelling in The Witcher 3: Wild Hunt 09:45 Karthik Kuduva Gopinath Temporalised Hyperobjects and Affective Play in Outer Wilds 10:00 Neo Xia The Algorithmic Hostess: Social Mediation, Affective Discipline, and Sanitized Pleasures of Generative AI NPCs in Petit Planet	12G: Education Classhall J <i>Chair: John Healy</i> 09:30 Hanine El Mir Make Games No One Wants to Play 09:45 Yuanyuan Xu et al. The Absent Teacher in Eco-Games: A Theoretical Framework for Teacher Integration in Eco-Games 10:00 Leland Masek, Mun Kuan Chan and Jukka Särkijärvi The Pleasurable Stress of the VRAVG Beat Saber: A Mixed-Methods Study 10:15 Conor McKeown What Now? Ecogames after Missed Climate Targets 10:30 Anton Nygaard Petersen et al. Exploring VR Shinrin-Yoku Stress Relief: A Comparative Study of Virtual and Multi-Sensory Extended Reality Environments	12H: Analog AHI Sem <i>Chair: Ray Whitcher</i> 09:30 Xiaoyao Ren et al. Physical Blind Boxes' Compliance with Information Disclosure Requirements: Exploring the Game-like Nature of Blind Box Consumption in the Chinese Regulatory Context 09:45 Sasha Soraine Exploring Experiential Fidelity in Board Game Adaptations of Video Games 10:00 Konrad Augustyniak Diegetic Pleasure: Multimodal Immersion and Emotional Engagement in Escape Rooms 10:15 Steven Gotzler 18XX Forever: Railway Time and Fossil Play on the Tabletop
--	---	--	---

Coffee Break | 11:00–11:30 | Arts Building

12:00–13:00 | Keynote

14: KEYNOTE Arts Theatre

Daniel Salinas, Ifat Gazia & Diego Saldivar: Early Career and Precarious Researcher Showcase

Lunch Break | 13:00–14:00 | Phoenix Restaurant

14:00–17:00

15A: WORKSHOP Classhall C

Playing Between The Lines: The Pleasures (and Despair) of Real and Virtual Football

Iain Donald, Andrew Reid, Michael McDougall, Bruno de Paula

15B: WORKSHOP Classhall D

How academia and the game industry can co-shape a transdisciplinary agenda to support and inform guidelines within the Ethical Games Initiative

Fran Blumberg, Bruno Dupont, Kimberly Voll, Rachel Kowert, Celia Hodent

14:00–15:30

15C: Analysis Arts Theatre | *Chair: Alexander Vandewalle*

14:00 Alan Tapscott Baltar et al.
Representation, Resistance, and Moderation: The Politics of Review Bombing in Assassin's Creed Shadows

14:15 Logan Davis
Nostalgic Development Practices: Fantasy Consoles and DIY Game Engines

14:30 Tianxing Zhou et al.
From Player-Centered to Agent-Centered: A New Paradigm for Interactive Narrative in the Age of Large Language Models

15D: Analysis Classhall F | *Chair: Shan Mu Zhao*

14:00 Michael Pennington and Corine Gerritsen
Remediations of Japanese Cinema and History in Ghost of Yōtei

14:15 Nikolas Matovinovic
Monstera pocketii: The Botanical Vitality of Pokémon

14:30 Diego Barroso
The "Chinese" Non-city: Thematic (in)coherence and level design in Sifu

14:45 Anna Kożuch, Maksymilian Fuławka and Eryk Froń
Buy, build, live: The Sims' American Dream, neoliberal utopia and its impact on city design

15E: Players Classhall A | *Chair: Charlotte Stevens*

14:00 Kuma Xiaoyu Xiong
"We are trapped in the swamp of binary choices": An Investigation into the Feminist Consciousness of Chinese Female Otome Game Players

14:15 Gaia Amadori
"It's Just a Hoax": Climate Change Denial in Civilization VI's Reddit Communities

14:30 Yuantong Yun and Xinyu Kang
Haptic Dialects: Translating Pleasure Between Adaptive Controllers and Universal Design for Disabled Players

15F: History Classhall E | *Chair: Jim Malazita*

14:00 Filip Jankowski
Guilty (Un)pleasures: The Reception of Muriel Tramis's Erotic Trilogy in France and the United Kingdom

14:15 Garry Crawford et al.
Feeling with, or Feeling like? Empathy, Identification, and the Pleasures of Self-Reflection in Story-Driven Games

14:30 Tom Apperley and Rainforest Scully-Blaker
Douchebag Games: White Grievance and Reactionary Identity Formation in the Xbox Era

14:45 François-Xavier Surinx
"is donald trump woke?" and Other Trolling Questions: Rise and Fall of the Woke Content Detector Steam Group

