

# Game Think 2.0

Bute Hall, University of Glasgow

3<sup>rd</sup> February 2017

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

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