

# current perspectives in **game studies** spring/summer 2019

## **Work-in-Progress Seminar**

@ Screening Room 2 (M6058)

**Friday 26/4, 10.30am-5pm**

Open for all - no pre-registration needed!

10:30 **Dr. Peter Nelson** (CityU)

11:00 **Dr. Pawel Grabarczyk** (ITU)

11:30 PhD student session #1

**Benjamin Horn** (CityU)

**Miruna Vozaru** (ITU)

12:30 Lunch break

14:00 PhD student session #2

**David Huang** (CityU)

**Nina Patricia Houe** (ITU)

**Johnathan Harrington** (CityU)

15:30 Break

16:00 **Prof. Espen Aarseth** (ITU)

16:30 **Dr. Olli Tapio Leino** (CityU)

## **Game Analysis Workshop**

@ ACiM Game Lab (M7095)

**Monday 29/4, 10am-5pm**

Limited seats!

Please email [otleino@cityu.edu.hk](mailto:otleino@cityu.edu.hk) to sign up

10:00 Introduction to the workshop

**Prof. Aarseth & Dr. Leino**

10:15 Keynote lecture on game analysis

**Dr. Hans-Joachim Backe** (ITU)

11:15 Game analysis assignment in groups

16:00 Presentations on assignment results

Jointly organized by:

ACiM Play/Work Research Group

School of Creative Media, CityU

Center for Computer Games Research

IT University of Copenhagen