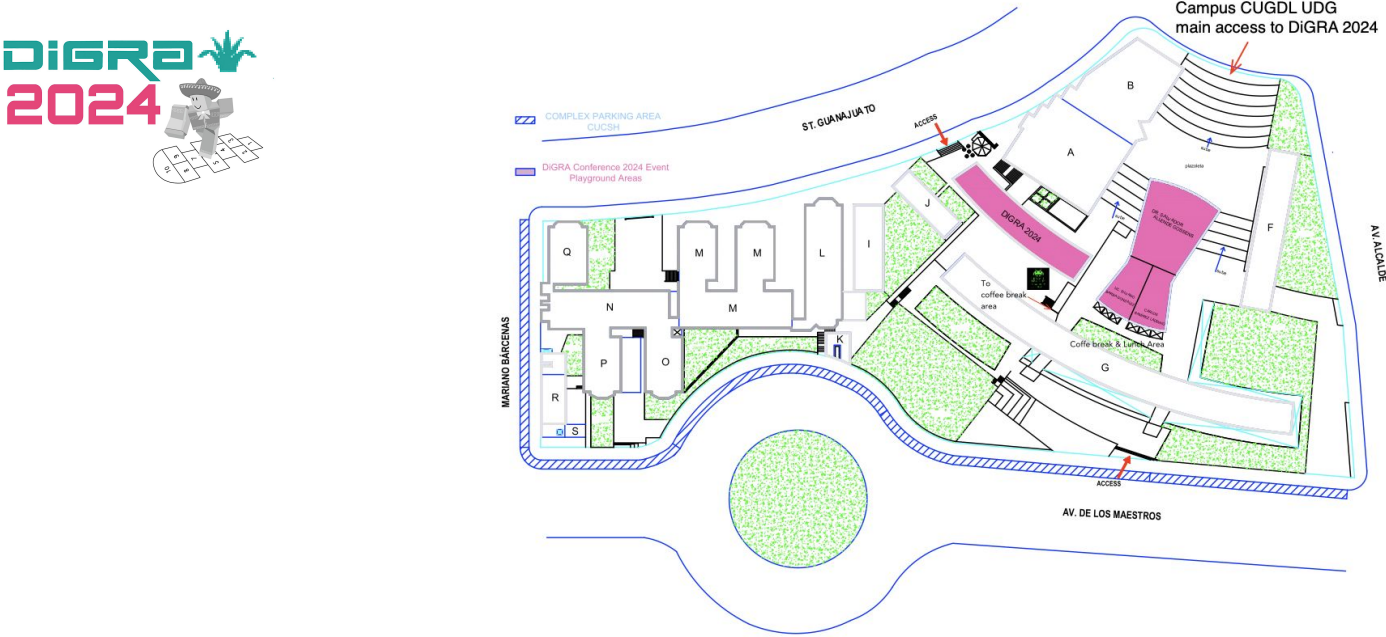
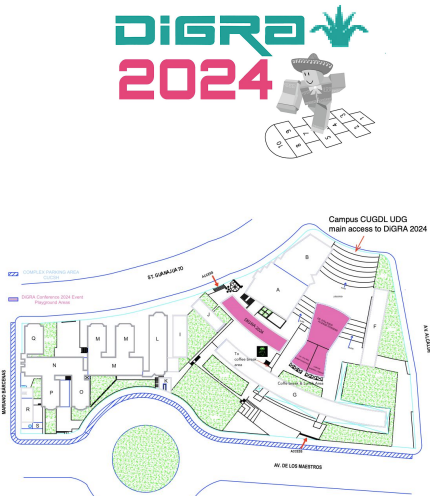


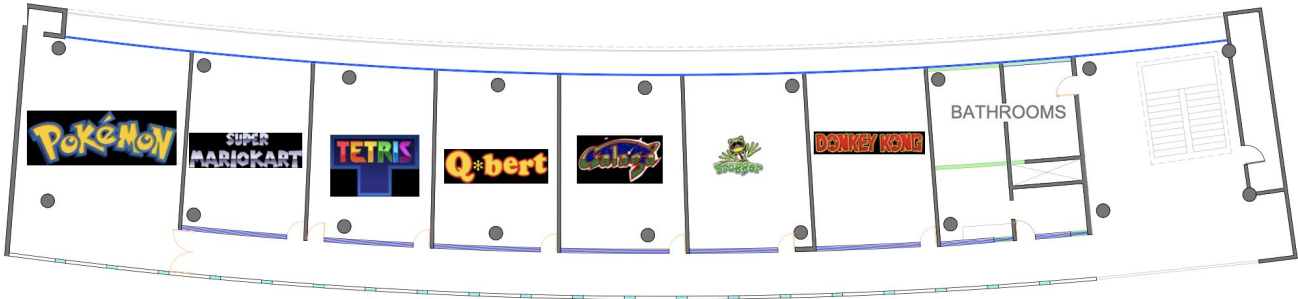
	01 JULY, Monday Workshops & Doctoral School												
DATE	Room: Pong	Room: Asteroids	Room: Pac-Man	Room: Ms. Pac-Man	Room: Defender	Room: Donkey Kong	Room: Frogger	Room: Galaga	Room: Q*bert	Room: Super Mario Kart	Room: Pokémon	Auditorium: Lic. Silvano Barba González	Auditorium: Carlos Ramírez Ladewig
TIME	Registry	Registry	Registry	Registry	Registry	Registry	Registry	Registry	Registry	Registry	Registry	Registry	Registry
9:30	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
11:00	Transformative and Subversive Adventure Writing for Dungeons & Dragons	TikTok as gamespace and playground	Crunch and psychosocial risk factors in game development	Video Game Working: challenges from Latin America	Everything is a Game Mechanic: Repurposing the World for Immersive Game Design	Game Studies in / and Latin America	Dynamic story creation across game platforms using the narrative language ink		Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation		Research Groups on Video Games in Latin America	Doctoral School	Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
12:00	Transformative and Subversive Adventure Writing for Dungeons & Dragons	TikTok as gamespace and playground	Crunch and psychosocial risk factors in game development	Video Game Working: challenges from Latin America	Everything is a Game Mechanic: Repurposing the World for Immersive Game Design	Game Studies in / and Latin America	Dynamic story creation across game platforms using the narrative language ink		Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation		Research Groups on Video Games in Latin America	Doctoral School	Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
13:00	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
14:30	Transformative and Subversive Adventure Writing for Dungeons & Dragons	TikTok as gamespace and playground	Crunch and psychosocial risk factors in game development	Video Game Working: challenges from Latin America	Everything is a Game Mechanic: Repurposing the World for Immersive Game Design	Game Studies in / and Latin America	Dynamic story creation across game platforms using the narrative language ink	Ludic Autonomy: Breaching Experiments in Public Places	Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation	Formalism as a Philosophy for Designing the Unconventional	Postanthropocenic, posthumanist, postapocalyptic play	Doctoral School	Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