15G: Production Classhall G <i>Chair: John Healy</i> 14:00 Solip Park The Foreigner, The Joker: Dual Identity of Migrant Game Industry Workers in South Korea 14:15 Ruth Eggel and Sonia Fizek From Pixels to Planet: How Game Makers Strive for Planetary Impact Beyond the Magic Circle 14:30 Manon Lejoly and Pierre-Yves Houlmont Achievement Unlocked: The Art of Localizing Minecraft's Advancements 14:45 Paolo Ruffino Engine Workers: Scalability and Frictions in Game Engine Culture	15H: Theory Classhall H <i>Chair: Cathy Ennis</i> 14:00 Eugene Kukshinov and Nicholas Bowman "Identifying with a character" but "embodying an avatar": Differentiating relationships between players and their on-screen representations in video games 14:15 Kieran McKee, Joshua D. Savage and Vanessa Hemovich Designing Open Dialogue Systems for LLM-Based NPCs 14:30 Andrei Nae Artificial Pleasures and Ideological Subjectivation in Video Games: The Function of Positive Artefact Emotions in the Naturalisation of Ideology 14:45 Mathias Fuchs Tacky Games	15I: Education Classhall J <i>Chair: Alison Croasdale</i> 14:00 Yekta Kalantar Hormozi, Kristina Risley and Liang Xu The Multidimensional Spectrum of Abstraction, Realism and Cultural Meaning in Serious Games 14:15 Constance Lafontaine, Kim Sawchuk and Sarita Israel Between Pleasure and Harm: Transcreating a Serious Game on Older Adult 14:30 Andrew Phelps, Lindsay Grace, Hartmut Koenitz, Mia Consalvo and Kelly Boudreau Global Games Education Now: Regional Realities and Pedagogical Innovations 14:45 Conor McKeown Democratizing Interactive Filmmaking: A No-Code Solution for Arts Students	15J: Production AHI Sem <i>Chair: Yannick Rochat</i> 14:00 Jon Stone Them's Fighting Words: The Unlikely Marriage of Language Games and Simulated Hand-to-Hand Combat 14:15 Adam Jerrett and Peter Howell Translating the Game Space Model from Analytic Framework to Practical Methodology for Game Development and Research 14:30 Maximilian Brückner and Matilda Ståhl Between Diverse Industry and Game Characters - An Analysis of Tool-based Representation Design 14:45 Eliya Cohen Transparency Isn't Enough: How Ordinary Features of Games Contribute to Exploitative Monetization
---	--	--	--

Coffee Break | 15:30–16:00 | Arts Building

16:00–17:30

16A: Analysis Arts Theatre <i>Chair: Charlie Xu</i> 16:00 Caleb Levy Play as Preservation: Folklore and Mythology in The Mooseman 16:15 Kacper Karwacki It is time to stop painting – Clair Obscur: Expedition 33 as a dilemma of pleasant fictionality	16B: Analysis Classhall F <i>Chair: Alena Cicholewski</i> 16:00 Xuanyi Mao and Leyi Ding "No Way, Did You See That Move?": Constructing the Entertaining Spectacle in Game Live Streaming 16:15 Austin Anderson Racial Recursivity as Critical Race Game Studies Methodology 16:30 Sebastian Möring Artistic In-Game Photographs as Media of Care	16C: Players Classhall A <i>Chair: Diego Barroso</i> 16:00 Mikko Meriläinen and Kristine Jørgensen Towards a New Paradigm for Understanding Men and Masculinity in Gaming 16:15 Hong Zeng and Xaxin Chen I Play, Therefore I Identify: A Fan Study of Character Attachment in Honor of Kings 16:30 Zack Carpenter et al. How General Game Expertise Shapes Player Experience and Problem-Solving Across Different Onboarding Approaches in a Puzzle Video Game 16:45 Keerthi Sridharan et al. Making the Past Count: Developing quantitative measures for past-player experience	16D: History Classhall E <i>Chair: Bharat Vyas</i> 16:00 Carl Therrien Rise of the faux pixels. Erasures and extensions of the pixel concept in video game history 16:15 Lindsay Grace Extended Abstract - Intersectional Pleasures: Reframing the Value of BIPOC Game Studies and Production 16:30 Thiago Masetto Lima FINAL BOSS: Videogame as a Technology of Geopolitical Cultural Power 16:45 Olli Sotamaa et al. How to Play Academia: Conceptual and methodological observations
16E: Production Classhall G <i>Chair: Boyang Liang</i> 16:00 Zhehao Sun et al. Re-evaluating the Pursuit of Hyper-Realism in Virtual Reality Game Design through the Lens of Ludo proprioceptive Dissonance 16:15 Michael DeAnda And the Crops Withered: Designing TTRPGs To Enliven Myths 16:30 Jan Švelch et al. Balancing In/formality within the Brno Video Game Industry Ecosystem 16:45 Michał Płachta Neurodivergent Pleasures in Game Environmental Design	16F: Theory Classhall H <i>Chair: Yaohan Wang</i> 16:00 Dennis Jansen and Laurence Herfs Virtual Reality in the 2020s: Peace Machine or War Machine? 16:15 Amanda Jankowitz, Ane Orchard and Oluwarotimi Randle Play in Context: Adapting Game-Based Learning for African Cultural Frameworks 16:30 Karthik Kuduva Gopinath Entropic Temporality & Care-Based Agency in Ecological Survival Games 16:45 Flint Xiaofeng Fan Why Do We Suffer for Fun? Ordeal Pleasure in Souls-like Games	16G: Education Classhall J <i>Chair: Gabriela Kurtz</i> 16:00 Dorcas Réamonn and Colin Keogh Embodied Entrepreneurship: Exploring How an Analogue Role-Play Game Develops Entrepreneurial Mindsets in Master's Engineering Students 16:15 Benjamin Stokes et al. Neighborhood Making of Story Games: Accessible Joy in Low-Tech Design 16:30 Björn Sjöblom and Ulrika Bennerstedt Pleasure Under Pressure: Laughter, Learning, and Competitive Play in Professional Wargaming 16:45 Nellie Seale, Sidney Icarus and Ruby Edwards Dungeons and Dissonance: Coherence in GLAM Games	16H: History AHI Sem <i>Chair: Iwona Marinov</i> 16:00 Nick Koppenhagen Tarot, Money, and Mnemonics: Histories of Card Games Beyond Quantifiable-outcome Games 16:15 Sujin Park "Remembering Play" Beyond Retro: An Analysis of YouTube Videos and Comment Data on The Legend of Zelda: Tears of the Kingdom in South Korea 16:30 Vlad Pojoga and Maria Chiorean Rendering Romania. A Corpus-Based Analysis of Othering in Video Games 16:45 Krzysztof Olszamowski, Anna Kożuch and Krzysztof Mroczek Hussars of Might and Magic: The Influence of Gaming Media on Polish Gaming Canons

