<table>
<thead>
<tr>
<th>Paper Nr.</th>
<th>Title</th>
<th>Authors</th>
</tr>
</thead>
<tbody>
<tr>
<td>405</td>
<td>Ludic Zombies: An Examination of Zombieism in Games</td>
<td>Espen Aarseth and Hans-Joachim Backe</td>
</tr>
<tr>
<td>243</td>
<td>Imposed rules and expanding gameplay: A close reading of the Far Cry 2 permadeath experiment</td>
<td>Ben Abraham</td>
</tr>
<tr>
<td>166</td>
<td>Plastic blocks and theatrical blockbusters can make a great mix: Digital abstraction as franchise strategy in LEGO The Lord of the Rings</td>
<td>Jessica Aldred</td>
</tr>
<tr>
<td>242</td>
<td>From Euclidean Space to Albertian Gaze: Traditions of Visual Representation in Games Beyond the Surface</td>
<td>Dominic Arsenault and Audrey Larochelle</td>
</tr>
<tr>
<td>126</td>
<td>We are two strong women Designing Empowerment in a Pervasive Game</td>
<td>Jon Back and Annika Waern</td>
</tr>
<tr>
<td>173</td>
<td>Innovation Workplace Culture in the Australian Interactive Entertainment Industry: The Halfbrick Story</td>
<td>John Banks, Stuart Cunningham and Darryl Woodford</td>
</tr>
</tbody>
</table>
Workshop proposal: Researching EVE Online ............................................................. 228

Kelly Bergstrom, Marcus Carter and Darryl Woodford

Constructing the ideal EVE Online player ................................................................. 172

Kelly Bergstrom, Darryl Woodford, Christopher Paul and Marcus Carter

The Role of Micronarrative in the Design and Experience of Digital Games ............ 181

Jim Bizzocchi, Michael Nixon, Steve Dipaola and Natalie Funk

How Video Games Can Change Your Life: Analyzing Stories of Change on Internet Forums ................................................................................................................................. 92

Jeroen Bourgonjon, Geert Vandermeersche, Joachim Vlieghe and Ronald Soetaert

Players, Mice and Analytics: A Behaviorist Renaissance ........................................... 470

Alessandro Canossa, Magy Seif El-Nasr, Mark Nelson and Julian Togelius

A Cognitivist Theory of Affordances for Games ....................................................... 74

Rogelio E. Cardona-Rivera and R. Michael Young

Ruthlessness as a Hyper-Social Form of Play ......................................................... 28

Marcus Carter, Martin Gibbs and Greg Wadley

Formalizing casual games: A study based on game designers' professional knowledge ................................................................................................................................. 168

Laureline Chiapello

Assassins Creed III and the Aesthetics of Disappointment: Criticism, Commentary and User Reviews as Paidiaic Play ................................................................. 279

Jonathan Church and Michael Klein

The Question Mark of the Ninja: From Replay Value to Meaningful Replay ............ 398
Pierre-Marc Côté

Wheat from chaff: Messing about with game-based learning research .......................... 297

Suzanne de Castell, Jennifer Jenson and Stephanie Fisher

A Conceptual Model for the Study of Persuasive Games ................................. 13

Teresa de La Hera Conde-Pumpido

Urban Jamification: Gincanas as location-based mobile games in Brazil .................. 72

Adriana de Souza E Silva and Isabel Froes

Rules in Computer Games Compared to Rules in Traditional Games ..................... 477

Christopher Deleon

Disambiguating Play: An Exploratory Analysis of Game Play Keyings .................... 21

Sebastian Deterding

Back to Play: A Reply to Malaby ............................................................................. 20

Sebastian Deterding

Roleplaying Game Studies: A Handbook ............................................................. 32

Sebastian Deterding and José P. Zagal

A Critique of Gamification in Khan Academy ..................................................... 285

Betsy Disalvo and Briana Morrison

Incongruous Avatars and Hilarious Sidekicks: Design Patterns for Comical Game
Characters ................................................................................................................ 58

