

GAME ON DRAMATURGY AND DIGITAL CULTURE

Workshop & Symposium | 18-19 March, 2016

FRIDAY, 18 MARCH SIR CHARLES WILSON BUILDING, ROOM 101

Welcome | 11:30am

Panel 1: Dramaturgy | 12-1pm

Steve Greer: Queer Gaming and Minor Dramaturgies

Benjamin Beil: On Guns and Giraffes: The Dramaturgy of Video Games

Panel 2: Interactivity | 2-3pm

Tim Barker: Contemporaneity and Interactivity: Delays, Folds and Knots

Sascha Förster & Sabine Päsler: 'Open World' Dramaturgies in Contemporary Theatre

Panel 3: Experience | 3:30-4:30pm

Lynn Whitaker: Free to Play? Children's Experience and Understanding of In-App Purchasing

Michael Bachmann: Intimate Theatre and Digital Experience

Michelle Herte: 'The End... or is it?' (Un-)Conventional Video Game Endings

SATURDAY, 19 MARCH GILMOREHILL HALLS, ROOM 408

Panel 4: Narrative | 10-11am

Marc Bonner: SOMA's Abysmal Constrictions: The Semiotics of Environmental Storytelling

Matt Barr: Teaching Games Narrative

Conor McKeown: Recontextualising Tragedy: Group Play as Shared Grief through *That Dragon, Cancer*

Workshop: Alternative Gaming and Immersive Theatre | 11:30-4:30pm



University
of Glasgow | School of Culture
& Creative Arts



GAME ON is part of the University of Cologne's STAGE series and jointly organised by the Department of Theatre & Media Culture at Cologne and Theatre Studies at Glasgow (Benjamin Beil, Sascha Förster & Michael Bachmann)