Conference Dinner | Pugin Hall | 19:00–21:00

Day 4 (Wednesday, June 17th)

09:00–12:00

17A: WORKSHOP Classhall C Who we are and where we're going? [DiGRA Diversity Subcommittee Workshop] <i>Yekta Kalantar Hormozi, Carlos Gabriel Kelly González, Usva Friman, Stanisław Krawczyk</i>	17B: WORKSHOP Classhall D Teaching Level Design: Process, Challenges, Opportunities <i>Richard Lemarchand, Heather Kelley</i>
---	---

09:30–11:30

18A: Analysis Arts Theatre <i>Chair: Ashley Guajardo</i> 09:30 Michał Kłosiński Mapping eco(politics) in ecogames 09:45 Brent Van Mol Looping Across Genres: How Time Loops, Roguelikes, and Cyclical Levels Shape Narrative Structure 10:00 Nick Webber Time vs. History in JRPGs 10:15 Laurence Herfs Let's play the 'refugee crisis': a postcolonial deconstruction of the refugee in post-2015 European videogames 10:30 Cassandra Barkman The Playful Pleasures of the Videogame Detective Board	18B: Analysis Classhall F <i>Chair: Vickie Monthong</i> 09:30 Siqi Yu et al. How to be Non-Human: A Thematic Analysis of Animal Embodiment in VR Games 09:45 Maksymilian Fuławka Right click to de-escalate – Call of Duty & turning propaganda into pleasure 10:00 Loris Rimaz "Perhaps, this is Hell": Descent Into SIGNALIS 10:15 Benjamin Horn No Good Endings: The Tragic Pleasure of Clair Obscur: Expedition 33 10:30 Ningxi Guo et al. Quiet Play: How Desktop Moyu Games Carve Out Enjoyment Inside Workplace	18C: Players Classhall A <i>Chair: Austin Anderson</i> 09:30 André Almo and Jordan Magnuson From Play to Poetics: Reconfiguring Pleasure through Defamiliarisation in Game Poems 09:45 Kexin Xiang Environmental Storytelling as Embodied Experience: Take What Remains of Edith Finch (2017) as an Example 10:00 Kalle Laakso, Tuuli Turja and Mikko Meriläinen Game Streaming and Motives of Play 10:15 Matilda Ståhl et al. More man vs nature mechanics? Exploring romanticized notions of solitude in online forums on survival games	18D: History Classhall E <i>Chair: Vinicius Marino Carvalho</i> 09:30 Iain Donald and Esther Wright Grand Theft Auto: National Identity, Transnational Production, and the Ambivalent Politics of Play 09:45 Elina Roinioti et al. Sacred Places: Designing 360° Narrative VR Games for Hybrid Use in CAVE and Mobile HMD Setups 10:00 Takashi Obana, Chitoko Koide and Koichi Hosoi Towards a Strategy Using the "Intervention Level Framework" in Japanese Game Archives 10:15 Boyang Liang, Dora Cheng Zhang and Yahuai Lu Pleasures Under Pressure: Misogyny, Moral Outrage, and Creative Contraction in Contemporary Chinese Game Culture 10:30 Huang Xuanqi From Restricted to Shared: The Intersectional Pleasure Mechanisms in Chinese Horror Games (2001–2024)
18E: Production Classhall G <i>Chair: Yannick Rochat</i> 09:30 Tianyi Zhangshao, Wenqi Tan and Yiwen Wang Affective Economies: Gendered play, Monetisation, and Precarity in Otome Gacha Games 09:45 Sagan Yee Dante's Inferno: The Poem: The Game: The Book as Prismatic Paratext 10:00 Carl Therrien and Samuel Poirier-Poulin Introducing The Comet Cock, a Murderous AI Dating Sim 10:15 Florence Chee and Daniel Joseph Moneyball, but for kids: Games as vehicles for predatory prediction markets	18F: Theory Classhall H <i>Chair: Laini Kavaloski</i> 09:30 Richard Sherriff and Millicent Gunn The Conjunctive Voice of the Player in Escape Rooms: A Framework 09:45 Mateusz Felczak Imbalanced Pleasures? System Design and Social Rules in the Survivors-like Game Megabonk 10:00 Iris Zhang Making and Playing for Catharsis 10:15 Dooley Murphy and Elisa Mekler Six Positive Words for Talking about Theory in Games Research (in Pursuit of Interdisciplinarity) 10:30 Olli Leino, Yu Hao and Sebastian Möring Sketch for a Phenomenology of Gameplay (as) Performance: Bodies, Systems, Worlds	18G: Education Classhall J <i>Chair: Amanda Jankowitz</i> 09:30 Björn Sjöblom Missing in Action: Professional Wargaming in Game Studies 09:45 Huajing Pan Games and the Posthuman Condition: How game design preserves memory for people with Alzheimer's disease 10:00 Wilhelmina Statham Beyond the Studio: Long-term Career Trajectories of Swedish Game Graduates 10:15 Dennis Jansen and Keerthi Sridharan Lifting the Fog of War: Militarism, Colonialism and Encyclopedic Pleasures in Digital Play	18H: Analog AHI Sem <i>Chair: Jon Stone</i> 09:30 Steven Gotzler A House Is Not a Home: Queergaming and Recuperative History in Molly House 09:45 Yvonne Gonzales Queering the Third Place: Dungeons & Dragons at Your Friendly Local Game Store 10:00 Malay Dhamelia Are Themes Really Conceit? A Semiotic Proposal 10:15 Konrad Augustyniak and Malwina Jura When Space Becomes Cardboard: Rethinking Escape Room Narratives in Tabletop Games