15:00	Transformative and Subversive Adventure Writing for Dungeons & Dragons	TikTok as gamespace and playground	Crunch and psychosocial risk factors in game development	Video Game Working: challenges from Latin America	Everything is a Game Mechanic: Repurposing the World for Immersive Game Design	Game Studies in / and Latin America	Dynamic story creation across game platforms using the narrative language ink	Ludic Autonomy: Breaching Experiments in Public Places	Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation	Formalism as a Philosophy for Designing the Unconventional	Postanthropocenic, posthumanist, postapocalyptic play	Doctoral School	Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
15:30	Transformative and Subversive Adventure Writing for Dungeons & Dragons	TikTok as gamespace and playground	Crunch and psychosocial risk factors in game development	Initiating A DiGRA Mentoring Programme	Playgrounds for Serious Games in Smart Cities	Game Studies in / and Latin America		Ludic Autonomy: Breaching Experiments in Public Places	Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation	Formalism as a Philosophy for Designing the Unconventional	Postanthropocenic, posthumanist, postapocalyptic play	Doctoral School	Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
16:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
16:30	Transformative and Subversive Adventure Writing for Dungeons & Dragons	TikTok as gamespace and playground	Crunch and psychosocial risk factors in game development	Initiating A DiGRA Mentoring Programme	Playgrounds for Serious Games in Smart Cities	Game Studies in / and Latin America		Ludic Autonomy: Breaching Experiments in Public Places	Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation	Formalism as a Philosophy for Designing the Unconventional	Postanthropocenic, posthumanist, postapocalyptic play	Doctoral School	Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
17:00			Crunch and psychosocial risk factors in game development	Initiating A DiGRA Mentoring Programme	Playgrounds for Serious Games in Smart Cities	Game Studies in / and Latin America		Ludic Autonomy: Breaching Experiments in Public Places		Formalism as a Philosophy for Designing the Unconventional	Postanthropocenic, posthumanist, postapocalyptic play		Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
18:00				Initiating A DiGRA Mentoring Programme	Playgrounds for Serious Games in Smart Cities			Ludic Autonomy: Breaching Experiments in Public Places		Formalism as a Philosophy for Designing the Unconventional	Postanthropocenic, posthumanist, postapocalyptic play		Temporal Worliding - Remote Reality Games as Spatio-Temporal Navigation and Narration
19:00	End of activities												



Time	DATE	02 JULY, Tuesday Conference Schedule Day 1												
9:00-09:30	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening	Official Opening
9:30-10:30	Auditorium 1: Dr. Salvador Allende Gossens	Session 2: KEYNOTE José Zagal: "What is best in games?"												
