

Day 1		20/05/2025	
09:00	Registration and coffee		
09:30-10:00	Opening, context setting, words from BDiGRA chair, CfP launch		
10:00-11:15	Lightning		
	Losing control in Roguelikes Charlotte Gislam, The University of Salford		
	Roll for Sanity: Are Horror Games Horrifying? Ben Rimmer, University of Staffordshire Esther MacCallum-Stewart, University of Staffordshire		
	British Queer Game Studies? Andrew Bell, Birmingham City University		
	Transgender emergence in video games: representations, player reception, and design practices Robin Longobardi Zingarelli, Brunel University London		
	Environmentalism and eco-gaming in British game studies Will McKeown, Birmingham City University		
	Historical Affects in Videogames: Feeling the Eighteenth-Century Jack Orchard, Bodleian Libraries, University of Oxford		
	Discussion		
	11:15-11:45	Break and networking	
11:45-13:15	Panel: Game making		Panel: Countering hegemony
	Future Factory: Envisioning Sustainable High-Value Manufacturing through Applied Game Prasad Sandbhor, EPSRC Centre for Doctoral Training in Intelligent Games & Game Intelligence (IGGI), University of York Andy Bell, University of Sheffield Advanced Manufacturing Research Centre (AMRC) Grace Jandrell, Independent		From Dundee to Dominance: The Scottish-British Lens on the American Dream Esther Wright, Cardiff University Iain Donald, Edinburgh Napier University
	Politics and Play: Games, Objects of Study, and National Curricula Alison Croasdale, UCL		No Dungeon Masters Please, We Are British: Britain’s Game Design Revolution Thomas Apperley, Tampere University Ian Sturrock, Teesside University
	Engine Workers: Exploring the Impact of Game Engines on Digital Artists in the UK Paolo Ruffino, King's College London		Driving Towards Change? Cosy Driving Games and Petroculture Bettina Bódi, University of Birmingham
13:15-14:15	Lunch and networking		

Day 1		20/05/2025 (continued)	
13:15-14:15	Lunch and networking		
14:15-15:45	Panel: Approaches to horror and trauma		Panel: Histories
	Red in Tooth and Pixel Claw: Nature-Horror in ZX Spectrum Games <i>John Wills, University of Kent</i>		British Literary History and the New Ludic Economy of Character <i>Rob Gallagher, King's College London</i>
	The evolution of folk horror in Britain across media: "The Excavation of Hob's Barrow" and new approaches to the folk genre within the industrial complex of the video games industry <i>Eugenio Triana, Birmingham City University</i>		The Ludoindustrial Complex: The Politics of Patterns of Consumption in Cold War Videogames <i>Alex Wade, Birmingham City University</i> <i>Regina Seiwald, University of Birmingham</i>
	Trauma-informed Gaming: The Quiet Things and Beyond <i>Alyx Jones, SilverScript Games</i> <i>Erica Masserano, University of Surrey</i> <i>Stephen Mooney, University of Surrey</i> <i>Jamie Popowich, University of Surrey</i> <i>Angela Szczepaniak, University of Surrey</i>		Video Game Nasties: The Origins of Video Game Censorship in the UK <i>Andra Ivanescu, Brunel University of London</i>
15:45-16:15	Break and networking		
16:15-17:30	Lightning strikes back		
	RuneScape: From Britain to the Big Time <i>Will Butler, Bath Spa University</i>		
	With or Without You: the opportunities & challenges of researching the European videogame industry <i>Garry Crawford, University of Salford</i> <i>Charlotte Gislam, University of Salford</i> <i>Gaynor Bagnall, University of Salford</i> <i>Victoria Gosling, University of Salford</i> <i>Neta Yodovich, University of Salford</i>		
	Conversations with Complexity: Making a Meal out of a Mountain <i>Oliver Bates, Lancaster University/fractals co-op</i> <i>Ben Kirman, University of York</i>		
	Gaming Generations: Exploring the History of Play in Mid-Twentieth Century Cardiff through Co-Productive Game Making <i>Rhianedd Collins, Cardiff University</i>		
	Gaming towards a theory of digital fashion <i>David Cumming, London College of Fashion, University of the Arts London</i>		
	The Genius Loci in UK <i>Daniele Monaco, University of Perugia</i>		
	Discussion		
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18:30-21:30	Social at Chance and Counters - board game hire and buffet provided, buy your own drinks		Courtyard Studio 8 Scott House, Custard Factory, Deritend, Birmingham B9 4AA

Day 2		21/05/2025	
09:00	Registration and coffee		
09:30-10:45	Lightning returns		
	Re-Reading EDGE Magazine's "The Girl Issue" Cover <i>Harrison Charles, Birmingham City University</i>		
	Asylums and Acrid Smoke: Comparing the (Re)Presentation of Victorian London in Alice: Madness Returns and Assassin’s Creed Syndicate <i>Joanne Mills, University of Wolverhampton/Independent</i>		
	Counters, Colonies and Counter Tops <i>Anukriti Gupta, University of the Arts London</i>		
	British Cultural Studies and Games in Chinese Television <i>Charlotte Stevens, Birmingham City University</i>		
	“Video games research” according to the UK Government: An autopsy of the Video Games Research Framework <i>Leon Xiao, beClaws</i>		
	Boffins, Bottoms and The Yob – Britishness and the early UK games magazine <i>Robin Bootes, Independent</i>		
	Discussion		
	10:45-11:15	Break and networking	
11:15-12:45	Panel: Global perspectives		Panel: Culture
	British Games Research should not be British <i>Catherine Flick, University of Staffordshire</i>		Digital Cultural Heritage and Play: Exploring UK Heritage through Mixed Reality Play and the LoGaCulture Project <i>Charlie Hargood, Bournemouth University</i> <i>Jack Brett, Bournemouth University</i>
	Stranger in a Strange Land: A South African Perspective on the Evolution of British Game Development <i>Adam Jerrett, University of Portsmouth</i>		“Let’s Play, Bab!” Hyperlocalisation and Birmingham’s Games and Gaming Culture <i>Regina Seiwald, University of Birmingham</i>
	British Esports in the Global Digital Imaginary <i>David Murphy, University of Staffordshire</i>		A Framework of Exclusion? Analysing the UK’s Video Game Research Framework <i>Danielle Kleinerman, UCL</i> <i>Bruno De Paula, UCL</i>
12:45-13:45	Lunch and networking		
13:45-15:30	Workshop: What is British Games Research? Building our intellectual project		
15:30-16:00	Break and networking		
16:00-17:30	British DiGRA AGM		
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