Coffee Break | 11:00–11:30 | Arts Building

12:00–13:00 | Keynote

19: KEYNOTE Arts Theatre Zhouxiang Lu: VR Gaming: Current Development and Future Challenges
--

Lunch Break | 13:00–14:00 | Phoenix Restaurant

DiGRA Chapter Meeting [DiGRA International] | Iontas Building first floor, room 1.26

14:00–17:00

20A: WORKSHOP Classhall C The Feel of It: Minimalism for Analogue Games <i>David King</i>	20B: WORKSHOP Classhall D Politics of indexicality in digital game production <i>Jaroslav Švelch, Wilhelmina Statham</i>
---	--

14:00–15:30

20C: Analysis Arts Theatre <i>Chair: Hongwei Zhou</i> 14:00 Emmanoel Ferreira and Victor Navarro-Remesal Between Punches and Flying Attacks: Ludonarrative Imaginaries in 1980s Beat 'em Up Games 14:15 Fabian Bellaard, Teresa De La Hera and Julia Kneer Games analysis, Transforming Pixels into Plates: Harnessing Game Strategies for Sustainable Food Practices 14:30 Manon Portos Minetti and Corine Gerritsen Cursed Coziness: Cursed Mechanics in Dark Cozy Games 14:45 Poppy Wilde and Bettina Bódi Veggie Vigilantes: Queering Crime Tropes in Cozy Comedy Games	20D: Analysis Classhall F <i>Chair: Dora Cheng Zhang</i> 14:00 Iwona Marinov On Inhabiting Nonhuman Bodies: Review of Research Perspectives 14:15 Yile Zhang et al. Constructing Civilizations: A Multimodal Critical Discourse Analysis of Fictional Languages in Chants of Sennaar 14:30 William Dunkel Schrödinger's Feminist Cat: The Positional Feminism of Five Hearts Under One Roof 14:45 Yi Liu, Yahuai Lu and Boyang Liang Playing anachronisme in Time: Towards the Ludobiography in the Context of Chinese Indie Games	20E: Players Classhall A <i>Chair: Shan Mu Zhao</i> 14:00 Honglan Xu Playing Across the Strait: Chinese WoW Diasporas on Taiwanese Servers 14:15 Changxing Yan Retellings as a New Player Discourse: A case study of Let's Play Videos 14:30 Sanghyuk Lee Predicting Trolling Behaviors Using In-Game Timeline Data: Uncovering Divergent Mechanisms Behind AFK and Item Tier-Dropping in MOBA Games	20F: History Classhall E <i>Chair: David Harold ten Cate</i> 14:00 Alison Croasdale and Bruno De Paula Valuable Childhoods: Nostalgia, Intersectionalities, and Vintage Game Fairs 14:15 David Murphy and Joshua Jarrett Now Your Playing with Graphics Processing Power: Nvidia and the Discursive Pleasure of Artificial Intelligence 14:30 Nick Webber and E. Charlotte Stevens Experiences of Age and Gender in Early UK Tabletop Role-Playing Magazines 14:45 Iain Donald Myth, Memory, and the Melting Pot: Anti-Imperialism in Rockstar's Red Dead Redemption 2
20G: Production Classhall G <i>Chair: Charlie Xu</i> 14:00 Michal Mochocki The Convergence of Historical Game Design and Digital Heritage 14:15 Juan Francisco Torres-Díaz, Joel Feliu and Adriana Gil-Juárez Beyond necessity and passion: Crunch as a habitus in the field of video game production 14:30 Boris Abramovic, Georg Luif and Margarete Jahrmann A Ludic PSY AI-Game-Engine for Utopia: Exploring PI[AI] for a Viable Future 14:45 Paul Psaila Deceptive Design in VR Games: Lies that invite Surprise and Pleasure	20H: Theory Classhall H <i>Chair: Changsok Yoo</i> 14:00 Huajing Pan From Hopscotch to Digital Games: The Pleasure and Dilemma of Interactivity 14:15 David Gadelkarim The Relationship Between Signs and Context: Semiotic Meaning-Making in Digital Games 14:30 Thomas Byers, Martin Gibbs and Bjørn Nansen Time in Digital Games: A Comparative Map of Temporal Constructs 14:45 Camila Freitas Aiōn and Digital Play: Toward a Cosmo-Phenomenological Approach	20I: History Classhall J <i>Chair: Patrick Prax</i> 14:00 Niklas Nylund et al. The Institutionalization of the Nokia N-Gage as a National Symbol: From Corporate and Fan Heritage to Public Cultural Heritage 14:15 Essi Taino et al. Localized Diversity, Equity, and Inclusion: Challenges and Solutions in Game Culture Environments 14:30 Benjamin Horn Old Pleasures, Dying Flames: Final Fantasy XIV and the Evolution of the MMO Genre 14:45 Qi Cao How Can an Unfinished Multiplayer Networking Scheme Produce Pleasure? XBAND as an Affective Infrastructure	20J: Players AHI Sem <i>Chair: SE Schoemann</i> 14:00 Tae-Jin Yoon, Dowon Seo and Kyunghyuk Lee The Reinvention of Hardcore: Authenticity and Identity Among Korean "Real" Gamers 14:15 Feng Zhu and Maria Ruotsalainen Player 'superstitions' or algorithmic literacy? Marvel Rivals players' practices in the age of AI Matchmaking 14:30 Nadia Di Leo and Antonino Tarantino From Checklists to Playability: A systematic mapping of player reviews to the Game Accessibility Guidelines 14:45 Mark Maletka and Robin Zingarelli Queer Games Studies Material Turn: Centering Trans Bodies in Video Games

