

Game Think 2.0

Bute Hall, University of Glasgow

3rd February 2017

13:00	Welcome Matthew Barr University of Glasgow @hatii_matt
13:05	KEYNOTE Who cares if it's a Game? The uses and misuses of a dangerous word Dr Jesper Juul The Royal Danish Academy of Fine Arts @jesperjuul
13:25	Female professional gamers in e-sports Carina Assunção University of Edinburgh @lyrrra
13:40	Playful Storytelling: Playing with stories in games Dr Sandy Louchart Glasgow School of Art @GSofASimVis
13:55	Problems in regulating children's in-app purchasing Dr Lynn Whitaker University of Glasgow
14:10	Game Audio and Pop Culture Jaime Cross Blazing Griffin @speedyjx
14:25	Investigating the History of Videogame Exhibitions Emilie Reed University of Abertay @netgal_emi
14:40	How Not To Make A Game Brian Baglow Scottish Games Network @flackboy @scottishgames
14:55	Coffee Break

15:15	Project:Filter and the Game and Experiment Model Andrew Reid Glasgow Caledonian University @AJReid93
15:30	Keeping a happy balance – a snapshot of industry and academia in the Midlands Nia Wearn Staffordshire University @wormella
15:45	Whatever happened to Billie Lurk? Queer diversity in mainstream gaming Dr Steve Greer University of Glasgow @stevegreer
16:00	Killbox Postmortem Malath Abbas Biome Collective @maltron3D @biomecollective
16:15	Exploring physical and virtual islands: Inchcolm Project Mona Bozdog Abertay University, The Royal Conservatoire of Scotland (RCS) and The National Theatre of Scotland (NTS) @MonaBozdog
16:30	Common Traits of Successful Games Colin Macdonald Channel 4 @ScottishColin
16:45	Pub (Curler's Rest, Byres Road)