



HISTORY OF GAMES CONFERENCE 2026

————— *The Ages of Games – Epochs and Periodisations* —————

HISTORY OF GAMES 2026

The Ages of Games - Epochs and Periodisations

25-27 June 2026 · CityU Hong Kong

2 July 2026 · online

Room 1: University's Senate room - left column

Room 2: Room 19-202 - right column

Thursday, 25th June 2026 - Time Zone: Hong Kong

9:00-9:30 - Welcome (Senate Room)

Opening Remarks

9:30-11:00 - Keynote (Senate Room)

Prof. Akiko Sugawa-Shimada

Graduate School of Urban Innovation, Yokohama National University

*Women, Japanese History, and Videogames in Japan:
Female Fans' Heritage Tourism as Game-adjacent Cultural Phenomena*

11:00-11:30 - Coffee Break (self-catered)

11:30-13:00 - Session 1

Panel 1: Theorizing Periodisations

Senate Room

Chair:

Is Game History a History of Thought?
(Kairan Liu)

Game Industry Timeline: What to put on
it? (Hanna Wirman and Mark Staun)

The Past is Still Here: The Case of
Nintendo and the "Retro Gap", Emulation,
and the Stages of Preservation (Víctor
Navarro Remesal, Beatriz Pérez Zapata,
and Antonio José Planells de la Maza)

**Panel 2: Local Histories - Chinese
Game Periodisation**

Room 19-202

Chair:

From Design Necessity to Ideological
Effect: Periodisation and China in
Civilization V (Menqi Li and Hao Sun)

From Magazine to Stream: An Analysis
of Chinese Videogame History Through
the Lens of Gonglue (Xin Pan)

Epochs within Epochs: Layered
Periodization in the Formative Phase
of Early Chinese Game Culture (Yahuai
Lu)

13:00-14:00 - Lunch Break (self-catered)

14:00-15:30 - Session 2

<p>Panel 3: Rethinking History <i>Senate Room</i></p> <p>Chair: Kieran Nolan</p> <p>Rethinking the Famiclone Era: Grey Markets and the Global South's First Age of Videogames (Hugh Davies)</p> <p>The Epic Turn: Scale, Transmediality, and Classicism in Online Gaming Culture (Kevin Wong)</p> <p>If J-RPG does not exist, what about its Golden Age? (Sylvain Payen)</p>	<p>Panel 4: Wars and Crises <i>Room 19-202</i></p> <p>Chair:</p> <p>The Long Climate Crisis Event: On the Periodization of MapleStory Before and After the Big Bang Update (David Harold ten Cate)</p> <p>Teaching WWII with Games: Ludic Periodisation, National Memory, and the Challenges of Teaching History with Games (Regina Seiwald)</p> <p>Hallucinatory Statecraft: Cold War Conspiracies in Call of Duty: Black Ops (Alex Wade)</p>
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15:30-16:00 - Coffee Break (self-catered)

16:00-17:30 - Session 3

<p>Panel 5: Platform Histories <i>Senate Room</i></p> <p>Chair: Regina Seiwald</p> <p>Game Over (Play Again?): Arcades as A-Periodised Locations of Laminated Space and Time (Bruno de Paula and Alison Croasdale)</p> <p>A History of Niantic's Platformisation: Location-based Games as Platforms (Kyle Moore)</p> <p>Media Matters: Storage Technologies as Sub-Platforms in 1980s Home Computing (Pawel Grabarczyk)</p>	<p>Panel 6: Temporal Ruptures and Repairs <i>Room 19-202</i></p> <p>Chair:</p> <p>Temporal Rupture: A Theoretical Framework for Informal Periodization through Digital Swarm Folding in Game History (Yukun Ren, Guanhong Li, and Boyang Shen)</p> <p>Patching Time: Micro-Periodisation, the Metagame, and Nostalgia in Online Games (William Dunkel)</p> <p>End of an Era: Analysing the Lifetime of Games-as-a-Service Through a Historical Lens (Ryan Stanton)</p>
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Friday, 26th June 2026 - Time Zone: Hong Kong

9:30-11:00 - Keynote Presentation (Senate Room)