Coffee Break | 15:30–16:00 | Arts Building

16:00–17:30

21A: Analysis Arts Theatre <i>Chair: Elle Fieggen</i> 16:00 Amina Antonia Touzos Killjoy Play: Illness, Disability, and No-Fun Pleasures in Video Games 16:15 Elena Gavagnin et al. The Pleasure(s) of Griefing: Tracing Multimodal Toxicity in League of Legends 16:30 Vinicius Marino Carvalho Oneiric Timespaces: History and Image-Affects in Benign Land and The Séance of Blake Manor 16:45 Faltin Karlsen Gameful disconnection: how digital detox and productivity apps blend play, work, and profit	21B: Analysis Classhall F <i>Chair: Mark Maletka</i> 16:00 Corine Gerritsen and Michael Pennington Spectating the Samurai: Performing and Preserving History through Twitch 16:15 Filipe Pinto and Filipe Luz When a Game Is More Than 'Just a Game': Metanarrative Integration Tools in Video Games 16:30 Poppy Wilde Posthuman Cuteness: Affective and agentic tensions 16:45 Mia Consalvo, Kelly Boudreau and Andrew Phelps My Cozy Hero: How Cozy Games Challenge Conventional Hero Dynamics	21C: Players Classhall A <i>Chair: Jussi Holopainen</i> 16:00 Feng Zhu and Eva Liu Forms of self-reflexivity in team hero shooters and beyond 16:15 Bart Simon and Darren Wershler Mod Choreography: Transforming the Contexts of Digital Play 16:30 Daniel Salinas and Jesús Alejandro Ramos-Nolazco Visual Representations of Alternative Masculinities in a Mexican Gaymer Community's Instagram Content 16:45 Josh Jarrett and Maria Ruotsalainen The domesticating role of memes in esports cultures	21D: Players Classhall E <i>Chair: Rory Summerley</i> 16:00 Lihua Quan, Yue Dong and Changsok Yoo Why Do They Stay Home? The Dual Structure of Identity and Constraints in Offline Esports Consumption 16:15 Letizia Vaccarella The Right to Play, The Right to Pleasure 16:30 Antonia Wurm, Maria F. Grub and Jeffrey Wimmer Parasocial Incidental Politics: How Twitch Users Navigate Political Content and Misinformation in Livestreaming Environments 16:45 Maria Julia Vieira, Pedro Cardoso and Luciana Lima The Invisibility of Women Streamers in Game Studies
--	--	---	---

21E: History Classhall G <i>Chair: Bharat Vyas</i> 16:00 Rory Manning Graham Tracing the political economy of the "microgame" 16:15 Emmanoel Ferreira Counterfeit Circuits: Decolonial Practices and the Rise of Video Games in Brazil 16:30 Andrew Bell and Robin Zingarelli Decentralising Queer Game Studies: The British Situation 16:45 Milly Gunn Make it Cuddle, Make it Fight, Market it Pink: Virtual Pets and Affective Economies of Gendered Play	21F: Production Classhall H <i>Chair: David Antognoli</i> 16:00 Nicholas Maglio Examining Jank as Design Through Challenge Runs 16:15 Courtney Blamey Why We Can't Rely on GDC Talks: Accountability in Developer Intent	21G: Theory Classhall J <i>Chair: Michael Hall</i> 16:00 Laini Kavaloski Cruel Pleasure: Affective Security and Territoriality in Games 16:15 Akhila James and Malay Dhamelia Navigating the Sacred Magic Circle. Where Ritual and Play Coexist in Jallikattu 16:30 David Cumming Modernities of authenticity in recreated online digital games: A comparative case study 16:45 Jacqueline Moran The Hero with a Thousand Misattributions: Scrutinizing the Hero's Journey in Videogame Discourse	21H: Analysis AHI Sem <i>Chair: Iwona Marinov</i> 16:00 E. Jules Maier-Zucchini "Default" Leadership – Critiquing Normative Leader Identities in Single-Player Videogames 16:15 Will McKeown Hauntecology: Arboreal Pleasures as represented in Elden Ring (2021) 16:30 Christina Stimson and Greg McGuinness Disclosure and the "Secret Underground Movement" - Analysing Queerness in Disco Elysium and its Place in the Quotidian
--	--	---	---

Pub GamesNight | 19:00–21:00 | The Roost, Maynooth

Day 5 (Thursday, June 18th)

09:00–12:00

22A: WORKSHOP Classhall C Towards a Comprehensive Paradigm of Gender and Gaming <i>Kristine Jørgensen, Mikko Meriläinen, Maria Ruotsalainen, Tom Legierse</i>	22B: WORKSHOP Classhall D Thinking inside the Box for Thinking outside the Box <i>Dorcas Reamonn</i>
---	--

