The Philosophy of Computer Games
An Interdisciplinary Conference
25-27 January 2007
http://game.unimore.it

University of Modena and Reggio Emilia, Italy
Aula Magna “Pietro Manodori”
Viale A. Allegri 9
42100 Reggio Emilia, Italy

Programme

Thursday 25th - COMPUTER GAME ENTITIES
10.00 Registration
11.00 Introduction
11.10 Fictional, Simulated, Real: Towards an Ontology of Game Objects,
Espen Aarseth, IT University of Copenhagen, Denmark
12.00 Lunch
13.30 The Reality of Game Objects
John Richard Sageng, University of Oslo, Norway
14.00 Gaming as an Aide to Metaphysical Speculation
Richard Clarkson, University of Durham, UK
14.30 The Temporality of Gaming
Hallvard Fossheim, University of Oslo, Norway
15.00 Break
16.00 Is our Actual World Interactive: Some Philosophical Reflections about Videogaming and Life
Dario Compagno, University of Siena, Italy
16.30 The Ludic Parenthesis
Olav Asheim, University of Oslo, Norway

Friday 26th - PLAYER EXPERIENCE
10.00 Videogames, Fiction, and Reality
Jonathan Fromm, University of Central Florida, USA
10.30 On The Phenomenology of Virtual Worlds
Tarjei Mandt Larsen, University of Tromsø, Norway
11.00 The Irreducible Self. Image Studies of First Person Perspective Computer Games
Stephan Guenzel, Friedrich-Schiller-Universität Jena, Germany
11.30 Visual Perception, Motor Action, and the Video Game Experience
Ole Ertloev Hansen, VR Media Lab, Aalborg Universitet, Denmark
12.00 Lunch
13.30 Goals, Affects, and Empathy in Games
Petri Lankoski, Media Lab, University of Art and Design, Helsinki, Finland
14.00 Feeling So Real – a Phenomenological Exploration of the Realities of Emotions in Play
Olli Leino, Dept. of Media, University of Lapland, Finland
14.30 Ludic Reality: a construct for analysing meaning-mapping and epistemology in play
Dan Pinchbeck, Department of Creative Technologies, University of Portsmouth, UK
15.00 Break
16.00 Virtual Consciousness and the Imaginary: A Phenomenological Sketch
Nicolas De Warren, Wellesley College, UK
16.30 "Gamescapes": Spatial Orientation Without Objects
Anita Leirfals, University of Bergen, Norway
17.00 Virtual Realism: Player, Perception and Action in Video Game Play
Hanna K. Sommerseth, University of Edinburgh, Scotland
17.30 Playing Dress-Up: Costumes, roleplay and imagination
Ludica: Janine Fron, Independent Artist/Designer, Tracy Fullerton, University of Southern California, USA, Jacquelyn Ford Morie, University of Southern California, Celia Pearce, Georgia Institute of Technology, USA

Saturday 27th - THE ETHICS OF COMPUTER GAMES
10.00 Gamers and the Good Life
Adam R. Briggle, University of Twente, Netherlands
10.30 Computer Games and Reality: Transworld Identities
Patrick Coppock, University of Modena and Reggio Emilia, Italy
11.00 Virtual Ethics: The Ethics of Virtual Worlds
Edward H. Spence, University of Twente, Netherlands
11.30 Targeting the Kids: Computer Games as War Propaganda
Rune Ottosen, Oslo University College, Norway
12.00 Lunch
13.30 Severe Pain or Suffering: Videogames, Morality and Torture
Peter Rauch, Comparative Media Studies, M.I.T, USA
14.00 Ethics and Practice in Virtual Worlds
Ren Reynolds
14.30 Instrumentalism and the Ethics of Videogame Play: The Tactical Iraqi Controversy
Elizabeth Losh, University of California, USA
15.00-16.00 Closing Session