

#vglit

# VIDEO GAMES AND LITERATURE: BEYOND STEREOTYPES

20<sup>th</sup>-21<sup>st</sup> June 2018

Leverhulme International Network for Contemporary Studies

University of St Andrews

In collaboration with Abertay University and University of Glasgow



## CONTACT

Professor Margaret-Anne Hutton

[mh8o@st-andrews.ac.uk](mailto:mh8o@st-andrews.ac.uk)

LEVERHULME  
TRUST \_\_\_\_\_

**JUNE 20th 2018**

9.00-10.15: Introduction to the event (Margaret-Anne Hutton)  
Game Jam theme: Rhianna Pratchett and Don Paterson in conversation (with Robin Sloan, Dayna Galloway and Matthew Barr)

10.15-10.45: Coffee

10.45-11.45 Parallel activities:  
Arts Lecture Theatre: Game Think 3.0

Angie Spoto: 'Not Geek Enough: Crafting a Ludic Novel for the Non-Credentialed Nerd'

Steven Harvie: 'The Video Game Avant-Garde?'

Alison Bown: 'Playable text in sonic worlds: how language and sound can be combined to make bookish games'

Cailean McBride: 'Focalisation and character 'ownership' in Literature and Games'

Arts Seminar Rooms 1-6: Game Jam  
Ideas generation and concept development

12.00-1.00 (Arts Lecture Theatre): Christopher Brookmyre

1.00-2.00: Lunch

Parallel activities:  
2.00-7.00: Game Jam  
Game development

2.00-3.15

Robert Gallagher: 'Interactive Friction: Narrative Games and the Age of Information'

James Butler & Rebecca Hutcheon: 'Narrative Education Exploration Systems (NEES): Engaging pupils through creative gaming literary adaptations'

3.15-4.00: Tea

4.00-5.00 (Arts Lecture Theatre):

Dayna Galloway and Mona Bozdog: 'Worlds at our fingertips. Navigating the multiple readings of walking simulators'

Claudia Rossignoli: 'Playing with God: Dante's otherworlds in the digital age'

5.00-6.00 (Arts Lecture Theatre): Simon Meek

Presentation of the Beckett project + Q&A

6.30-8.30: Byre Studio Theatre

A L Kennedy short story Masterclass

**JUNE 21<sup>st</sup> 2018**

9.00-10.15: Parallel activities  
Game Jam: Game development

Arts Lecture Theatre

Espen Aarseth: 'Novel Experiences: Massive Singleplayer Games as a Literary Genre'

Ted Bergman and Mark Chen: 'Gameplay, Don Quixote, and the Active Deconstruction of Literary Genres'

10.15-10.45: Coffee

Parallel activities

10.45-1.15: Game Jam: game development

10.45-12.15: Game Think

Alicia Copeland: 'Creating Worlds with Words'

Jacob Wayne Runner: 'My guise doth not incur thy trust': Historical Language as an Element of Game Localisation'

Sally Bushell: 'Spatialising and Visualising the Literary Text: The Chronotopic Ground Project'

Kieran Wilson: 'Inaccurate Guides and Spurious Parables: The Unreliable Narrator in the Games of Davey Wreden'

Emma Reay: 'Critical Ekphrasis: Appraising the Poetic Power of Children's Video Games'

Jaime Harrison: "'The li'l goombas of the web, need to be stomped back to where they came from": Virtual Worlds and Video Game Intertextuality in Thomas Pynchon's *Bleeding Edge*'

12.15 -1.15 (Arts Lecture Theatre): Judy Tyrer in conversation with Dr Katie Garner

1.15-2.00: Lunch

Parallel activities

2.00-5.15: Game Jam: game development and preparation of presentations

2.00-3.15

Darshana Jayemanne: 'Chronotypology: A Comparative Approach to Videogame Narrative'

Esther MacCallum Stewart & Nia Wearn: "Case 88: Once Upon a Crime" Defining Hidden Object Games as Literary Narratives'

3.15-4.00 Coffee

4.00-5.15

Andy Payne: Presentation of the Animal Farm project + Q&A

5.30-6.30: Game Jam Presentations