Place	Auditorium: Silvano Barba	Auditorium: Carlos Ramirez	Room: Pong	Room: Asteroids	Room: Pac-Man	Room: Ms Pac-Man	Room: Defender	Room: Pokemon	Room: Mario Kart	Room: Tetris	Room: Q*bert	Room: Galaga	Room: Frogger	
10:30-11:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
11:00-13:00	Session 3A: PANEL: Journey to the Centre of Videogame History: Reconciling Vernacular Practices and Material Collections	Session 3B: PANEL: Game Studies Scrimmage	Session 3C: PANEL: Games and Colonialism: Expanding Studies in Research, Design, and Reception	Session 3D: PANEL: Speculation by Design: Speculative Media and Productivity in Online 'Playgrounds'	Session 3E: Female Representations	Session 3F: Ludic Myths and Nostalgia	Session 3G: Finding Your Path		Experimental Track exhibition	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings	
13:00-14:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
14:30-16:00	Session 4A: Material Histories	Session 4B: Dilemmas in Games and Virtual Worlds	Session 4C: Industry	Session 4D: Methodologies	Session 4E: Meta	Session 4F: Remediations	Session 4G: Beneficial Games	Session 4H: Experimental Track: Microtalks	Experimental Track exhibition	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings	Open Room for Meetings
16:00-16:30	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
16:30-18:00	Session 5A: Culture Spectrum	Session 5B: Frames, Perception, Painting	Session 5C: Design Evolution	Session 5D: Fantasies of Gender	Session 5E: Experienced Politics	Session 5F: Playful Work	Session 5G: AI Literacy	Session 5H: Ecogames	Experimental Track exhibition	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings	Open Room for Meetings
19:00-22:00	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme

