

International Conference
November 17-19, 2022

Amerikahaus Munich
Karolinenplatz 3
80333 Munich

Program & Registration:
www.ku.de/slf/amerikanistik/konferenzen
www.playingthefield.eu

playing the field III

VIDEO GAME ECOLOGIES

& american studies

Organizer:
Dr. Nathalie Aghoro,
KU Eichstätt-Ingolstadt

sponsored by:



**bavarian
american academy**

DFG

Deutsche
Forschungsgemeinschaft
German Research Foundation

 KATHOLISCHE UNIVERSITÄT
EICHSTÄTT-INGOLSTADT

Thursday, November 17

12 pm | Arrival & Registration

12.30 pm | Conference Opening

1pm | Keynote | **Alenda Chang (Santa Barbara)** | “Rambunctious Games”

Coffee & Tea

2.30 pm | Panel 1

Chair: Nathalie Aghoro (Eichstätt)

Carolyn Becklas (Oldenburg) | “You and the Climate Are Done Too Now”: Representations of Climate Change in Early Video Games”

Péter Kristóf Makai (Bydgoszcz) | “Cardboard Climate and Digital Disasters: Connecting Board and Computer Game Narratives of Climate Change”

Alina Kasper (Duisburg-Essen) | “Playing at Disaster: Ecocritical Elements in *The Last of Us* (2014)”

Coffee & Tea

4.30 pm | Panel 2

Chair: Sarah Earnshaw (Eichstätt)

Jacqueline Blank (Munich) | “World Building in *Red Dead Redemption II*”

Rebecca Käpernick (Oldenburg) | “Environmental Storytelling and Impeding Catastrophe in *Final Fantasy VII*”

Jula Maasböl (Heidelberg) | “Culture without Context: (Mis-)Reading the Anthropocene in the *Horizon* Series”

Friday, November 18

9.30 am | Keynote | **Miguel Sicart (Copenhagen)** | “Playing at the End of a World”

Coffee & Tea

11 am | Panel 3

Chair: Sascha Pöhlmann (Innsbruck)

Stefan Schubert (Leipzig) | “Feeling Nature: Ludoaffective Dissonance and Harmony in Survival Video Games”

Moritz Wischert-Zielke (Eichstätt) | “Practicing Ecology with Digital Games – An Ecosophic Practice Theory Approach to Video Games and the Case of Planting Trees to Mitigate Climate Change as Video Game Practice”

Lunch Break

2 pm | Panel 4

Chair: Nicole Schneider (Eichstätt)

Angelina Skuratova (Paderborn) | “Building Bridges, Breaking Barriers: The Transformative Potential of Post- Apocalyptic Space in *Journey* and *Death Stranding*”

Jon-Wyatt Matlack (Regensburg) | “Modding and Metamorphosis: Investigating the Ecology of Player Communities Reconstructing History in their Favorite Grand Strategy Games”

Brady Schuh (Austin) | “Psychic Geographies of Erinn”

Coffee & Tea

4 pm | Panel 5

Chair: Moritz Wischert-Zielke (Eichstätt)

Elizabeth Callaway (Salt Lake City) | “Artificial Intelligence as Environmental Sidekick in *Waking Mars*”

Flavia Mazzanti & Manuel Bonell (Vienna) | “(Beyond) Representation in (post-)anthropocentric Virtual Worlds”

Saturday, November 19

9.30 am | Panel 5

Chair: Jacqueline Blank (Munich)

Burak Sezer (Cologne) | “Underwater. Immersive Ecologies in Video Games”

Pat Brown (Dortmund) | “Out to Sea: Rediscovering the Order of Things in *Valheim*’s Digital Purgatory”

Stefan Rabitsch (Oslo) & Michael Fuchs (Innsbruck) | “De-Nationalizing the West: Uprooting Space and Deepening Time in *Red Dead Redemption II*”

Coffee & Tea

11.30 am | Panel 6

Chair: Stephan Schubert (Leipzig)

Andrei Nae (Bucharest) | “Simulating the Environment in *Horizon Zero Dawn*: Ideological Consonance and Complicity with Neoliberal Capitalism”

Max José Dreyse Passos de Carvalho (Mainz) | “Subnautica and Ecology: Revisiting Ludonarrative Dissonance as a Problem of Form”

Aline C. Job da Silva (Caxias do Sul) | “Worlds Collapsing in Video Games: The Coloniality of Power in Narratives, Mechanics and Subjective Relationships with Environments”

1 pm | Closing Remarks

