

History of Games 2025

Programme



Wednesday, September 3

9:00	Morning Coffee, Registration	
9:30	Official Opening (Gołębia 20, room 22)	
10:00	Keynote (Gołębia 20, room 22): The Golden Age of Playful Wallbreaking: experimental and emersive dialogue structures in 90s adventure and role-playing games <i>Magdalena Cielecka</i>	
11:00	Coffee Break	
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18
	Panel A: Regional Production	Panel B: Role-Playing Representations
11:30	Here Comes a New Challenger: the Spanish Arcade Video Games Industry in the Nineties <i>Emmanuel Vincenot, Université Gustave-Eiffel, France</i>	___: Apophatic Strategies in Wraith: The Oblivion <i>Marcin Blacha, Independent Researcher, Poland.</i>
12:00	Becoming “unbelievable”: The professionalization of game development in Brno, Czech Republic <i>Jaroslav Švelch, Charles University, Czechia</i>	Polishing tentacles and fangs. Polish history and culture in unofficial Call of Cthulhu and World of Darkness resources published in the Magia i Miecz magazine <i>Michał Jutkiewicz, Jagiellonian University, Poland.</i>
12:30	Between local resistance and adaptation to computer competition: the case of Epsitec, Smaky computers and Blupi video games in the 1990's. <i>Sophie Bémelmans, University of Lausanne, Switzerland</i>	Re-writing Azeroth. A First Decade Of Evolution of Warcraft Universe - From Warcraft: Orcs and Humans to World of Warcraft - As A Genre-Related Narrative Shift <i>Szymon Piotr Kukulak, AGH University of Kraków, Poland</i>

13:00	Lunch Break	
14:00	Game Preservation in Practice: Legal, Technical, and Archival Dimensions (Gołębia 20, room 22)	
15:30	Coffee Break	
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18
	Panel C: Playing with Ideology	Panel D: Transnational Approaches
16:00	Has Solidarność caused the Chernobyl incident? The strange story of ecological message in "Civilization" <i>Teo Kominiarczuk, Poland</i> <i>Karolina Lukasik, University of Helsinki, Finland</i>	Spinning (US) Gold: The Americanisation of Early European Videogames <i>Alan Meades, Canterbury Christchurch University, United Kingdom</i> <i>Kieran Nolan, Dundalk Institute of Technology, Ireland</i> <i>Alex Wade, Birmingham City University, United Kingdom</i>
16:30	Who is the baddie? Changing enemy in Codename: Iceman (Sierra Online, 1989) and Sid Meier's Covert Action (Microprose, 1990) <i>Haron Walliander, University of Turku, Finland</i>	Crossing the Borders of History and Memory: Martial Law, Postmemory and Genre in Taiwanese and Polish Video Games <i>Pei Lun Hsin, Jagiellonian University, Poland</i>
17:00	Hands-on nihilism - Transgressive game aesthetics in the 1990s <i>Pierre-Yves Hurel, University of Lausanne, Switzerland</i>	Uncanny PSX Open Worlds. Sentient & Germs: Nerawareta Machi in a Genealogy of Weird 3D Horror Games <i>Giorgio Chiappa, BIMM Berlin, Germany</i>
19:00	Welcome Party	

Thursday, September 4

9:30	Morning Coffee		
10:00	Keynote (Gołębia 20, room 22): South Asia in the 90s through a Videogame Lens <i>Souvik Mukherjee</i>		
11:00	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18	Faculty of Polish Studies building, Gołębia 16, room 42
	Panel E: Regional Infrastructures	Panel F: Role-Playing Games' Reception	Panel Hybrid 1: Regional Piracy
11:30	Playing by the Rules: Videogame Censorship and Control in 1990s Germany <i>Regina Seiwald, University of Birmingham, United Kingdom</i>	Object Relations: Adventure Game Logic Makes Perfect Sense Psychoanalytically <i>Péter Kristóf Makai, Kazimierz Wielki University, Poland</i>	Japanime and Piracy: The Twin Foundations of JRPG Appropriation in 1990s France <i>Sylvain Payen, University of Utah, Asia Campus, South Korea</i>
12:00	Socio-material Conditions, Internationalised Precarity, and Memories of Play in 1990s Brazil: Street Fighter de Rodoviária <i>Bruno de Paula, University College London, United Kingdom</i>	Conceptualising the Transitional Object: Interplay's Lord of the Rings as a Case Study <i>Jakub Majewski, Kazimierz Wielki University, Poland, Scott Knight, Bond University, Australia</i>	Trucho videogames: gamer culture and piracy in 1990s Argentina <i>Pedro Alejandro Tiscar, Universidad Nacional de Tres de Febrero, Argentina</i>
12:30	Columns of Legitimacy: The Role of LogicoSoftware and Local Journalism in Shaping Video Game	Context-dependent reception of the Krysztaly Czasu tabletop roleplaying game: mockery as	The Clone Wars: Transgression and Creativity at the Dawn of Video Games in Brazil