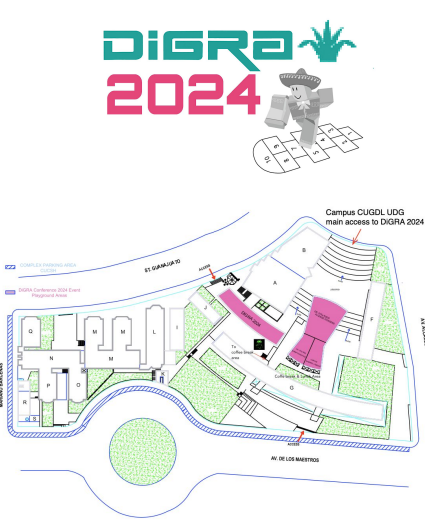


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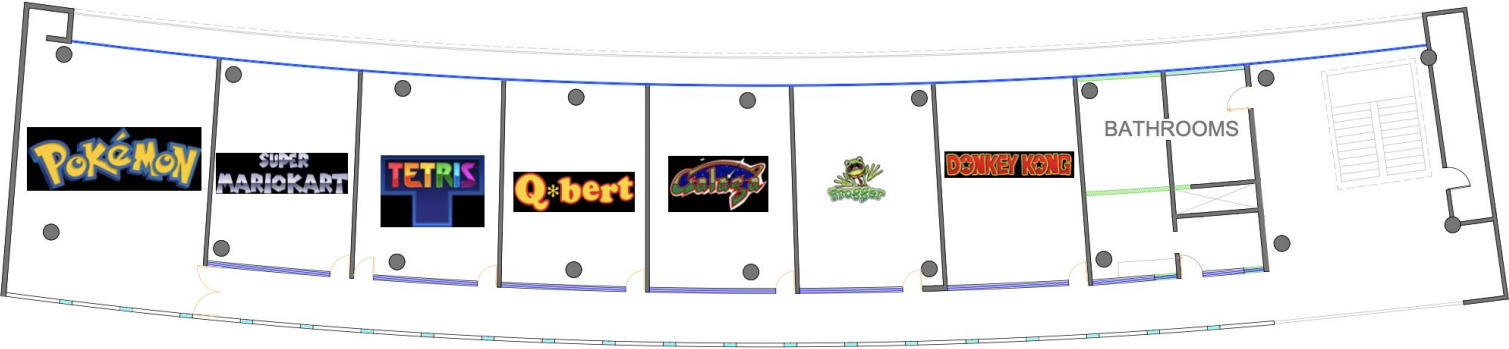


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	DATE	03 JULY, Wednesday Conference Schedule Day 2												
9:30-10:30	Auditorium 1: Dr. Salvador Allende Gossens													
Place	Auditorium: Silvano Barba	Auditorium: Carlos Ramirez	Room: Pong	Room: Asteroids	Room: Pac-Man	Room: Ms Pac-Man	Room: Defender	Room: Pokemon	Room: Mario Kart	Room: Tetris	Room: Q*bert	Room: Galaga	Room: Frogger	
10:30-11:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	
11:00-13:00	Session 7A: PANEL: Translating Japanese Videogame Theory	Session 7B: PANEL: Rubble Playgrounds	Session 7C: PANEL: Building from the (Play) ground Up: Finding Sustainable Game Industry Futures	Session 7D: PANEL - Exploring Puerto Rico's Impact in Video Game Studies	Session 7E: Political History	Session 7F: Player Behavior in Virtual Playgrounds	Session 7G: Games and Journalism	Session 7H: Material and Digital Play	Experimental Track exhibition	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings	
13:00-14:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
14:30-16:00	Session 8A: Creating History	Session 8B: Symptomatic Readings and Tests	Session 8C: Value Design	Session 8D: DIGRA BOARD MEETING	Session 8E: Identity	Session 8F: Situated Play	Session 8G: Role-Playing Games		Experimental Track exhibition	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings	
16:00-16:30	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	
16:30-18:00	Session 9A: Regional Game Studies	Session 9B: Politics/Policing	Session 9C: Hello Capitalism!	Session 9D: Pushing Back	Session 9E: Animalism	Session 9F: Coding Game Design	Session 9G: Pedagogical Perspectives		Experimental Track exhibition	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings	