Claire Dormann and Mish Boutet
Leveraging Social Play in Health-Based Games to Promote Sustained Behavior Change in Healthy Eating and Exercise ................................................................. 419

Shree Durga, Magy El-Nasr, Mariya Shiyko, Carmen Sceppa, Pamela Naab and Lisa Andres

The strenuous task of maintaining and making friends. Tensions between play and friendship in MMOs ................................................................. 89

Lina Eklund and Kristine Ask

G—A—M—E on games. The meta-panel .................................................. 324

Riccardo Fassone, Gabriele Ferri, Giovanni Caruso, Mauro Salvador and Stefano Gualeni

Worlds Out of Balance: Glitches, Narrative, and the Breaking of Final Fantasy VI .... 29

Andrew Ferguson

From Generative to Conventional Play: MOBA and League of Legends .................. 426

Simon Ferrari

eSport and the Human Body: foundations for a popular aesthetics ....................... 387

Simon Ferrari

Citizen Archivists at Play: Game Design for Gathering Metadata for Cultural Heritage Institutions ................................................................. 418

Mary Flanagan, Sukdith Punjasthitkul, Max Seidman, Geoff Kaufman and Peter Carini

Attention whore! Perception of female players who identify themselves as women in the communities of MMOGs ............................................................... 15

Ivelise Fortim and Carolina Grando
Allan Fowler, Ali Arya, Mirjam Eladhari and Susan Gold

Unraveling Twine: A Platform Studies Approach To Understanding A New Source Of Critical Play ................................................................. 67

Jane Friedhoff

Suit The System To The Player–Not The Other Way Around: A Methodology For Encouraging Physical Creativity In Games ............................................. 93

Jane Friedhoff

Career Paths of Women in the German Game Industry ................................................. 97

Sonja Ganguin and Anna Hoblitz

Nostalgia in Game Design ................................................................................... 310

Maria B. Garda

Ethnographic Fieldwork in the Study of Game Production ........................................ 485

Gabrielle Garner

The Development and Implementation of a Game Design Program in South Africa ...253

Hanli Geyser

Affection Games in Digital Play ........................................................................... 359

Lindsay Grace

Big Huggin A Case Study in Affection Gaming .................................................... 347

Lindsay Grace
Engaging students in OHS hazard identification through a game .......................... 113
Stefan Greuter and Susanne Tepe

Good Fences Make Good Neighbors: The Values of Digital Objects in FarmVille 2 .. 396
Jane Gruning

Narrative without Fiction, the Design of Non-Game Virtual Spaces .................. 343
Steve Guynup and Elizabeth Graff

Everyone’s a Winner at Warhammer 40K (or, at least not a loser) .................. 169
Mitchell Harrop, Martin Gibbs and Marcus Carter

The Pretense Awareness Contexts and Oscillating Nature of Coaching Frames ....... 45
Mitchell Harrop, Martin Gibbs and Marcus Carter

In-Game Advertising in Context: The Impact of Social Setting and Brand Type on the
Processing of In-Game Advertising ................................................................. 144
Laura Herrewijn and Karolien Poels

The Relationship between Player Involvement and Immersion: an Experimental
Investigation ........................................................................................................ 143
Laura Herrewijn, Karolien Poels and Gordon Calleja

Relational style: the aesthetics of multiplayer game design ............................... 176
William Huber

Musical Embrace: Understanding Social Awkwardness As An Engaging Digital Play
Journey ................................................................................................................. 332
Amy Huggard, Anushka De Mel, Jayden Garner, Cagdas ‘Chad’ Toprak, Alan Chatham and Florian ‘Floyd’ Mueller
Viewpoints AI: Procedurally Representing and Reasoning about Gestures ............... 206

Mikhail Jacob, Alexander Zook and Brian Magerko

The Second Player Investigating Asymmetrical Player Representations in Local Co-Operative Games ................................................................. 368

Mikael Jakobsson

Tigers and Zebras Have Whiskers: An Educational Game Design Implementation Study ................................................................. 289

