

Program for the ECREA Digital Games Research Section symposium

Digital Worlds, Real Impact - The Evolving Role of Games in Society

Palma de Mallorca, Spain, 25-26 September 2025

Thursday, 25. September 2025

9:15 Registration

9:45 Opening words (*Vilasís-Pamos, J.; Ocejja, J.; Reer, F.; de la Hera, T.; Gómez-García, S.,*)

10:00- 11:45 Session 1: Reflections on power, identity & representation in games
(Chair: *Gómez-García, S.*)

1. When points become pointless (*Ye, J.*)
2. In-game archaeology: AI, myth, and playable past in the Horizon series (*Zamandar Başoğlu, A. B.; Özkan, S. E.*)
3. Instalocked masculinity: The meme-ification of gendered role stereotypes in online competitive gaming (*Özkan, S. E.; Zamandar Başoğlu, A. B.*)
4. Gamifying atrocity: POV aesthetics, platformized media, and the digital witnessing of terror (*Altaratz, D.; Morse, T.*)
5. Calling for a new order in the ludopolitics: The acquisition of autonomy and new types of control in VR games (*Yixin, L.*)

11:45 Break

12:00- 13:00 Keynote: Uncharted or The Last of Us? Interrogating the unrealized potential of serious games (*Jacobs, R. S.*)

13:00- 14:00 Lunch

14:00- 15:30 Session 2: Designing societal impact games (Chair: *de la Hera, T.*)

1. From tradition to touchscreen: Understanding how Chinese mobile game designers incorporate Chinese intangible cultural heritage (*Que, Y.; De la Hera, T.; Jansz, J.*)
2. Designing educational activities for Journey Through Game Studies analysis models (*Vilasís-Pamos, J.; Ocejja, J.; Salinas, J.; Urbina, S.; Villatoro, S.*)
3. Inclusive game co-creation for enhanced culture heritage accessibility: Needs, barriers and facilitators for a multi-stakeholder community creation (*De Lera, E.; Kocsis, O.; Marini, C.; Aljas, A.; Fehr, D.; Panella, O. G.; Oikonomou, P.; Kostis, M. V.; Magoula, M.; Runnel, P.; Giannakandropoulou, S. I.; Diplaris, S.*)
4. Green gaming project: Teaching ecogames and ecogamemaking (*Navarro-Remesal, V.; Terrasa Torres, M.*)

15:30- 16:00 Coffee break

16:00-17:30 Session 3 (panel submission): What's digital gaming got to do with it? How digital gaming literacy can help trace the impact of gaming and ludic undercurrents in seemingly unrelated fields (Chair: *Radde-Antweiler, K.*)

1. The half-life t-shirt billionaire between transnational symbolic rebellion and sublime political communication (*Schwarzenegger, C.*)
2. "Thank you for rescuing me, Mario!" The Amsel in Distress motive in the Fight to Protect Religious Values (*Radde-Antweiler, K.*)
3. Dark patterns in schools at play? Gamification elements in educational apps deployed in classrooms (*Wolf, K. D.*)
4. Being Other and Doing Play: games, gaming, and inclusive perspectives on life in a troubled world (*Holloway-Attaway, L.*)

20:00 Voluntary self-funded dinner at a local restaurant

Friday, 26. September 2025

9:30-11:00 Session 4: From the perspective of the player - Qualitative and quantitative approaches to gaming experiences (Chair: *Reer, F.*)

1. Gaming together, feeling better—or worse? How social video gaming impacts loneliness and depressive mood differently for boys and girls (*Lacko, D.; Kyslík, F.; Smahel, D.; Macháčková, H.*)
2. From villains to voices: Rethinking the representation of mental illness in digital games through player perception (*Mittmann, G.; Thomas, M.; Doerfler, S.; Siegmann, S.; Steiner-Hofbauer, V.*)
3. Integration of digital games into the everyday life of young people dealing with cancer (*Kasdorf, R.*)
4. Playing intersectionality: The leaky pipeline in the scientific career (*Loepfe, L.; Pagès, M.; Rosas, T.; Soler Pastor, N.*)

11:00 Break

11:15- 13:00 Session 5: PhD-Panel (Chair: *Kasdorf, R.*)

1. Bandwagon Pilgrimage—Game Narratives, Social Media, and Ritualized Mimicry in the Age of Digital Entertainment (*Lyu, Z.; Lin, J.*)
2. Architecture and Environmental Storytelling in Video Games: Exploring Sociopolitical and Cultural Identities through the Re-Mixing of Reality (*Wang, J.*)
3. Women's Autonomy in Interactive Fanfiction Game Development (*Li, X.*)
4. Play Before Digital: Learning Machines and Ludic Media Infrastructures in Post-Reform China (*Weilin, Z.*)
5. Grinding the Mind: Cognitive Fatigue During Prolonged Dota 2 Play (*Kyslík, F.; Lacko, D.; Janoušek, O.; Květon, P.; Verner, B.; Macháčková, H.*)

13:00- 14:00 Lunch

14:00- 15:30 Session 6: Games for change -Examining serious games (Chair: Vilasís-Pamos, J.)

1. Missing pieces in the game: A scope review of serious games for urban sustainability (*Fernández-Ruiz, M.; Loepfe, L.*)
2. GG: A systematic literature review on gamification and serious games promoting sustainable and healthy food habits (*Bellaard, F.; De la Hera, T.; Kneer, J.*)
3. Games for building resilience to misinformation: A sociocultural analysis (*Coward, C.*)
4. Stepping into the Anne Frank House: Exploring the effects of a meaningful virtual reality serious game (*Windel, N.; Sinn, L.; Höfig, L.; Gulde, J.; Renneberg, A.; Bogdanova, G.; Reer, F.*)

15:30- 16:00 Coffee break

16:00- 17:30 Session 7: The bigger picture - Boundary conditions of game studies and game culture (Chair: Ocejá, J.)

1. Ideology in games studies: A literature review (*Romero-Medina, P.; Navarro-Remesal, V.*)
2. Trust in gaming: Moderation and personalization on gaming platforms (*Schellewald, A.; Su, C.*)
3. Watchdogs in games culture? Role perceptions and platform challenges in a fragmented media ecology (*Bigl, B.*)
4. From gaming to spending: Monetisation strategies and dark patterns in the most profitable video games of 2024 (*Gutiérrez-Manjón, S.; Gómez-García, S.; Bonales-Daimiel, G.*)

17:30 Closing words (*Vilasís-Pamos, J.; Ocejá, J.; Reer, F.; de la Hera, T.; Gómez-García, S.,*)