

Workshop “Actor-centered research on video gaming”

Thursday, February 2nd 2023

ZeMKI Conference Room, R60070, Linzer Str. 4, Bremen

9:00-9:15	Welcome
9:15-10:00	Kerstin Radde-Antweiler (University of Bremen) <i>Actor-Centered Research: Communicative Figurations and Gamevironments</i>
10:00-10:15	Coffee break
10:15-11:45	Heidi Rautalahti (Aalto University, Helsinki, Finland) <i>Together Alone: Actor-Centered Methods Looking at Player Communities and Individual Players</i>
11:45-13:15	Lunch break
13:15-14:00	Kathrin Trattner (University of Bremen) <i>#NotMyBattlefield: ‘Historical Authenticity’ as a Combat Term in Gamer Discussions</i>
14:00-14:15	Coffee break
14:15-15:45	Lars de Wildt (University of Groningen, Netherlands) <i>Producing the Videogame Audience and Appropriating the Videogame Product</i>
15:45-16:00	Coffee break
16:00-17:30	Concluding discussion
18:00	Dinner