Paolo Pedercini

Associate Professor of Art, School of Art, Carnegie Mellon University

A History of Video Games Through Mass Extinctions

11:00-11:30 - Coffee Break (self-catered)

11:30-13:00 - Session 1

Panel 7: Comparative Game Histories

Senate Room

Chair:

Playing with Time: Indian Boardgames, Historiography and Questions of Periodization (Souvik Mukherjee)

Before Videogames Ecocriticism: A Preliminary Attempt at the Periodization of Videogames through Ecopolitics (David Harold ten Cate)

When Did the Video Game Crash Become an Event? Asynchronous Gaming Histories in Turkey and Poland (Miroslaw Filiciak and Ivo Furman)

Panel 8: Paratextualising Game Histories

Room 19-202

Chair: Regina Seiwald

How Collecting 5,000 Gaming and Computing Magazines Became Infrastructure: A Personal Archiving Project and Korean Game Historiography (YoungWook Oh)

Composing the Field: A Layered Soundtrack of Videogame History (Bruno de Paula and Chris Rhodes)

Museums of Mastery: YouTube Gameplay Video Archives and the Erasure of Failure (James Manning)

13:00-14:00 - Lunch Break (self-catered)

14:00-15:30 - Session 2

Panel 9: Genre Histories

Senate Room

Panel 10: Game Jams, Festivals, and Expos

<p>Chair:</p> <p>Why the Song Dynasty?: Genre, Play, and Historical Imagination in Chinese Wuxia MMORPGs (Shuangfei Wu, Menqi Li, and Yuetong Ji)</p> <p>From a Golden Age to Collapse and Revival: Periodising the FMV Genre (Scott Knight and Jakub Majewski)</p> <p>Okay, I'll Bite: Periods of Videogame History as Told Through Vampire Games (Alison Croasdale)</p>	<p><i>Room 19-202</i></p> <p>Chair: Victor Navarro-Remesal</p> <p>Japan's "Other" Oldest Indie Game Festival: The Digital Games Expo, 2013-2026 (Bryan Hikari Hartzheim)</p> <p>Hong Kong Amusement Game Centres Past and Present (Rhys Jones and Hanna Wirman)</p> <p>The (Not So) Global Game Jam: A Variantological Perspective on the Local Histories of Game Jamming Cultures in Poland and Japan (Mikhail Fiadotau and Maria B. Garda)</p>
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15:30-16:00 - Coffee Break (self-catered)

16:00-17:30 - Session 3

<p>Panel 11: Technical Histories</p> <p><i>Senate Room</i></p> <p>Chair:</p> <p>Redefinition of Chinese Game Periodisation: A Perspective from Cloned Chips (Honghan Song)</p> <p>Story by System: A Technical Periodisation of Video Game History Through Narrative Implementation Architectures (Adso Fernández-Baena and Antonio José Planells de la Maza)</p> <p>Gaming as Contraband: Piracy, Patching and Play in the Early 2000s of India (Samya Brata Roy)</p>	<p>Panel 12: Grassroots of Digital Europe</p> <p><i>Room 19-202</i></p> <p>Chair: Mirosław Filiciak</p> <p>Video Game Creativity from Europe's Silicon Dawn (1970-2000) (Kieran Nolan)</p> <p>Obsolete Futures: The Turkish Atari 2600 and Asynchronous Video Game Histories (Ivo Furman)</p> <p>Asynchronous Times: Divergent Periodisations of Computing and Play in East and West Germany during the 1980s (Regina Seiwald)</p> <p>East-West Media Transfers (Alex Wade)</p>
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Saturday, 27th June 2026 - Time Zone: Hong Kong