	Reception in 1990s French-speaking Switzerland <i>Pierre-Yves Hurel, University of Lausanne, Switzerland</i>	interpretative strategy <i>Aleksandra Mochocka, Kazimierz Wielki University, Poland</i>	<i>Emmanoel Ferreira, Universidade Federal Fluminense, Brazil</i>
13:00	Lunch Break		
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18	Faculty of Polish Studies building, Gołębia 16, room 42
	Panel G: Origins and hybridity of genres	Panel H: Games in Public Discourse	Panel Hybrid 2: Regional Production
14:00	The Long Shadow of the “Doom Clone”. Re-Evaluating the Origin Myth of First-Person Shooters. <i>Hans-Joachim Backe, IT University of Copenhagen, Denmark</i>	Gaming on the Screen: Polish TV Shows About Video Games at the Turn of the Century <i>Przemysław Ciszek, Jan Kochanowski University in Kielce, Poland</i>	A School of Rock? How a Private School’s Game Studio Shaped Digital Game Development in 1990s Greece <i>Maximos S. Theodoropoulos, Panteion University, Greece</i>
14:30	From kung-fu masters to sci-fi acrobats. The Sinosphere and/in the rise of the fighting game genre during the 1990s <i>Diego Barroso Sanchez, City University of Hong Kong, Hong Kong</i>	Sassy and Honest (but committed?) – Gaming Culture Depiction in Swiss Youth Program in the 1990s <i>Hiloko Kato, Zurich University of the Arts, Switzerland</i>	Elifoot II and the Margins of Game History: Microhistory and Media Archaeology in 1990s Portuguese Game Development <i>Ivan Barroso, Filipe Luz, Universidade Lusófona, Portugal</i>
15:00	Clash of Super Brands: Cultural Hybridity in Marvel and Capcom’s First Partnership (1993-2002) <i>Mariano Falzone, University of Lincoln, United Kingdom</i>	Telling Tall Tails: Rumor in 1990s Video Game Culture <i>Richard Sherriff, University of the Arts London, UK</i>	Imagining a 1990s Lost Past: Portuguese Nostalgia and Speculative Design in “Alentejo: Tinto’s Law” for the Game Boy <i>Ivan Barroso, Vasco Oliveira, Universidade Lusófona, Portugal</i>

15:30	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18	Faculty of Polish Studies building, Gołębia 16, room 42
	Panel I: Analog Games	Panel J: Playing with/in the Past	Panel K: Genre History
16:00	Buying your way into narrative: evolution of resources in 90s tabletop role-playing games. <i>Leonid Moyzhes, Charles University, Czechia</i>	Retro consoles and the dilemma of 'retrogaming' authenticity <i>Krzysztof Olszamowski, AGH University of Krakow, Poland</i>	Tracing the Evolution of the Cinematic Platformer Subgenre <i>Marcelo Simeoni Paul, Rafael Marques de Albuquerque, University of Vale do Itajaí, Brazil.</i> <i>Flavio Anthero Nunes Vianna dos Santos, State University of Santa Catarina, Brazil.</i>
16:30	Paths of Glory: the History and Legacy of Dragon Publishing <i>Marek Blacha, Institute for the History of Science of the Polish Academy of Sciences, Poland</i>	Was I born in the wrong decade? - Generation Z's relationship with 90s video games <i>Anna Kożuch, AGH University of Krakow, Poland.</i> <i>Krzysztof Mroczek, Poland</i>	Rebuild industry with SCUMM: The Spanish graphic adventures of the 90s <i>Victor Navarro-Remesal, Antonio Planells de la Maza, Beatriz Pérez-Zapata, Universitat Pompeu Fabra, Spain</i>
17:00	End of the Quest? Gamebooks and the Digital Challenge of the 1990s <i>Salvador Gómez-García, Complutense University, Spain.</i> <i>Nuria Navarro Sierra, King Juan Carlos University, Spain</i>	Ghost in the Dreamcast: Ludomusical Hauntology and the Accidental Specters of a 90s Cross-Franchise Marketing Campaign <i>Milly Gunn, University of East London, United Kingdom.</i>	
19:00	Conference Dinner		

