

The Institute of English and American Studies, UD presents

GAMES AND LANGUAGE CONFERENCE

Conference Programme



UNIVERSITY of
DEBRECEN

Institute of English
and American Studies



Új Nemzeti
Kiválóság Program



20th of October, Day 1.

8.00 Registration

8.45 Opening Remarks

9.00-10.40 PANEL 1. Games in Education

Chair: Dániel Herczeg

Location: St. 111.

Dr. Elena Alcalde Peñalver (University of Alcalá), Peter Bannister (Universidad Internacional de La Rioja), Dr. Alexandra Santamaría Urbieta (Universidad Internacional de La Rioja)

Gamifying Language Learning: The Effectiveness of Escape Rooms in Translation Education

Kevin Martens Wong (Independent Scholar)

Bringku-Bringku Kodramintu: Teaching language and reclaiming community and culture through outdoor-experiential games in the Kodrah Kristang revitalisation initiative for the critically endangered Kristang language in Singapore

Dr. Indya J. Jackson (Ramapo College of New Jersey)

Teaching Dystopias during the Pandemic: A Comparative Approach to Integrating Video Games into the Undergraduate Literature Classroom

János Vas (University of Debrecen)

Video games as a code of youth – Project-based teaching opportunities with historical video games

10.40-10.50 ☕ Coffee break

10.50-12.30 PANEL 2. Theories of Games and Language

Chair: Dr. Zdenko Mago

Location: St. 111.

Gemma Fantacci (IULM University)

Situationist play: The creative misuses of video game structures

Dr. Tamás Csöngé (University of Pécs)

Why Video Games Are Not Really Fictional

Dr. Tamás Pólya (University of Pécs)

The aesthetic language of videogames

Aylin Pekaňik (Hacettepe University)

“Insert Your Soul To Continue”: The Self-Reflections of Metafictional Video

12.30-13.30

 Lunch break

PLENARY SPEAKER

dr. Zdenko Mago (University of Ss. Cyril and Methodius)

Evolution of Easter Eggs: How Digital Games Shaped the Universal Language of Popular Culture

13.30-14.30

Chair: Dr. Imola Bülgözdi

Location: St. 111.

14.30-14.40

 Coffee break

14.40-16.20

PANEL 3 Games and Literature

Chair: Klaudia Jancsovcics

Location: St. 111.

Alexis F. Viegas (University of Lisboa)

Theater, Cruelty, and Immersion: Artaudian Influences in *The Last of Us: Part II*

Dr. Alistair Brown (Durham University)

***Ender's Game* and Video Games**

Sára Írisz Papp (University of Debrecen - University of Vienna)

The Method of Ductus: The Ludic Aspects of an Early Modern Reading Strategy

Dr. Zsófia Orosz-Réti (University of Debrecen)

Remediating Codex Culture in *Pentiment*

16.20-16.30

 Coffee break

16.30-18.00

PANEL 4 Language and Nostalgia in Video Games

Chair: Dr. Tamás Pólya

Location: St. 111.

Csillag Tarnai (Eötvös Loránd University)

A Trip Down Memory Lane – Folklore, Nostalgia and the Symbol of the Thread in *Unravel* (2015)

Norbert Krek-Polyák (University of Debrecen)

Genre and Paratext: Investigating the Kickstarter Campaigns of *Pillars of Eternity*, *Divinity Original Sin 2* and *Black Geyser: Couriers of Darkness* in the Context of Genre Formulation

Eleonóra Tisza (University of Debrecen)

Beyond *Choose Your Own Adventure* books

21st of October, Day 2.

9.00-10.30

PANEL 5 The Limits of Language

Chair: Dr. Zsófia Orosz-Réti

Location: 119.

András Hlavacska (University of Debrecen)

Speech Type-Analyses of New Tabletop Role-playing Gamers

Kseniia Harsina (University of Klagenfurt), Tom Tucek (University of Klagenfurt)

Using AI to free players' agency from the limits of predefined language

Péter Mészáros (University of Debrecen)

Fantasy sports in the light of participatory sports culture and simulation sports games

9.00-10.30

PANEL 6 Game Ambience

Chair: Gemma Fantacci

Location: St. 111.

Dr. Imola Bülgözdi (University of Debrecen)

A Wordless World: Experimenting with Sound in *Journey* (2012)

Tânia Cerqueira (University of Porto)

Fragments of the Past: Gothicizing Textual Pieces in Video Games

Medárda Bereczki (University of Debrecen), Gergely Nagy (University of Debrecen)

Everydayification through In-Game Radio Stations in *GTA: San Andreas* (2004)

10.30-10.45



10.45-12.15

PANEL 7 Language as Game Mechanic

Chair: Dr. Péter Kristóf Makai

Location: St. 111.

Dániel Herczeg (Independent Game Developer and Researcher), Krisztina Gaál (Independent Game Developer and Researcher)

Language as Game Mechanic through Three Video Games

Imre Olivér Horváth (University of Debrecen)

Ludopoetic Interplay in *Baba is You*

Majd Abbas (University of Debrecen)

Language, Silence and Trauma in *Rusty Lake's* Mobile Games

12.15-13.30



13.30-14.30

PLENARY SPEAKER

Dr. Péter Kristóf Makai (Kazimierz Wielki University)

Broken Bodies, Broken Minds: The Articulated Body as a Site of Anomie in Contemporary Textual Video Game

Chair: Norbert Krek-Polyák

Location: St. 111.

14.30-14.45

 Coffee break

14.45-16.15

PANEL 8 Language and World Building

Chair: Imre Olivér Horváth

Location: 119.

Mohammadreza Golshani (University of Debrecen)

The Influence of J.R.R. Tolkien on Hidetaka Miyazaki's *Soulsborne*: Exploring Language, Themes, and Environmental Narrative

Judit Ágnes Oláh (University of Debrecen)

“Fine, I’ll do it myself”: Exploring the Modern Epic in *Genshin Impact* through Intertextuality

Réka Törzsök (University of Debrecen)

Language as a Tool of Deception in *Firewatch*

14.45-16.15

PANEL 9 Games and Literary Tradition

Chair: Dr. Zsófia Orosz-Réti

Location: St. 111.

Jennifer Loring (Union Institute & University)

Bound in Human Skin: The Necronomicon as *Skyrim*’s Oghma Infinium and *Eternal Darkness*’s The Tome of Eternal Darkness

Tijana Rupčić (Central European University)

Video games and Storytelling: Creating new worlds and myths in video games

Kludia Jancsovics (University of Szeged)

When the text devours the game: Chris Crawford's *Le Morte D'Arthur*

16.15-16.30

 Coffee break

16.30-18.00

PANEL 10 Tabletop Roleplaying Games

Chair: Dr. András Hlavacska

Location: St. 111.

Kincsó-Bernadett Molnár (University of Debrecen)

Critical Role: From Twitch to Prime Video

Keerthi Sridharan (Leiden University)

Language, Interaction, and Affect in Tabletop Role-Playing Games

Orsolya Nagy (University of Debrecen)

**The Transmedial Connection of Tabletop Role-playing Games and
Cosplay in *The Wayward Wanderers* Campaign**

18.00

Closing Remarks