09:30–11:30

23A: Analysis Arts Theatre <i>Chair: Ruth Eggel</i> 09:30 Franciszek Michalski and Karolina Majcherek Winter is gaming: study of gamers' habits throughout the year 09:45 Ecem Berfin Ince and Brando Ratti From the Invisible to Glitch: Rethinking the Possibilities of Aesthetics, Bodies, and Connection in Virtual Parties 10:00 Hadi Mehrpouya and Robin Sloan Hoarding, Looting, Consuming: Toward an Ecology of Care	23B: Analysis Classhall F <i>Chair: Charlotte Stevens</i> 09:30 Eugenio Triana Player Enjoyment Through Mechanical Engagement with Text in "The Séance of Blake Manor" 09:45 Merlyn Seller Thinking on Our Feet: Baby Steps (2025) Towards (Im)balancing the Somatic and the Stony 10:00 Natalia Corbello Reading queer autobiographical games through the lens of memory and identity studies 10:15 Yannick Rochat and Sophie Bémelmans On the Mathematics hidden behind games	23C: Players Classhall A <i>Chair: Melanie Kreidler</i> 09:30 Tushya Sachan and Dinesh Chhabra The Joy of Exploration: A Qualitative Study of Temporal Changes in Player Experiences 09:45 Leandro Wallace Is gameplay fun after all? Queer Indigenous resistances through gameplay 10:00 Mike Hyslop Graham In Mem(e)ory of Uuugggg: Mod-Users' use of RimWorld's Steam Workshop as a Memorial Site 10:15 Mo Jia From Play to Idols: How Superfans Shape Esports Ecologies 10:30 Vasil Arangelov Bridging Generations Through Play: Elderly Gamers and Identity Formation	23D: Players Classhall E <i>Chair: HongLan Xu</i> 09:30 Argyrios Emmanouloudis and Vivian Hsueh Hua Chen An Exploration of Cozy Games as Coping Mechanism to Manage Mental Well-being 09:45 Robin Zingarelli and Kristian A. Bjørkelo "They managed to make lesbians unattractive": anti-woke activism in No Alphabets mod in Baldur's Gate 3 10:00 Adeline Piercy and Pb Berge Min-Maxxing Relaxing: Playtime and Privilege in the Post-Pandemic 10:15 Shu Wang and Hao Sun Making Virtual Romance Real: Intimacy and Relational Labor in Otome Games Cosplay Commission 10:30 Koji Yoshimura and Philippe Chauveau Repeated pleasures: Motivations for replaying story-driven games
---	---	---	--



23E: History Classhall G <i>Chair: Vinicius Marino Carvalho</i> 09:30 Corine Gerritsen and Bettina Bódi Cultivating History: Gender, Power, and Reflection in Cozy Botanical Games 09:45 Milly Gunn Ghost in the Dreamcast: Ludomusical Hauntology and Pleasures of a 90s Cross-Franchise Specter 10:00 James Malazita Nostalgic Ludopopulism and Neoreactionary Movements in Game Development	23F: History Classhall H <i>Chair: Yekta Kalantar Hormozi</i> 09:30 Andra Ivanescu Beyond the Video Game Nasties: Censorship and the Online Safety Act 09:45 Scott Knight and Jakub Majewski "The FMV Interval": The Long Dormant Period of Full Motion Video games 1998–2015 10:00 Stanisław Krawczyk et al. Games with Culture: Using Cultural Heritage as Game-Making Material 10:15 Emma Vossen Towards a Political Economy of Gamergate 10:30 Radek Richtr and Barbora Kyselová Swinging Through History: Rope Mechanics in 2D games	23G: Production Classhall J <i>Chair: Changsok Yoo</i> 09:30 Gabriela Birnfeld Kurtz et al. Brazilian Indie games and hyperlocal identity: analyzing culture, design choices, and Steam reception in Gaucho and the Grasslands 09:45 Chris Diffin What strategies for enabling flow-critical play can be derived from the game design of Taskmaster? 10:00 Zhiyu Chen, Minxing Wang and Leon Y. Xiao The Prevalence and Co-occurrences of Dark Patterns in Mobile Free-to-Play Games 10:15 J. M. L. Whittington Critical Game Design in Tabletop Roleplaying Games: Applying Two Methods	23H: Production AHI Sem <i>Chair: Simon Hewitt</i> 09:30 Chris Barney, Staffan Björk and Jussi Holopainen Twenty Years of Design Patterns in Games 09:45 David Cumming and Joshua Jarrett The endemic intellectual property model of Riot Games 10:00 Eliana Penedos-Santiago et al. Against seamlessness and hedonistic loops: The cases of pause, reflect, resist, and reform, from Interaction Design into games 10:15 Yuantong Yun and Xinyu Kang The Trustworthy Knowledge DLC: A Game-Design-Theory Expansion Pack for Public Services 10:30 Alice Bi No Faces in the Flop Farm: Data Colonialism, Glitchfrastructure, and Affective Solidarity in Minds Beneath Us
---	--	--	--

Coffee Break | 11:00–11:30 | Arts Building

12:00–13:00 | Keynote

24: KEYNOTE Arts Theatre Troy Innocent: Reworlding: Playing Posthuman Futures Together

