

3rd Vienna Games Conference – Future and Reality of Gaming – F.R.O.G. 2009

"Exploring the Edge of Gaming"

Vienna, Austria, Friday 25 to Sunday 27 September 2009



Friday 25 September

Track A / Wappensaal

Track B / Top317

11:30	REGISTRATION	
13:00	FROG Opening Austrian Federal Ministry of Economy, Family and Youth Christa Schnabl (Vice Rector for Student Affairs and Continuing Education, University of Vienna) Claus Pias (University of Vienna)	
13:30	Keynote: Cheryl K. Olson Massachusetts General Hospital Department of Psychiatry, USA "What Young People Learn From Electronic Games, and Their Role in Healthy Development"	
14:30	Mini-Break	
14:40	Slot 1/A: Dorothee Hefner (Hannover), Christoph Klimmt (Mainz), Ralf Thalemann (Berlin), Verena Pompetzki, Jenny Czolkoss (Hannover), GER Gamers behind the Edge: Exploring Reasons to Play in Adolescents treated for Excessive Video Game Use	Slot 1/B*: Christoph Kaindel (Vienna), Ilja Steffelbauer (Vienna) Civilizations, Inventions and Empires. Implizite Geschichts- und Gesellschaftstheorien in Computerspielen
15:20	Slot 2/A Ben Kirman, Conor Linehan and Shaun Lawson (Lincoln, UK) Exploring the Edge of Good Taste: Playful Misconduct in Social Games	Slot 2/B* Sigrid Jones (Vienna) Playing with Flickr: Breaking the magic circle
16:00	Break	
16:30	Slot 3/A*: Judith Ackermann (Bonn, GER) Kommunikative Herausforderungen des gemeinschaftlichen Computerspiels am Beispiel von LAN-Partys	Slot 3/B: Elke Hemminger (Gmünd, GER) Fantasy Facebook? Merged Gameplay in MMORPGs as Social Networking Activities
17:10	Slot 4/A*: Regina Friess (Berlin, GER) Spielen im Grenzgebiet des klassischen Gamings: Eine Untersuchung zur Computerspielnutzung von 35-45 Jährigen	Slot 4/B: Marek Buzinkay (Leeds, UK) You don't want to look like a newbie. First steps into an avatar identity: to have a sense of self
18:00	...FROG EXPLORES GAME CITY...	
19:30	FROG CONFERENCE DINNER	

*Presentation held in German language

Saturday 26 September

Track A / Wappensaal

Track B / Top317

08:30	COME ON BOARD	
09:00	Keynote: Benjamin Jörissen Bundeswehr University Munich "Games, articulation, and governmentality"	
10:00	Mini-Break	
10:10	Slot 5/A: Michael G. Wagner (Krems) MediaPlayPedagogy	Slot 5/B: Nikolaus König (Vienna) Getting A Grip: How To Make Emergent Narrative Tangible For Methodic Analysis - a constructivist approach
10:50	Break	
11:20	Slot 6/A: Elisabeth Sattler, Konstantin Mitgutsch (Vienna) Diving through the stages of learning in computer games	Slot 6/B: Tero Karppi (Tampere, FIN) Connecting the Dots: Understanding The New Console Experience
12:00	Slot 7/A: Video Presentation: Hector Rodrigues (Hong Kong, China) The Perception-Desire Nexus	Slot 7/B: Olli Tapio Leino (Copenhagen, DK) In a World Full of Nothing: Sketch for an existentialist game world metaphor
12:40	LUNCH	
13:40	Slot 8/A: Jaroslav Švelch (Prague, CZ) Context of Innovation in Metaphorical Game Design: The Case of Deus Ex Machina	Slot 8/B: Stéphane Bura (Charleroi, BEL) New Uses for Old Game Controls
14:20	Slot 9/A: Conor Linehan (Lincoln), Bryan Roche (Maynooth), Shaun Lawson, Mark Doughty, Ben Kirman (Lincoln), Denis O'Hora (Galway) (UK & IRL) A behavioural framework for designing educational computer games	Slot 9/B: Christian Swertz (Vienna) Video Game Addictives and Workaholics - two of a kind
15:00	Break	
15:30	FROG-POND (Jump into the your own POND of ideas, concepts and projects on gaming...)	
16:50	Mini-Break	
17:00	Keynote: Scot Osterweil Research Director, Education Arcade, Massachusetts Institute of Technology, Boston, USA "Where Worlds Collide: Real Games for Real Students"	
18:00	Game Over - Day 2	
21:00	GAMERS PARTY	

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Sunday 27 September

Track A / Wappensaal

Track B / Top317

08:30	COME ON BOARD			
09:00	Keynote: Raina Lee Publisher and editor of 1-Up MegaZine, NY, USA "Craftsters, Prisoners, and Punk Rockers: 1-Up MegaZine and Video Game Fan Cultures"			
10:00	FROG-Poster-Session Mario Donick (University of Rostock, GER); Leyla Dogruel & Sven Jöckel (FU Berlin, GER); Dominik Härig (University of Marburg, GER); Erich Pammer (Institut Weiterbildung Ph-Linz); Susanne Rabler (Karl-Franzens-Universität Graz); Petri Saarikoski (University of Turku, FIN); Marie-Therese Schultes, Eva-Maria Schiller, Strohmeier, Dagmar & Spiel, Christiane (University of Vienna); Annemarie Treiber (Universität Wien); Markus Treiber (Universität Wien); Ilija Barišić (University of Zagreb, CRO)			
10:30	Break			
11:00	Slot 11/A*: Felix Raczkowski (Bochum, GER) Spielerischer Wahn und Wahn im Spiel - Die Inszenierung von Wahnsinn im Videospiel	Slot 11/B: Szonja Odrovics (Budapest, HU) Ludology in Historical Research of Games through MUD research		
11:40	Slot 12/A*: Hans-Joachim Backe (Bochum, GER) Grenzbereich Erzählen. Reibungspunkte von Spiel und Erzählung in Computerspielen.	Slot 12/B: Olli Sotamaa (Tampere, FIN) Achievement Unlocked – Rethinking Gaming Capital		
12:20	Mini-Break			
12:30	Cut-Scene Ceremony			
13:00	Break			
14:00	WORKSHOP A	WORKSHOP B	WORKSHOP C	WORKSHOP D
	Doris Rusch Massachusetts Institute of Technology, USA Making deep games	Markus Wiemker Republic Polytechnic, Singapur "Power to the People". (New) Ways to Teach Persuasive Games in Class.	Gunther Kreuzberger & Jeffrey Wimmer Ilmenau University of Technology, GER "Boundless games – Frontiers for programs of study?"	Thorben Wist & Maik Neudorf Deutscher Volkshochschul-Verband Deutsches Institut für Erwachsenenbildung, GER Playful learning with Alphabit
16:00	– FROG OVER –			

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Dates: 25.09.09, Opening: 11:00 a.m. – 27. 09.09, End: 17:00 p.m.

Venue: Vienna Cityhall, Wappensaal, Stiege 2, Friedrich-Schmidt-Platz, 1010 Vienna

Registration: till the 25th of September 2009

Conference Fee: € 120,-

Reduction for students & staff members of youth organizations: € 50,-

The registration fees includes admission to all sessions, a printed copy of the Conference Programme, coffee breaks and daily lunch, the Conference Dinner and the Players' Party.

Organization: Department of Education and Human Development (University of Vienna) & Austrian Federal Ministry of Economy, Family and Youth

For further information visit www.bupp.at/frog