Jen Jenson and Rachel Muehrer

Social Believability in Games ................................................................. 216

Magnus Johansson, Mirjam Palosaari Eladhari, Josh McCoy and Harko Verhagen

A New Philosophy of Play: The Entanglement of Gamification .......................... 328

Daniel Joseph

Puzzle Is Not a Game! Basic Structures of Challenge ..................................... 179

Veli-Matti Karhulahti

Playfulness and agency in gamified technology ........................................... 258

Faltin Karlsen

Spec Ops: The Line’s Conventional Subversion of the Military Shooter ............. 55

Brendan Keogh

Experts and Novices or Expertise? Positioning Players through Gameplay Reviews ... 429

David Kirschner and Patrick Williams
Hotel Plastisse: Serious Game Design for Cognitive Training ........................................ 148

*Mela Kocher, René Bauer and Ulrich Goetz*

From long shot to medium and beyond the evolution of the in-game camera in the long-running games series Monkey Island ................................................................. 486

*Hartmut Koenitz*

Panel: Defragging the Divide: narrative practices in current videogames (and how to understand them) ................................................................. 355

*Hartmut Koenitz, Mads Haahr, Garbriele Ferri, Tonguc Sezen and Digdem Sezen*

Cosplay: Material and Transmedial Culture in Play ................................................. 276

*Nicole Lamerichs*

The Player-Authors Project .......................................................................................... 68

*Greg Lastowka*

Playability and its Absence A post-ludological critique ........................................ 263

*Olli Tapio Leino*

Defragmentation and Mashup: Ludic Mashup as a Design Approach ................. 471

*Isaac Lenhart*

Movements of Hybrid Agency in Digital Games: revisiting and renewing arts histories of perceptual disorientation ......................................................... 119

*William Lockett*

Authorial Shadows: Shadows of the Damned and Translational Authorship .......... 47

*Stephen Mandiberg*
Stanislavky’s System as a Game Design Method: A Case Study .......................... 197

Jose Borja Manero Iglesias, Clara Fernandez Vara and Baltasar Fernandez Manjon

A Study of Team Cohesion and Player Satisfaction in Two Face-to-face Games ...... 288

Eleanor Martin and Judith Good

The Pleasures and Perils of Nostalgia: Playing L.A. Noire .................................. 43

Adrienne Massanari

An Analysis of eSport Spectator Interfaces ............................................................. 422

Ben Medler

Abducting Data: Players repurposing game data to alter their gameplay experiences .. 420

Ben Medler

Using Gaming Platforms to Study Brain Mechanisms of Navigation and Age-Related Cognitive Decline ................................................................. 195

Scott Moffat

I commenced an examination of a game called 'tit-tat-to': Charles Babbage and the First Computer Game ................................................................. 436

Devin Monnens

Exploring gender inequality in videogame culture ............................................. 137

Tracy Munusami

What happens when a cyberworld ends? The case of There.com ....................... 280

Israel V. Marquez
Disciplinary Identity of Game Scholars ................................................................. 146

Frans Mäyrä, Jan Van Looy and Thorsten Quandt

Game Aesthetics and Spatial Perception: from Mondrian to Donkey Kong ............ 184

Angela Ndalianis

Deconstructing Games and Play ............................................................................ 354

Rune K. L. Nielsen and Emil L. Hammar

Press X for Meaning: Interaction Identification in Heavy Rain ............................ 157

Michael Nixon and Jim Bizzocchi

Sightlence: designing accessible computer game interfaces with the haptic modality 473

Mathias Nordvall

Towards Indie Game Studies: The Indie, Eh? Postmortem ..................................... 100

Felan Parker and Bart Simon

Defragging Meritocracy: Rhetoric and the Implications of Game Design ............... 35

Christopher Paul

First-Person Spreadsheets: The Pleasurable Data Rituals of Borderlands .............. 95

Matthew Payne and Mike Fleisch

Transmedia Play ........................................................................................................ 164

