

Rooms	Left tracks: D107	Middle tracks: D105	Right tracks: D106
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8:30	Tuesday start - Coffee and registration		
9:00	(D105) Conference opening, Sweden Game Arena and Expo introduction		Andreas Ran - BSc <i>Tutorialistic Gameplay: Players teaching themselves</i>
9:45			
10:15	Opening Keynote: Jonas Linderoth - Gothenburg University		
11:15	<i>Digital Games - The Ultimate Platform for Power Fantasies</i>		
11:30	Diane Carr University of London <i>Play/able Bodies: Augmentation, Ability and Order in Deus Ex</i>	Josefin Westborg Lajvverkstaden <i>LARP as an Educational Tool</i>	Jonatan Sjöberg - BSc <i>Experienced Spatial Acoustics: A study of sound and visual references</i>
12:15	<h1>LUNCH</h1>		
13:15			Sebastian Mårtensson - BSc <i>Contrasting Stereotypes: Stereotypical music and our perception of known locations</i>
13:30	Björn Berg Marklund University of Skövde <i>The Divide - Games and Education</i>	Coffee / Expo / Network!	
14:00			
14:15	Fredrik Andreasson ius information <i>Designing for Playful Learning</i>	- Räv - & - Halcyon Days -	Kristofer Kjell - BSc <i>Game of Judgement: What is allowed when remediating cultural heritage?</i>
15:00			
15:30	Santeri Koivisto TeacherGaming LLC <i>Games in the Classroom</i>	- Hellbound - & - Project Alix -	Michelangelo Cianciulli - MSc <i>Optimal Turns: Evaluating feedback for ideal trajectories in driving simulators</i>
16:15			
16:30	Day 1 Closing Keynote: Mia Consalvo - Concordia University		
17:30	<i>The Player's Dilemmas: Choices that inform gameplay</i>		

	Game development
	Games research

	Game project presentations
	Games in education

8:30	Wednesday start - Coffee and registration		
9:00	Mikkel Lodahl & Mikkel F. Jensen VidenDjurs / The Ranch <i>Supporting Scandinavian Start-up Studios</i>	- Georgia in my Mind - & - Lunch Lady Simulator -	Sophie Van - BSc <i>Understanding Player Motivations and Character Creation</i>
9:45			
10:00	Dan Thronström Avalanche Studios <i>Why AAA is the New Indie</i>	Jenny Brusck, Mathilda Bjarnehed & Isabella Billgren <i>Donna - Creating Inclusive Game Development</i>	Antonia Rafael Trigo Algar-MSc <i>Serious Games for Overcoming Phobias: The benefits of game elements</i>
10:45			
11:15	Daniel Moregård Paradox Interactive <i>Designing Interfaces for Grand Strategy Games</i>	- Hoverboard - & - Leaf Brawlers -	Yifan Wu - BSc <i>Brand Placement in Video Games: Impact of penalties and rewards on attitude and recall</i>
12:00	<h1>LUNCH</h1>		
13:15	Johan Dorell & Tobias Viklund Paradox Interactive <i>QA and User Research</i>	Adam Chapman Gothenburg University <i>The Past is a Minefield: Divisive History & Digital Games</i>	Petter Henriksson - BSc <i>Optimization of Real-time Volumetric Fire</i>
14:00			
14:15	Tau Petersson Stunlock Studios <i>Graduating into Game Development</i>	Mikael Frithiof Red Pipe <i>The Treatment of Audio in Game Development</i>	Daniel Ström - BSc <i>Players' Impact on the Game: A study of experienced agency in computer games</i>
15:00			
15:15	(D107) Maxwell Scott-Slade GLITCHE.RS <i>Being Indie in the UK</i>	(D105) Mikkel Mainz Sun Creature Studio <i>The Reward - Animated Film Screening and Director Q&A</i>	(D106) Hampus Gustafsson - BSc <i>Genetic Algorithms vs. Statemachines in Individualized Ecosystems in Games</i>
16:00	(D201) Anna Wilhelmsson - MSc <i>Narrative and the Third Pig: Study of a transmedial artwork for children ecosystems in games</i>		
16:30	Closing Keynote (Speaker TBA: see conference website for updates)		
17:30			