

# 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): <b>The Golden Age of Playful Wallbreaking: experimental and emersive dialogue structures in 90s adventure and role-playing games</b> <i>Magdalena Cielecka</i>	
11:00	Coffee Break	
	Faculty of Polish Studies building, Gołębia 20, <b>room 22</b>	Faculty of Polish Studies building, Gołębia 20, <b>room 18</b>
	Panel A: <b>Regional Production</b> Chair: Victor Navarro-Remesal	Panel B: <b>Role-Playing Representations</b> Chair: Maciej Nawrocki
11:30	<b>Here Comes a New Challenger: the Spanish Arcade Video Games Industry in the Nineties</b> <i>Emmanuel Vincenot, Université Gustave-Eiffel, France</i>	<b>___: Apophatic Strategies in Wraith: The Oblivion</b> <i>Marcin Blacha, Independent Researcher, Poland.</i>
12:00	<b>Becoming “unbelievable”: The professionalization of game development in Brno, Czech Republic</b> <i>Jaroslav Švelch, Charles University, Czechia</i>	<b>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</b> <i>Michał Jutkiewicz, Jagiellonian University, Poland.</i>
12:30	<b>Between local resistance and adaptation to computer competition: the case of Epsitec, Smaky computers and Blupi video games in the 1990's.</b> <i>Sophie Bémelmans, University of Lausanne, Switzerland</i>	<b>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</b>

		Szymon Piotr Kukulak, AGH University of Kraków, Poland
13:00	Lunch Break	
14:00	<b>Game Preservation in Practice: Legal, Technical, and Archival Dimensions</b> (Gołębia 20, room 22)	
15:30	Coffee Break	
	Faculty of Polish Studies building, Gołębia 20, <b>room 22</b>	Faculty of Polish Studies building, Gołębia 20, <b>room 18</b>
	Panel C: <b>Bleak Worlds</b> Chair: Péter Makai	Panel D: <b>Transnational Approaches</b> Chair: Jaroslav Švelch
16:00	<b>Hands-on nihilism - Transgressive game aesthetics in the 1990s</b> <i>Pierre-Yves Hurel, University of Lausanne, Switzerland</i> <i>Carl Therrien, Université de Montréal, Canada</i> <i>Frédéric Maheux, Université du Québec à Montréal, Canada</i>	<b>Spinning (US) Gold: The Americanisation of Early European Videogames</b> <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	<b>Uncanny PSX Open Worlds. Sentient &amp; Germs: Nerawareta Machi in a Genealogy of Weird 3D Horror Games</b> <i>Giorgio Chiappa, BIMM Berlin, Germany</i>	<b>Crossing the Borders of History and Memory: Martial Law, Postmemory and Genre in Taiwanese and Polish Video Games</b> <i>Pei Lun Hsin, Jagiellonian University, Poland</i>
19:00	Welcome Party	

## Thursday, September 4

9:30	Morning Coffee
10:00	Keynote (Gołębia 20, room 22): <b>Bravehearts - how 90s define Polish gamedev, both digital and analogue</b>

