

Playing the Field

Video Games and American Studies
An International Conference



April 26–29, 2018
Amerikahaus Munich

Preliminary program

www.amerikanistik.uni-muenchen.de/ptf

**Playing the Field: Video Games and American Studies
Amerikahaus Munich, April 26-29, 2018**

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Preliminary program

Thursday, April 26

19:00 Keynote, Mark J. P. Wolf (Concordia University Wisconsin)
“Video Games and the American Cultural Context”

Friday, April 27

8:30 Coffee

9:00 Randi Gunzenhäuser (Dortmund)
“Computer Game Studies—an Undercover Success Story?”

10:00 Coffee

10:30 Michael Fuchs (Graz)
“The Right to the Digital City: Hacking the Surveillance State as Urban Practice in *Watch_Dogs*”

11:00 Stefan Rabitsch (Graz)
“‘A Last Chance for Redemption’: BioShocking the American City of Futurity at the Fin de Siècle”

11:30 Vanessa Erat (Klagenfurt): “‘From Star to Star with the CPR’: Canadian Urban and Wild Spaces in *Mass Effect*”

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”

17:00 Sören Schoppmeier (Berlin)
“Genre as Database: *Red Dead Redemption* and the New Media Western”

Saturday, April 28

8:30 Coffee

9:00 Jon K Adams (Freiburg)
“How Role-playing Games Work”

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 Dietmar Meinel (Duisburg-Essen)
“Playing the Urban Future: Movement, Space, and Cityscapes in *Mirror’s Edge* (2008) and *Mirror’s Edge Catalyst* (2016)”

16:30 Patricia Maier (Munich)
“On a Walk – The Concept of Movement in Video Games”

17:00 Damien B. Schlarb (Mainz)
“Breaking It Is Part of the Fun: Glitches as Part of Gameplay, Narrative, and Interface Design in Video Games”

Sunday, April 29

8:30 Coffee

9:00 Gerald Farca (Augsburg)

“The Phenomenology of Playing US-American Dystopias: *Fallout 4*”

9:30 Rudolf Inderst (Passau)

“*Wolfenstein: The New Order* as a Playful Continuation of Dystopian Narrative Traditions”

10:00 Manuel Franz & Henning Jansen (Heidelberg)

“A Shining City Above the Hill: Mapping the World of *Bioshock Infinite* through the Lens of Counterfactual Historical Analysis”

10:30 Coffee

11:00 Tobias Teutenberg (Munich)

“Art History Matters: On Style and Iconography of Video Games”

11:30 Jacqueline Blank (Munich)

“The Art of *BioShock Infinite*: Identity, Race, and Manifest Destiny”

12:00 Mahshid Mayar (Bielefeld)

“Archiving the Field: American Documentaries about Videogames”

12:30 Wrap-up, end of conference