



# 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 Frome, 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 Leirfall, 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. Briggie, 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