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

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

15:30	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, <b>room 22</b>	Faculty of Polish Studies building, Gołębia 20, <b>room 18</b>	Faculty of Polish Studies building, Gołębia 16, <b>room 42</b>
	Panel I: <b>Analog Games</b> Chair: Hans-Joachim Backe	Panel J: <b>Playing with/in the Past</b> Chair:	Panel K: <b>Evolving Game Forms</b> Chair:
16:00	<b>Buying your way into narrative: evolution of resources in 90s tabletop role-playing games.</b> <i>Leonid Moyzhes, Charles University, Czechia</i>	<b>Retro consoles and the dilemma of 'retrogaming' authenticity</b> <i>Krzysztof Olszamowski, AGH University of Krakow, Poland</i>	<b>Tracing the Evolution of the Cinematic Platformer Subgenre</b> <i>Marcelo Simeoni Paul, University of Vale do Itajaí, Brazil.</i> <i>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	<b>Paths of Glory: the History and Legacy of Dragon Publishing</b> <i>Marek Blacha, Institute for the History of Science of the Polish Academy of Sciences, Poland</i>	<b>Was I born in the wrong decade? - Generation Z's relationship with 90s video games</b> <i>Anna Kożuch, AGH University of Krakow, Poland.</i> <i>Krzysztof Mroczek, Poland</i>	<b>Rebuild industry with SCUMM: The Spanish graphic adventures of the 90s</b> <i>Victor Navarro-Remesal, TecnoCampus, Universitat Pompeu Fabra, Spain</i> <i>Antonio Planells de la Maza, Universitat Pompeu Fabra, Spain</i> <i>Beatriz Pérez-Zapata, Universitat Pompeu Fabra, Spain</i>
17:00	<b>End of the Quest? Gamebooks and the Digital Challenge of the 1990s</b> <i>Salvador Gómez-García, Complutense University, Spain.</i>	<b>Ghost in the Dreamcast: Ludomusical Hauntology and the Accidental Specters of a 90s Cross-Franchise Marketing</b>	<b>Unboxed: Grey-Market Console Culture in Post-Socialist Slovakia</b> <i>Michal Kabát, FMK UCM v Trnave, Slovakia.</i>

	<i>Nuria Navarro Sierra, King Juan Carlos University, Spain</i>	<b>Campaign</b> <i>Milly Gunn, University of East London, United Kingdom.</i>	<i>Juraj Kovalčík, FMK UCM v Trnave, Slovakia.</i>
19:00	Conference Dinner		

## Friday, September 5

9:30	Morning Coffee		
10:00	Keynote (Gołębia 20, room 22): <b>South Asia in the 90s through a Videogame Lens</b> <i>Souvik Mukherjee</i>		
11:00	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, <b>room 22</b>	Faculty of Polish Studies building, Gołębia 20, <b>room 18</b>	Faculty of Polish Studies building, Gołębia 16, <b>room 42</b>
	Panel L: <b>Affective and Creative Practices</b> <i>Chair: Hiloko Kato</i>	Panel M: <b>Video &amp; Platforms</b> <i>Chair: Jaroslav Švelch</i>	Panel Hybrid 3: <b>Politics &amp; Technologies</b> Chair:
11:30	<b><i>Erotic Retro Game Fan Art: Visual and Playful Expression</i></b> <i>Onerva Puhakka, University of Turku, Finland</i>	<b>FMV on the 3DO: Full Motion Video and its Role in the Promise of an Interactive Multimedia Console</b> <i>Scott Knight, Bond University, Australia</i> <i>Jakub Majewski, Kazimierz Wielki University, Poland</i>	<b>"Neglected Histories": Digital Games, Dis-/Abilities, and Accessibility in the 1990s</b> <i>Markus Spöhrer, University of Tübingen, Germany</i>