Lunch Break | 13:00–14:00 | Phoenix Restaurant

14:00–15:30

25A: Analysis Arts Theatre <i>Chair: Elina Roiniöti</i> 14:00 Kevser Güngör and Lisa Schwencke Pleasure and Intersectionality in Queer Dating-Sims: an Autoethnographic Research-Creation Perspective 14:15 Luna Loganayagam and Samuel Pizelo The Revolution Dances: The Pleasures of Transformation in Final Fantasy X-2 14:30 Xinyu Kang and Yuantong Yun When AI Promises to "Cure" You: Individual Experiences, Systemic Biases, and Community Action for Marginalized Players in Video Games 14:45 Gabrielle Trépanier-Jobin and Elio Fontaine Where are the Girls' Games? Trends in Themes, Aesthetic, and Gameplay	25B: Theory Classhall F <i>Chair: Maria Ruotsalainen</i> 14:00 Edward Smith Intersectional Pleasures of Anomie: Helldivers 2 and Democracy at Play 14:15 Haoran Chang Shan-shui Game: Worldbuilding for a Pluriverse Through Relational Game Assets 14:30 Yi Rong and Jiaqi Li Existential Ethics and Tactical Realism: Sartrean Moral Frameworks in Ready or Not	25C: Analysis Classhall A <i>Chair: Natalia Corbello</i> 14:00 Eleonora Imbierowicz On Eating Without a Face in Arctic Eggs (2024) 14:15 Maddalena Grattarola Glitching Objects as Temporal Mediators: Hyperobject Temporality in NORCO 14:30 Christian Voigt Post-Heroic Play in Social Work Education: Structural Constraint and Impossible Care 14:45 Katarzyna Matlas (Meta)identity: Renegotiating identity through metamodern design in Slay the Princess	25D: History Classhall E <i>Chair: Gabriela Kurtz</i> 14:00 Tomasz Majkowski and Magdalena Kozyra The Name of Janosik Will Never Perish: Góral's Tradition in Game Culture 14:15 J. M. L. Whittington Appalachian Necropolitics within Call of Duty: Black Ops 6 and Fallout 76 14:30 Jack Alexandroff Mancala's Eco-Conscious Game Design: Which, if any, Qualities of Mancala Bao la Kiswahili Contain Eco-Conscious Qualities Suitable for Adapting into New Games? 14:45 Michal Kabát, Juraj Kovalčík and Vojtěch Straka Arcades on Wheels: The Materiality and Logistics of Itinerant Gaming in Socialist Czechoslovakia
--	--	---	---

25E: Analog Classhall G Chair: <i>Melissa Rogerson</i> 14:00 Tonguc Ibrahim Sezen and Digidem Sezen Intersectional Pleasures of Imagining non-Western Futures for Tabletop Role Playing Games 14:15 Valerio Moccia Distorting Culture: Memetic Play and Pleasures in Analogue Game Remediation	25F: Players Classhall H Chair: <i>Kelly Boudreau</i> 14:00 Keita Moore What (Meta)Games We Played: Famicom Fandoms and the Politics of Childhood in 1980s Japan 14:15 Chelsea Russell and Michael Nixon Rolling Together: Intergenerational Dungeons & Dragons, Onboarding, and Infrastructures of Care 14:30 Angus Mol, Aris Politopoulos and Sybille Lammes The Civilization of Sid Meier's Civilization: Player Reception of Change in A Long-Running Game Series 14:45 Paige Safyer and Zach Pino Identity Play as Identity Work: Representation, Identity Integration, and Possible Selves in Digital Games	25G: Players Classhall J Chair: <i>Ray Whitcher</i> 14:00 John Paul Vargheese, Iain Donald and Rachel Salzano Player As Archivist - A Proposed Analysis of Player-centric Video Game Preservation Practice 14:15 Ying-Ying Law and Cameron Vanloo Digital Cardboard Crack: The Gambification of Digital Card Games 14:30 Amanda Curtis Welcome to My Crib: Player Creativity in Animal Crossing
--	---	---

Coffee Break | 15:30–16:00 | Arts Building

16:00–17:30 | Session 26

26: AGM Arts Theatre

DiGRA Annual General Meeting and Conference Closing



Social Events and Optional Visits:

Sunday, 14 June	Evening Mixer Reception	Arts Lobby
Monday, 15 June	Irish Dancing	Aula Maxima
Tuesday, 16 June	Conference Meal	Pugin Hall
Wednesday, 17 June	Pub Games Night	The Roost, Maynooth

All events are from 19:00 to 21:00

Russell Library Tours

Tours of the Russell Library are scheduled at 2pm on Monday, 15 June and at 11.15am on Tuesday, 16 June. Please note that there are 4 flights of stairs to reach the reading room, which may not be suitable for those with mobility issues. Recording is strictly prohibited, as prior permission is needed from St. Patrick's Seminary.

Please note that places for the Conference Meal and Russell Library tours are limited. If your plans change, we encourage you to arrange a swap directly with another participant via the DiGRA Discord. Please scan the QR code below to join.

Explore Maynooth

If you would like to explore Maynooth during your visit, we highly recommend taking a walk around South Campus, which is beautiful, historic, and full of character.

Also consider a visit to Maynooth Castle, a medieval tower house just a short walk from campus, with free admission and a fascinating history, or a stroll around the Carton House which has scenic grounds with pleasant walking routes nearby.

DiGRA Discord



DiGRA Code of Conduct

If you are experiencing an imminent threat to your physical safety, please immediately contact on-site security, the police, or emergency services.

Once you are safe, you can contact DiGRA through:

Email: digrainternational@gmail.com

Discord: Contact members listed under the Board role

Reporting form: Please use the form linked below in QR code

During the conference, you can also speak to one of the designated first responders on campus. They will be identifiable by a sticker on their badge.

