

The conference focuses on the experience of playing video games from a cognitive perspective. Within the field of media studies (and film studies in particular) cognitive psychology has had a strong influence on the theoretical modeling of audience activity and specific aesthetic experiences, such as empathy, identification, and the emotions. The conference aims to bring together scholars from different disciplines to discuss how cognitive psychology can be used as a theoretical framework for describing player's cognitive, affective and bodily responses to playing video games, and how it can inform the analysis of video games as artifacts designed to elicit such responses.

Please find the complete Book of Abstracts online: www.cognitivegamestudies.com.

The conference is funded by the Körber Funding Program for Young Researchers and organized in cooperation with the Institute for Media and Communication and the Research Center for Media and Communication, University of Hamburg.

Organizer

Felix Schröter, M.A.
University of Hamburg
Institute for Media and Communication

Online

www.cognitivegamestudies.com
www.facebook.com/cognitivegamestudies
Twitter: #gce13

Conference Venue

University of Hamburg, ESA 1 West, Room 221
Edmund-Siemers-Allee 1, D-20146 Hamburg



Games, Cognition & Emotion

Conference on Cognitive Studies of the Video Game Experience



5 - 6 July 2013

University of Hamburg, ESA 1 West, Room 221

www.cognitivegamestudies.com



Friday, July 5, 2013

11.30 Registration

12.00 Welcome and Introduction

12.30 Keynote Lecture

Torben Grodal, Copenhagen
Video Games, the PECMA Flow and the Conflict Between Control Pleasures and Pleasures of Abandonment

13.30 Break

13.45 Panel I: Games and Cognition

Andreas Gregersen, Copenhagen
Video Games, Canonical Agency, and Embodiment

Benny Liebold, Chemnitz
States of Mind Are Not Merely Cognitive Phenomena. The Link Between Emotion and Focused Attention Allocation During Gameplay

Jan-Noël Thon, Tübingen
Narrative Comprehension and Video Games. Simulated Gameplay, Narrative Representation, and the Intersubjective Construction of 'Interactive' Storyworlds

15.30 Coffee Break

16.00 Keynote Lecture

Bernard Perron, Montreal
The Thing Called Gameplay Emotion, And How It Is Bred in the Gamer's Affective Space

17.00 Break

17.15 Panel II: Games and Emotion I

Kathrin Fahlenbrach, Hamburg
Affective Spaces in Video Games

Jonathan Frome, Dallas
Sadness in 1600 Pixels. Emotion and Jason Rohrer's Passage

Sebastian Möring, Copenhagen
The Marriage – Love at Sight, Fear at Play

Saturday, July 6, 2013

10.00 Panel III: Games and Emotion II

Felix Schröter, Hamburg
My Avatar and Me. Toward a Cognitive Theory of Game Characters

Susanne Eichner, Potsdam
Children's Characters in Video Games. Emotional Alignment and Emotional Triggers

Julia Kneer, Rotterdam
Being Killed by Rainbows. Displayed Violence, Difficulty, and Performance as Predictors for Postgame Emotions

12.00 Lunch

13.30 Keynote Lecture

Christoph Klimmt, Hanover
The Video Game Player's Self on a Fantastic Ride. Social Cognition as Subjective Process and Objective Variable

14.30 Break

14.45 Panel IV: Games and Effects

Leonard Reinecke, Mainz
Intrinsic Motivation and the Video Game Experience. On the Complex Interaction of the Use of Video Games and Psychological Well-Being

Daniel Pietschmann, Chemnitz
Spatial Mapping of Input and Output Spaces in Video Games

16.00 Coffee Break

16.30 Closing Discussion

