

THE PHILOSOPHY OF COMPUTER GAMES
CONFERENCE IN POTSDAM MAY 8-10, 2008



	Thursday, 8.5.08	Friday, 9.5.08	Saturday, 10.5.08
	Ethics / Politics	Action Space (continue)	The Magic Circle
9:30	<p>Opening</p> <p>Ian Bogost (Keynote): "Ethics and the Representations of Moral Decisions in Games"</p>	<p>Stephan Günzel: "Interaction and Space in Computer Games"</p> <p>Mattias Ljungström: "Remarks on Digital Play Spaces"</p>	<p>Jesper Juul (Keynote): "Who Made the Magic Circle? Seeking the Solvable Part of the Game-Player Problem"</p>
	Coffee break	Coffee break	Coffee break
11:00	<p>Anders Sundnes Løvlie: "The Rhetoric of Persuasive Games: Freedom and Discipline in America's Army"</p> <p>Kirsten Pohl: "Ethical Reflection and Emotional Involvement in Computer Games"</p>	<p>Charlene Jennett/Anna L. Cox/Paul Cairns: "Being in the Game"</p> <p>Souvik Mukherjee: "Gameplay in the Zone of Becoming: Locating Action in the Computer Game"</p>	<p>Bernard Perron: "The Magic Circle(s) of Gameplay"</p> <p>Hallvard Fossheim: "Through the Looking Glass: Suggestions for the Philosophical Analysis of Gaming Objects"</p>
12:30	Lunch break	Lunch break	Lunch break
14:00	<p>Niklas Schrape: "Playing with Information: How Political Games Can Encourage the Player to Cross the Magic Circle"</p> <p>Christian Hoffstadt/Michael Nagenborg: "The Concept of War in the World of Warcraft"</p>	<p>Dan Pinchbeck: "Trigens Can't Swim. Intelligence and Intentionality in First Person Game Worlds"</p> <p>Robert Glashüttner: "The Perception of Videogames: From Visual Power to Trancendental Interaction"</p>	<p>John Richard Sageng: "Can Avatars Act?"</p> <p>Britta Neitzel: "Metacommunication and Metalepsis in Play and in Computer Games"</p>
	Coffee break	Coffee break	Coffee break

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16:00	<p>Bjarke Liboriussen: "Landscape and Avatar"</p> <p>Betty Li Meldgaard: "Perception, Action and Game Space"</p> <p>Yara Mitsuishi: "Différance at Play: A Derridean Analysis of the Constitution of Identities in Videogame Play"</p>	<p>Gordon Calleja: "The Binary Myth"</p> <p>Olli Leino: "A Sketch for a Model of Four Epistemological Positions Toward Computer Game Play"</p>	<p>Eduardo H. Calvillo G.: "Pulling the Strings: A Theory of Puppetry for the Gaming Experience"</p> <p>Michael Liebe: "There is no Magic Circle: On the Difference Between Computer Games and Traditional Games"</p>
	<p>[19:30] Participants Dinner at the Trattoria Toscana, Potsdam</p> <p>[22:00] A MAZE. KICK OFF Party at the 103club, Berlin (U1 Schlesisches Tor)</p>	<p>[18:00] OPEN WORLDS PANEL Keynote: Richard Bartle Moderation: Ulrich Weinberg Participants: Richard Bartle, Frank Campbell, Mirko Caspar, Dirk Weyl</p> <p>Location: Audimax, University of Potsdam</p> <p>Get-together with drinks and snacks</p>	<p>[17:30] Final Discussion, Closing</p>