19:00-22:00	Gala dinner	Gala dinner	Gala dinner	Gala dinner	Gala dinner	Gala dinner	Gala dinner	Gala dinner	Social programme	Social programme	Social programme	Social programme	Social programme	

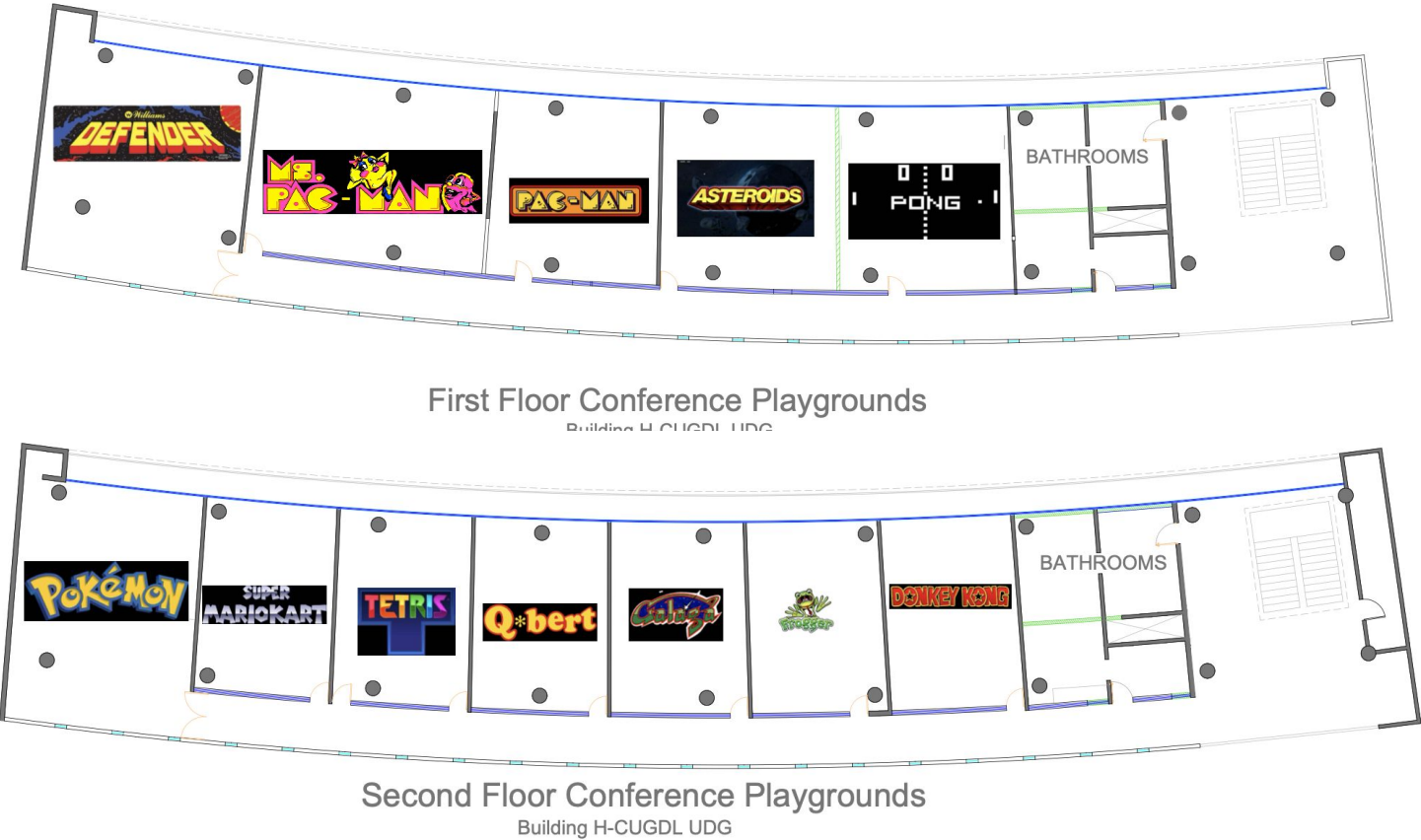
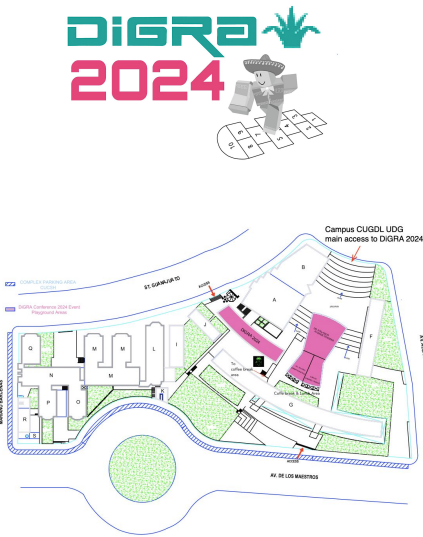


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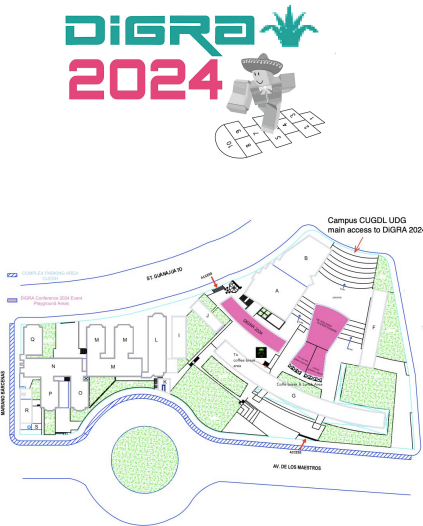


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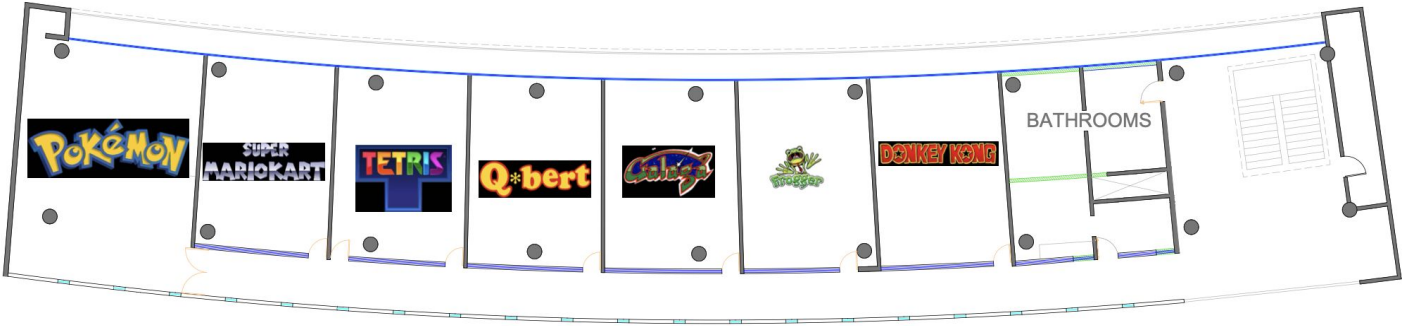
Time	04 JULY, Thursday Conference Schedule Day 3											
9:30-10:30	Auditorium 1: Dr. Salvador Allende Gossens Session 10: KEYNOTE Paola Vera: "Building a historic archive through interaction"											
Place	Auditorium: Silvano Barba	Auditorium: Carlos Ramirez	Room: Pong	Room: Asteroids	Room: Pac-Man	Room: Ms Pac-Man	Room: Defender	Room: Pokemon	Room: Tetris	Room: Q*bert	Room: Galaga	Room: Frogger
10:30-11:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
11:00-13:00	Session 11A: PANEL: Game Studies from the Southern Cone: Interdisciplinary Insights and Innovations	Session 11B: PANEL: Who Can Play in the Game Studies Playground?	Session 11C: PANEL: Playful Latinidades: Rasquache Methods, Latinx Migrations, and Antifascist Design	Session 11D: Board Games	Session 11E: Touchy Feely	Session 11F: Explorations	Session 11G: Affective Play	Session 11H: PANEL: Playing Beyond the Academy: Playgrounds as Sites for Alternative Community	Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings
13:00-14:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch				