12:00	<b><i>Where's the Source?: Imperfection, Player Exploits, and the Lost Freedom of 1990s Game Design</i></b> <i>Gerald Kapałka, AGH University of Science and Technology in Krakow, Poland</i>	<b>The Art of Quiet Exploratory Storytelling: Convergence and Affordances of the CD-ROM</b> <i>Sandra Camarda, C2DH University of Luxembourg, Luxembourg</i> <i>Fred Pailler, C2DH University of Luxembourg, Luxembourg</i> <i>Valérie Schafer, C2DH University of Luxembourg, Luxembourg</i>	<b>The Neoliberal Politics of Videogames as Scalable Media: Conceptualizing the Technological Imaginary via the 1990s</b> <i>Rory Manning Graham, The University of Sydney, Sydney</i> <i>David Harold ten Cate, Queensland University of Technology, Australia</i>
12:30	<b><i>Make it Cuddle, Make it Fight, Market it Pink: Virtual Pet Typologies and the Affective Economies of Gendered Play in the 1990s.</i></b> <i>Milly Gunn, University of East London, United Kingdom</i>	<b>The end of an era: technological sublime and the demoscene productions for Commodore Amiga in the early 1990s</b> <i>Maria B. Garda, University of Turku, Finland</i> <i>Paweł Grabarczyk, ITU Copenhagen, Denmark</i>	<b>Between cards, expansions and micropayments: The origin of games as a service</b> <i>Sergio Gutiérrez-Manjón, Universidad Complutense de Madrid, Spain</i> <i>Sergio Álvarez-García, Universidad Complutense de Madrid, Spain</i>
13:00	Lunch Break		
	Faculty of Polish Studies building, Gołębia 20, <b>room 22</b>	Faculty of Polish Studies building, Gołębia 20, <b>room 18</b>	Faculty of Polish Studies building, Gołębia 16, <b>room 42</b>
	Panel N: <b>Gaming Magazines</b> <i>Chair: Pierre-Yves Hurel</i>	Panel O: <b>Cultural Transfers</b> Chair:	Panel Hybrid 4: <b>Role-Playing</b> Chair:
14:00	<b>Czech Game Industry and Czech Games in the 1990s and Their Reflection in Local Game Magazines</b> <i>Zdeněk Záhora, Masaryk University, Czechia</i>	<b>The British Roots of the Monochrome Aesthetic in Late Polish Atari 8-bit Games</b> <i>Paweł Grabarczyk, IT University of Copenhagen, University of Lodz, Denmark</i>	<b>How Cultura Ñoña was Made: Tabletop Role-Playing Events in 1990s Chile</b> <i>Jose Zagal, University of Utah, United States,</i> <i>Mary Anne Argo-Chávez,</i>



	Marek Mikeš, Masaryk University, Czechia		Birmingham City University, UK Sebastián Reyes-Díaz, independent Researcher, Chile Alonso Soto-Cerda, independent Researcher, Chile
14:30	<b>Reviewing reviews of 3D platformers Banjo-Kazooie and Yooka-Laylee to document ‘Innovation Stagnation’ and the evolving role of games press</b> <i>Will Butler, Bath Spa University, United Kingdom</i>	<b>Brief history of „Makaron” – the Sega Dreamcast reception in Poland</b> <i>Marcin M. Chojnacki, University of Łódź, Poland</i>	<b>FromSoftware video games in the 1990s: when dungeons became 3D chronotopes</b> <i>Enzo Le Guiriec, University Jean Moulin Lyon 3, France</i>
15:00	<b>Console crash and Japan boom: Spanish gaming culture in the 90s through games magazines</b> <i>Marçal Mora-Cantallops, Universidad de Alcalá, Spain</i> <i>Victor Navarro-Remesal, TecnoCampus, Universitat Pompeu Fabra, Spain</i>		<b>The Language of a Genre: Experimental Narrative Design in 1990s JRPGs</b> <i>Aleksander Franiczek, University of Waterloo, Canada.</i>
15:30	Coffee Break		
	Faculty of Polish Studies building, Gołębia 20, <b>room 22</b>	Faculty of Polish Studies building, Gołębia 20, <b>room 18</b>	Faculty of Polish Studies building, Gołębia 16, <b>room 42</b>
	Panel P: <b>Overlooked Genres</b> Chair:		Panel Hybrid 5: <b>Materialities</b> Chair : <i>Enzo Le Guiriec</i>
16:00	<b>Pixels for Profit: The 1990s Boom in Branded Videogames</b>		<b>Putting the “Pocket” in Pocket Monsters: The Game Boy’s</b>

	<i>Regina Seiwald, University of Birmingham, UK.</i>		<b>Technical and Ludic Impacts on Pokémon Red and Blue</b> <i>Gregory Blomquist, University of Alberta, Canada.</i>
16:30	<b>The Mech Simulator Genre as a Reflection of 90s PC Platform Prominence &amp; Game Industry Developments in the 90s</b> <i>Emil Lundedal Hammar, University of Copenhagen, Denmark</i>		<b>From Booster Packs to Free-to-Play: Magic the Gathering and the Analog origins of Digital Mobile Games</b> <i>Logan Brown, University of Iowa, United States</i>
17:00	Closing Remarks (Gołębia 20, room 22)		
19:00	Afterparty		