9:30-11:00 - Session 1

<p>Panel 13: Local Histories - Western and Central Europe <i>Senate Room</i></p> <p>Chair: Regina Seiwald</p> <p>The Epoch of LAN Parties: Origin, Development, and Periodisation of the LAN Scene in Germany, 1993-2005 (David Betzing)</p> <p>A History of Ireland's Video Game Console Importation, Manufacturing, and Distribution Industry (1970s-1980s) (Kieran Nolan)</p> <p>Television as a Ludic Interface: Historicizing Hugo and Interactive Game Programming in Early 1990s Spanish Television (Víctor Navarro Remesal, Beatriz Pérez Zapata, and Antonio José Planells de la Maza)</p>	<p>Panel 14: Design and Industry Histories <i>Room 19-202</i></p> <p>Chair: Victor Navarro-Remesal</p> <p>Two Histories of Magic: Tracing Divergent Trajectories of Magical Thinking in Western and Chinese Game Design (Morgan Yu Hao)</p> <p>From Absorbed Execution to Reflexive Authorship: An Emergent Tendency in Virtual Photography (Marty Miller)</p> <p>Islamic Art in Museums Through the Lense of Videogames (Aristoteles Georgios Sakellariou)</p>
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15:30-16:00 - Coffee Break (self-catered)

11:30-12:30 - Session 2

<p>Panel 15: Local Histories - Central and East Asia <i>Senate Room</i></p> <p>Chair:</p>	<p>Panel 16: Indie and Hobbyist Game Histories <i>Room 19-202</i></p>
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Made in Taiwan: The Wuxia RPG and the Periodisation of Taiwanese Game History (Pei Lun Hsin)

Two Layers of Time: Periodising the History of Chinese Gaming through Regulation, Shadow Infrastructures and Gamers' Practices (2000-2020) (Hao Sun)

Chair:

What is Indie? Periodizing the Conceptualization of Chinese Indie Games from a Developer Perspective (Gejun Huang and Hugh Davies)

Hobbyist Games History and Their Relation to Independent Games (Sunny Jie Yang and Dora Cheng Zhang)

12:30-13:00 - Closing Remarks (Senate Room)

Thursday, 2nd July 2026 - Time Zone: GMT

8:00-9:30 - Panel 1: Reconstructing History

Chair:

Paper 1: The History of Independent Video Games in Asia (Pei Chi Chung)

Paper 2: Replaying 'Ancient' India: (Re)Constructing Periodization through Modern Boardgames (Souvik Mukherjee and Adrija Mukherjee)

Paper 3: The Phenomenon of Retroisation of Contemporary Video Games Through the Lenses of Nostalgia (Bartosz Bukatko)

10:00-11:30 - Panel 2: Myths, Heroes, and Adventures

Chair:

Paper 1: Did Achilles Dream of Cyber Troy? The Classical Greek and Roman Narration in Cyberpunk 2077 (Hanjun Shi)

Paper 2: From Atari's Superman to Rocksteady's Batman: The Four Ages of Superhero Video Games (Mariano Falzone)

Paper 3: The Regional Genre that Never Was: The Case of the Spanish Videoaventura (Jaume Esteve and Victor Navarro-Remesal)

12:00-13:30 - Panel 3: Local Histories

Chair: Regina Seiwald

Paper 1: Periodizing the Spanish Video Game Industry: A Case Study in Alternative Video Game Histories (Jaume Esteve)

Paper 2: A Counter Narrative of Failure: Ecofilmes, the SEGA Saturn, and Local Platform Success in Portugal (1995-1998) (Ivan Barroso)

Paper 3: Piracy and Periodization in Argentina (Guillermo Crespi)

14:00-15:30 - Panel 4: Platform Histories

Chair:

Paper 1: The NES and the Plaza Accord: Nintendo's North American Expansion amid 1980s U.S.-Japan Economic Power Shifts (Ivan Barroso)

Paper 2: Escapism, Touristic Gazes, and the "Tropical Beach Aesthetic" of Sixth Generation Console Games (Cullan Bendig)

Paper 3: History of Flash Game Monetization: Earning Money from a Free Game (Oleksii Izvalov)

16:00-17:30 - Panel 5: Exploring History

Chair:

Paper 1: Epochs of Intimacy: Exploring the History of Video Game Romance (Christine Tomlinson)

Paper 2: From Agon to Agon: Periodizing TTRPG History using Roger Caillois (Leonid Moyzhes)

Paper 3: Pac-Man Politics: Grassroots Governance and the Video Arcade Bans of the Early 1980s (Tony Rowe)