



Affecting Game Time: Theory and Practice

University of Edinburgh Game Worlds Cluster

DATE: 2nd September 2022

VENUE: 'Gather' (Online)

PROGRAMME (all times listed in current UK Time (BST), UTC+1)

Morning

9.15am – ORIENTATION – Touring Gather Town

9.30am – WELCOME – Merlin Seller and Tom Boylston

9.45-11am: DURATION, SLOWNESS, DESTRUCTION

- **Liam Gibbons**, RMIT University: *Change Over Space*
- **Holly Wistow**, University of Nottingham: *Movements in Play: Slowness and Queer Temporalities in Dungeons & Dragons*
- **Conor McKeown**, University of Stirling: *"Everyone in this Story is Already Dead": Disco Elysium and Accepting Finitude through the Posthuman Multiverse*
- **Tom Boylston**, University of Edinburgh: *Winnicott on Play: Against Omnipotent Fantasy*

11am-12pm: MANAGING TIME

- **Mark Johnson**, University of Sydney: *Understanding Game Time in Game Live Streaming on Twitch*
- **Christopher McMahon**, University of Liverpool: *Playtime: HowLongToBeat.com and the quantification of play-time*
- **Yaojing Wang**, University of Edinburgh: *"The Period for Wild Grass Growing": An Ethnographic Account of Managing Time and Coordinating Temporalities Among Online Gamers*

Afternoon

1.30-2.30pm: END TIMES

- **David Hall**, UNC: *A Thousand Year Journey: Trans Temporality in Elden Ring and the Soulsborne series*

- **Aaron Doughty**, NYU: *Voided Check: Debt, Incalculability, and Skill Checks in Disco Elysium*
- **Laura Op de Beke**, University of Oslo: *Thick Time and the Temporality of Environmental Crisis*

3-4pm: **EXPERIENCING TIME**

- **Cansu Nur Simsek**, University of Texas, Dallas: *Framing Moments: We Become What We Behold (2019)*
- **Rainforest Scully-Blaker**, University of California, Irvine: */r/patientgamers and the Transactional Nature of Play*
- **Matt Knutson**, University of Central Oklahoma: *Presently Asynchronous Presence: Illusory Liveness in Live-Streaming*

4pm: **KEYNOTE**

Darshana Jayemanne (Abertay University) & **Cameron Kunzelman** (Mercer University): *Our Ludic Categories: Gaming, Time, and Sianne Ngai's Aesthetic Theory*