Matthew Payne, Derek Frank, Dan Reynolds, Ethan Tussey and John Vanderhoef

Understanding the Videogame Medium through Perspectives of Participation ......... 326

Luis Pereira and Licinio Roque
Playing Along with the Humans in The Walking Dead ........................................ 165

*Bernard Perron and Guillaume Roux-Girard*

Game Design and Business Model: an Analysis of Diablo 3 .................................. 73

*Patrick Prax*

The Social Dimension of Collective Storytelling in Skyrim .................................... 161

*Hector Puente Bienvenido and Susana Tosca*

It's all fun and games - A history of ideas concerning Gamification and Serious Games .................................................................................................................. 344

*Felix Raczkowski*

Defragging the Magic Circle: From Experience Design to Reality Design .............. 423

*Adam Rafinski and Markus Zielke*

The interplay between gender and ethnic harassment in game culture and its implications for play and learning ................................................................. 407

*Gabriela Richard*

Ruse, Trust, and Fictions of Betrayal: How to Play Well, Even if it Means Winning .. 104

*William Robinson*

The Effect of a Persuasive Game on Attitude and Affective Learning .................... 90

*Dana Ruggiero*

Exploring the Meaning Potential of Image Schemata in Fictional Games ............... 87

*Doris Rusch*

Transforming Game Narrative Through Social Media: A Case Study of the Mass Effect Universe in Twitter ............................................................. 208

*William Ryan and Zach Gilson*
Online Diasporas: Theoretical Considerations on the Study of Diasporic Behavior in MMORPGs ................................................................. 190
   Javier Salazar

Wa(r)(rr)dens, Ripped Hearts, Cookys, Ferrets and Spartans: Construing the Warden Class in the Lord of The Rings Online MMORPG ...................... 186
   Javier Salazar

DeFragging Regulation: From putative effects to researched accounts of player experience ......................................................... 29
   Gareth Schott, Raphael Marczak, Frans Mäyrä and Jasper van Vught

Understanding the Videogame City ................................................................. 287
   Bobby Schweizer

Making Play Work: The construction of play as functional ...................... 34
   Adrienne Shaw

Radical Game Design: Multiple Perspectives ............................................. 118
   Andrew Sheerin

Embody Interactive Character with Social Robot .................................... 433
   Mei Si and Michael Garber-Barron

Overtures to the World: Videogames from Pataphysics to Conceptual Art .......... 83
   Miguel Sicart

A Love Triangle: Deeply Playing FIFA ...................................................... 79
   Miguel Sicart

Darkly Playing Others: The Aesthetics of Abusive Game Design ................ 81
   Miguel Sicart

The Ethics of Banality: The Failures of Designing Ethical Gameplay .............. 80
   Miguel Sicart
More Real Than Art: Play, Games, and Participatory Art ........................................ 82
Miguel Sicart

Whats in a name? Procedurality, Play, and Game Studies ...................................... 315
Miguel Sicart, Ian Bogost, Mia Consalvo and Michael Mateas

Im so going to nuke Helsinki - Newsgames in the Nordic media landscape .......... 322
Marko Siitonen and Jukka Varsaluoma

Playing Games with Machines: Or the New (As)sociological Imagination .............. 110
Bart Simon

A Framework for Understanding the Role of Procedural Content Generation in Games ........................................................................................................ 411
Gillian Smith

Mundane Fantasies: Pervasive Gaming, Sports Fandom and Everyday Patterns of Play within Fantasy Soccer ................................................................. 142
Olli Sotamaa

The Long Decade of Game Studies: Case of Finland ............................................. 40
Olli Sotamaa and Jaakko Suominen

Design(er) MetaGame ............................................................................................. 329
Cary Staples, Neil Ward and Vittorio Marone

JESUS DIED LOL - Grief play and Trolling as Creative Online Social Play .......... 277
Jaakko Stenros and Janne Paavilainen

The Game Studies Language Exchange Program: Uncovering Hidden Gems of European Game and Play Research ......................................................... 182
Jaakko Stenros, Olli Sotamaa, Bernard Perron, Sebastian Deterding and Steffen P. Walz