The DiGRA Ombuds Team will also be available on site. You can check their information on the DiGRA Ombuds Team page for further guidance and support.

All reports will be treated seriously and handled with care.



DiGRA 2026 Visual Identity

The visual identity of DiGRA 2026 is inspired by St. Brigid's Cross (Cros Bríde), a woven cross traditionally associated with protection.

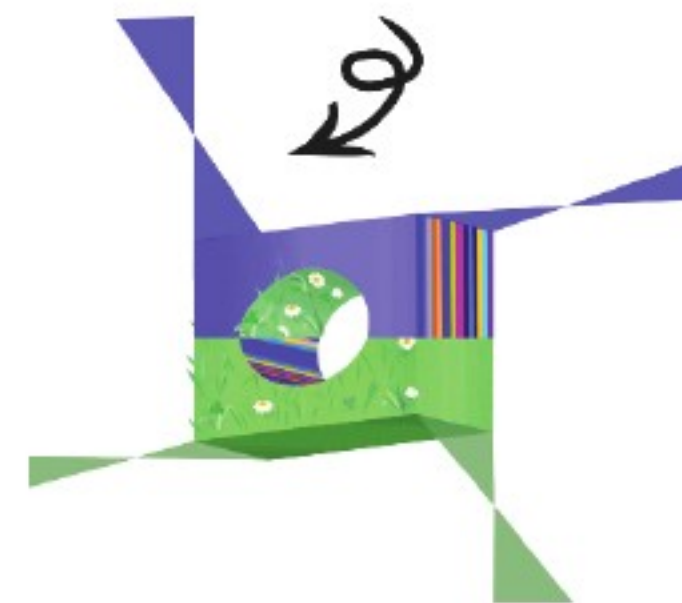
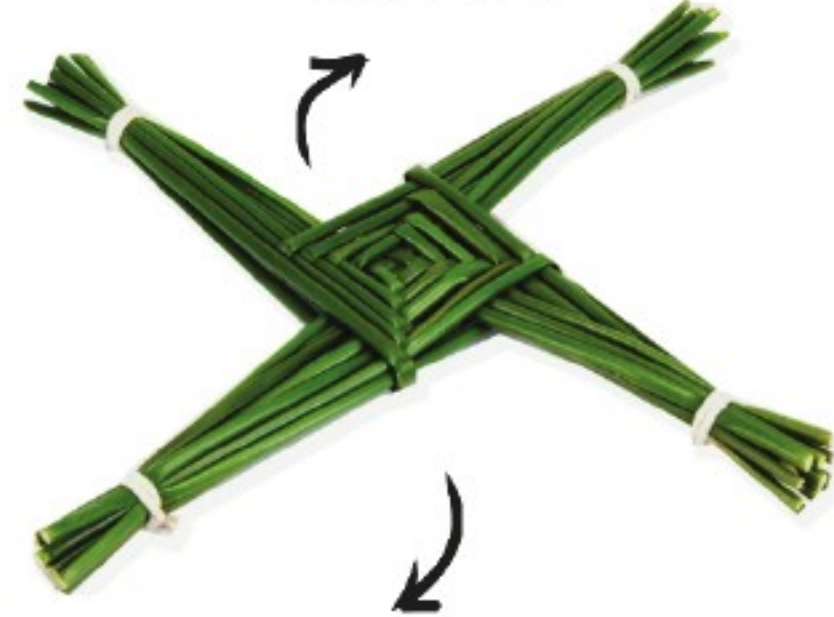
Brigid is an important cultural figure in Ireland, associated with creativity, healing, and protection. She is also closely connected to Kildare, the county where Maynooth University is located.

The DiGRA 2026 logo draws from the form of St. Brigid's Cross, using cross-like shapes, parallel lines, and a central circular element. This later developed into the green and purple isometric design seen across the conference materials. The green reflects Ireland and its landscape, while the plants, daisies, and shamrocks nod to the natural environment around Maynooth.

The purple represents intersectionality: a colour that sits between warmer and cooler tones, suggesting overlap, transition, and connection. The multicoloured elements are inspired by video game shader graphics, adding a playful digital layer to the design and linking the visual identity back to games, technology, and creative experimentation.

Across the conference designs, you may notice a purple character. This figure is the Guardian, representing the scholar. Like St. Brigid's Cross, which is traditionally associated with protection, the Guardian's role is to protect DiGRA 2026 itself, as well as the broader knowledge, creativity, and community it brings together.

*St. Brigid's Cross
(Cros Bríde)*



*This is You! The Guardian
(The scholar)*





Play DiGRA 2026 Inspired Student Games:

As part of a TU Dublin game development module, third-year undergraduate students were challenged to create original playable experiences inspired by DiGRA 2026. These games were developed as part of one of their assignments, drawing on the conference theme, Intersectional Pleasures, as well as the DiGRA 2026 visual identity, Irish culture, folklore, Maynooth University, and game studies research.

Some games invite you to hunt ghosts hidden within Maynooth University, inspired by local campus legends. Others draw on Irish folklore and the story of St. Brigid, transforming cultural symbols into game mechanics. Some explore themes of identity, community, memory, and play, while others simply celebrate the joy of exploration and discovery.

Whether you are taking a break between sessions, joining remotely, or simply curious, we invite you to spend some time with these student-created experiences and explore DiGRA 2026 through their perspective.

Scan the QR code to visit the conference page, where you can find the itch.io link for each game, play them, and read more about the projects.





Conference collectible: collected.
*Achievement unlocked: **DiGRA 2026**.*

(Side quests are encouraged)

digraconference2026.com