14:30-16:00	Session 12A: Mediated Games	Session 12B: Art and Emergence	Session 12C: Gambling and Lootboxes	Session 12D: Unexpected Design	Session 12E: Agency	Session 12F: DIGRA OFFICERS MEETING	Session 12G: Ludic Objects		Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings
16:00-16:30	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
16:30-18:00	Session 13A: Representations of Places	Session 13B: Environmentalism	Session 13C: Poetics and Affects	Session 13D: File Systems	Session 13E: Games and Life	Session 13F: Creativity and Fandom	Session 13G: Innovations		Experimental tack exhibition	UAD Video Games Exhibition	Open Room for Meetings	Open Room for Meetings
19:00-22:00	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme	Social programme



Time	DATE	05 JULY, Friday Conference Schedule Day 5						
9:30-10:30	Auditorium: Dr. Salvador Allende Gossens	Session 14B: KEYNOTE Jimena Contreras: "From LATAM to the world: My experiences in the world of Game Music Composition"			Auditorium: Carlos Ramirez	Session 14A: DiGRA 2025 Planning Meeting		
Place	Room: Pong	Room: Asterioids	Room: Pac-Man	Room: Ms Pac-Man	Room: Defender	Room: Pokemon	Room: Super Mario Kart	Room: Tetris
10:30-11:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
11:00-13:00	Session 15A: Struggles	Session 15B: PANEL: The Past as Playground	Session 15C: PANEL: Critical Video Game Engine Studies	Session 15D: Temporalities and Ontologies	Session 15E: Ecocritical Play	Session 15F: Childhood and Play	Session 15G: Taking Initiative	Session 15H: Playground Practices
13:00-14:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
14:30-16:30	Auditorium: Carlos Ramirez	Session 16: DiGRA Annual General Meeting and Conference Closing						



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