A Reality Game to Cross Disciplines: Fostering Networks and Collaboration ........ 247
Benjamin Stokes, Jeff Watson, Tracy Fullerton and Simon Wiscombe
Gaming the Gap: Designing a Small World Simulation of Human Migration Response to Environmental Stressors ................................................................. 222
Jennifer Stoll, Ian Malave, Matthew Campbell and Devin White

Moving on from the Original Experience: Game history, preservation and presentation ........................................................................................................ 454
Melanie Swalwell

Advanced Participatory Design: Conducting a Junior Design Camp .................. 234
Elizabeth Swensen and Sean Bouchard

Its not who I am, its what I do: How Youth Gamer Identity and Beliefs about Social Perception Relates to their Science Understanding ........................................ 214
Elisabeth Sylvan, Jodi Asbell-Clarke, John Fraser, Rupanwita Rupu Gupta and Elizabeth Rowe

Fusing Quantitative and Qualitative Methods in Virtual Worlds Behavioral Research ........................................................................................................ 291
Carl Symborski, Celia Pearce, Gary M Jackson, Meg Barton, Geoffrey Cranmer, Byron Raines and Mary Magee Quinn

How I learned to stop worrying and love the Gamer: Reframing Subversive Play in Story-Based Games ................................................................. 136
Joshua Tanenbaum

Teaching Serious Game App Design Through Client-based Projects .................. 309
Christopher Totten

Cops Rubbers: A game promoting advocacy and empathy in support of public health and human rights of sex workers ......................................................... 109
Lien Tran

An Account of Proceduralist Meaning ............................................................. 465
Mike Treanor and Michael Mateas

A Playful Moment: An Early History of Game Studies in Higher Education ........ 474
Stuart Urback
Leela: Taking the Mind-Body Journey ......................................................... 198
*Ralph Vacca*

Seriously, Games: Levity in Games as a Tool for Change .............................. 461
*Jesse Vigil*

Grim Fate: Analyzing a Climate Change Simulation Game ................................ 369
*David Waddington, Linda Overing, Ann-Louise Davidson, Vivek Venkatesh and Kris Alexander*

Salutary violence? Examining the effect of a nuclear warfare simulation game on nuclear attitudes and critical reflection ................................................................. 386
*David Waddington, Tieja Thomas, Vivek Venkatesh, Ann-Louise Davidson and Kris Alexander*

The importance of coherence in game character behavior .............................. 70
*Henrik Warpefelt, Magnus Johansson and Harko Verhagen*

(Re)conquering Space: A Reality Game Workshop ........................................ 443
*Jeff Watson and Simon Wiscombe*

Learning and Enjoyment in Serious Gaming Contradiction or Complement? ......... 63
*Ulrich Wechselberger*

An Introduction to EEG Analysis Techniques and Brain Computer Interfaces for Games User Researchers ................................................................. 408
*Rina Renee Wehbe and Lennart Nacke*

Feminist Art Game Praxis ........................................................................... 235
*Emma Westecott, Alexandra Leitch and Hannah Epstein*

Voodoo Software: An ethnographic analysis of intern game developers .......... 151
*Jennifer R. Whitson*

Elements of Social Action: A Micro-Analytic Approach to the Study of Collaborative Behavior in Digital Games ........................................... 254
*J. Patrick Williams and David Kirschner*
Following Ms Fabulous: Women, live-streaming, and do-it-yourself visibility in e-sports
.................................................................................................................. 49
Emma Witkowski

Gaming under pre-trial detention: At-risk youth and their digital leisure practices during remand ........................................................................................................................................ 262
Emma Witkowski and Rune Nielsen

Regulating Virtual Worlds: Considering Participant-Driven Approaches ....................... 174
Darryl Woodford

Understanding Japanese Games Education ......................................................................... 121
Jose Zagal

Towards Balancing Learner Autonomy and Pedagogical Process in Educational Games
........................................................................................................................................ 75
Jichen Zhu, Aroutis Foster and Glen Muschio