



## 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, 25<sup>th</sup> 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: Ryan Stanton

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

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)

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

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

*Room 19-202*

Chair: Sunny Jie Yang

From Design Necessity to Ideological Effect: Periodisation and China in Civilization V (Mengqi 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><b>Panel 3: Rethinking History</b> <i>Senate Room</i></p> <p>Chair: Jussi Holopainen</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><b>Panel 4: Wars and Crises</b> <i>Room 19-202</i></p> <p>Chair: Kieran Nolan</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><b>Panel 5: Platform and Industry Histories</b> <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>Hobbyist Games History and Their Relation to Independent Games (Sunny Jie Yang and Dora Cheng Zhang)</p>	<p><b>Panel 6: Temporal Ruptures and Repairs</b> <i>Room 19-202</i></p> <p>Chair: Benjamin Horn</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, Yuchen Huang, and Leon Xiao)</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: Jussi Holopainen

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 (Mirośław Filiciak and Ivo Furman)

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

**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)

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

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

**14:00-15:30 - Session 2**

**Panel 9: Local Histories - East Asia**

**Panel 10: Genre Histories**

<p><i>Senate Room</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) - hybrid</p> <p>Made in Taiwan: The Wuxia RPG and the Periodisation of Taiwanese Game History (Pei Lun Hsin)</p>	<p><i>Room 19-202</i></p> <p>Chair: Alesja Serada</p> <p>Why the Song Dynasty?: Genre, Play, and Historical Imagination in Chinese Wuxia MMORPGs (Shuangfei Wu, Mengqi 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>
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### 15:30-16:00 - Coffee Break (self-catered)

### 16:00-17:30 - Session 3

<p><b>Panel 11: Technical/Industrie Histories</b></p> <p><i>Senate Room</i></p> <p>Chair: Johnathan Harrington</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>Game Industry Timeline: What to put on it? (Hanna Wirman and Mark Staun Polsen) - hybrid</p>	<p><b>Panel 12: Grassroots of Digital Europe</b></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><b>Panel 13: Local Histories - Western and Central Europe</b> <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><b>Panel 14: Design and Industry Histories</b> <i>Room 19-202</i></p> <p>Chair: Alesja Serada</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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**11:00-11:30 - Coffee Break (self-catered)**

**11:30-12:30 - General Discussion**

<p><b>Game History Timeline</b> <i>Senate Room</i></p> <p>General discussion: What now?</p> <p>Closing remarks</p> <p>Announcement: History of Games 2027</p>
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## Thursday, 2nd July 2026 - Time Zone: CEST

### 8:00-9:40 - Panel 1: Reconstructing History

Chair: Victor Navarro-Remesal

Paper 1 - 8:00-8:15: The History of Independent Video Games in Asia (Pei Chi Chung)

Paper 2 - 8:20-8:35: Replaying 'Ancient' India: (Re)Constructing Periodization through Modern Boardgames (Souvik Mukherjee and Adrija Mukherjee)

Paper 3 - 8:40-8:55: Museums of Mastery: YouTube Gameplay Video Archives and the Erasure of Failure (James Manning)

Paper 4 - 9:00-9:15: Playing the Past: Video Games as Cultural Memory Machines (Mehmet Emre Tutan)

9:15-9:40: Panel Q&A

### 10:45-12:15 - Panel 2: Myths, Heroes, and Adventures

Chair: Kieran Nolan

Paper 1 - 10:45-11:00: Did Archilles Dream of Cyber Troy? The Classical Greek and Roman Narration in Cyberpunk 2077 (Hanjun Shi)

Paper 2 - 11:05-11:20: From Atari's Superman to Rocksteady's Batman: The Four Ages of Superhero Video Games (Mariano Falzone)

Paper 3 - 11:25-11:40: The Regional Genre that Never Was: The Case of the Spanish Videoaventura (Jaume Esteve and Victor Navarro-Remesal)

Paper 4 - 11:45-12:00: The Phenomenon of Retroisation of Contemporary Video Games Through the Lenses of Nostalgia (Bartosz Bukatko)

12:00-12:20: Panel Q&A

### **12:45-14:00 - Panel 3: Local Histories**

Chair: Regina Seiwald

Paper 1 - 12:45-13:00: Periodizing the Spanish Video Game Industry: A Case Study in Alternative Video Game Histories (Jaume Esteve)

Paper 2 - 13:05-13:20: A Counter Narrative of Failure: Ecofilmes, the SEGA Saturn, and Local Platform Success in Portugal (1995-1998) (Ivan Barroso)

Paper 3 - 13:25-13:40: Piracy and Periodization in Argentina (Guillermo Crespi)

13:40-14:00: Panel Q&A

### **14:45-16:20 - Panel 4: Platform Histories**

Chair: Kieran Nolan

Paper 1 - 14:45-15:00: The NES and the Plaza Accord: Nintendo's North American Expansion amid 1980s U.S.-Japan Economic Power Shifts (Ivan Barroso)

Paper 2 - 15:05-15:20: Escapism, Touristic Gazes, and the "Tropical Beach Aesthetic" of Sixth Generation Console Games (Cullan Bendig)

Paper 3 - 15:25-15:40: History of Flash Game Monetization: Earning Money from a Free Game (Oleksii Izvalov)

Paper 4 - 15:45-16:00: Media Matters: Storage Technologies as Sub-Platforms in 1980s Home Computing (Pawel Grabarczyk)

16:00-16:20: Panel Q&A

### **17:00-18:35 - Panel 5: Exploring History**

Chair: Hans-Joachim Løvind Backe

Paper 1 - 17:00-17:15: Epochs of Intimacy: Exploring the History of Video Game Romance (Christine Tomlinson)

Paper 2 - 17:20-17:35: From Agon to Agon: Periodizing TTRPG History using Roger Caillois (Leonid Moyzhes)

Paper 3 - 17:40-17:55: Pac-Man Politics: Grassroots Governance and the Video Arcade Bans of the Early 1980s (Tony Rowe)

Paper 4 - 18:00-18:15: 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)

18:15-18:35: Panel Q&A