Friday, September 5

9:30	Morning Coffee		
10:00	Keynote (Gołębia 20, room 22): Bravehearts - how 90s define Polish gamedev, both digital and analogue <i>Tomek Kreczmar</i>		
11:00	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18	Faculty of Polish Studies building, Gołębia 16, room 42
	Panel L: Affective and Creative Practices	Panel M: Video & Platforms	Panel Hybrid 3: Politics & Technologies
11:30	<i>Erotic Retro Game Fan Art: At the Intersection of Visual and Playful Expression</i> <i>Onerva Puhakka, University of Turku, Finland</i>	FMV on the 3DO: Full Motion Video and its Role in the Promise of an Interactive Multimedia Console <i>Scott Knight, Bond University, Australia, Jakub Majewski, Kazimierz Wielki University, Poland</i>	"Neglected Histories": Digital Games, Dis-/Abilities, and Accessibility in the 1990s <i>Markus Spöhrer, University of Tübingen, Germany</i>
12:00	<i>Where's the Source?: Imperfection, Player Exploits, and the Lost Freedom of 1990s Game Design</i> <i>Gerald Kapałka, AGH University of Science and Technology in Krakow, Poland</i>	The Art of Quiet Exploratory Storytelling: Convergence and Affordances of the CD-ROM <i>Sandra Camarda, Fred Pailler, Valérie Schafer, C2DH University of Luxembourg, Luxembourg</i>	The Neoliberal Politics of Videogames as Scalable Media: Conceptualizing the Technological Imaginary via the 1990s <i>Rory Manning Graham, The University of Sydney, Sydney</i> <i>David Harold ten Cate, Queensland University of Technology, Australia</i>

12:30	<i>Make it Cuddle, Make it Fight, Market it Pink: Virtual Pet Typologies and the Affective Economies of Gendered Play in the 1990s.</i> <i>Milly Gunn, University of East London, United Kingdom</i>	The end of an era: technological sublime and the demoscene productions for Commodore Amiga in the early 1990s <i>Maria B. Garda, University of Turku, Finland, Paweł Grabarczyk, ITU Copenhagen, Denmark</i>	Between cards, expansions and micropayments: The origin of games as a service <i>Sergio Gutiérrez-Manjón, Sergio Álvarez-García, Universidad Complutense de Madrid, Spain</i>
13:00	Lunch Break		
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18	Faculty of Polish Studies building, Gołębia 16, room 42
	Panel N: Gaming Magazines	Panel O: Cultural Transfers	Panel Hybrid 4: Role-Playing
14:00	Czech Game Industry and Czech Games in the 1990s and Their Reflection in Local Game Magazines <i>Zdeněk Záhora, Marek Mikeš, Masaryk University, Czechia</i>	The British Roots of the Monochrome Aesthetic in Late Polish Atari 8-bit Games <i>Paweł Grabarczyk, IT University of Copenhagen, University of Lodz, Denmark</i>	How Cultura Ñoña was Made: Tabletop Role-Playing Events in 1990s Chile <i>Jose Zagal, University of Utah, United States, Mary Anne Argo-Chávez, Birmingham City University, UK, Sebastián Reyes-Díaz, Alonso Soto-Cerda, independent Researchers, Chile</i>
14:30	Reviewing reviews of 3D platformers Banjo-Kazooie and Yooka-Laylee to document 'Innovation Stagnation' and the evolving role of games press <i>Will Butler, Bath Spa University, United Kingdom</i>	Unboxed: Grey-Market Console Culture in Post-Socialist Slovakia <i>Michal Kabát, Juraj Kovalčík, FMK UCM v Trnave, Slovakia.</i>	FromSoftware video games in the 1990s: when dungeons became 3D chronotopes <i>Enzo Le Guiriec, University Jean Moulin Lyon 3, France</i>

15:00	Console crash and Japan boom: Spanish gaming culture in the 90s through games magazines <i>Marçal Mora-Cantallops, Universidad de Alcalá, Spain, Victor Navarro-Remesal, TecnoCampus, Universitat Pompeu Fabra, Spain</i>	Brief history of „Makaron” – the Sega Dreamcast reception in Poland <i>Marcin M. Chojnacki, University of Łódź, Poland</i>	The Language of a Genre: Experimental Narrative Design in 1990s JRPGs <i>Aleksander Franiczek, University of Waterloo, Canada.</i>
15:30	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, room 22	Faculty of Polish Studies building, Gołębia 20, room 18	Faculty of Polish Studies building, Gołębia 16, room 42
	Panel P: Overlooked Genres		Panel Hybrid 5: Materialities
16:00	Pixels for Profit: The 1990s Boom in Branded Videogames <i>Regina Seiwald, University of Birmingham, UK.</i>		Putting the “Pocket” in Pocket Monsters: The Game Boy’s Technical and Ludic Impacts on Pokémon Red and Blue <i>Gregory Blomquist, University of Alberta, Canada.</i>
16:30	The Mech Simulator Genre as a Reflection of 90s PC Platform Prominence & Game Industry Developments in the 90s <i>Emil Lundedal Hammar, University of Copenhagen, Denmark</i>		From Booster Packs to Free-to-Play: Magic the Gathering and the Analog origins of Digital Mobile Games <i>Logan Brown, University of Iowa, United States</i>
17:00	Closing Remarks (Gołębia 20, room 22)		
19:00	Afterparty		