LIGHTNING TALKS

MISH BOUTET, LIBRARIAN, UOTTAWA

Videogame Research Speedrun

Within my lightning talk, I will present an overview of videogame research. Although uOttawa has no formal department of videogame studies, each faculty has entry points into research in the field. Key examples of these will be presented. [Talk presented in English, questions/comments in French are welcome]

Mish is the Government Information Librarian at uOttawa. He has also worked in the Health Sciences Library and the Management Library at uOttawa. Mish's dream job would be videogame librarian. For now, he tries to find ways to work videogames into his job whenever he can, and spends his time after hours reading about, thinking about, and playing videogames.

WILLIAM HUME, UOTTAWA GRADUATE (BA 2017), FILMGAMER.COM

Shifting Audience of Gamers

[Talk presented in English]

FRANK EMANUEL, SESSIONAL LECTURER (THEOLOGY), SAINT PAUL UNIVERSITY

Ethics and Role Playing Games

Tabletop Role Playing Games (RPGs) as collaborative storytelling exercises that create rich worlds in which a group of people can explore ideas of real world importance. One recent trend in independent or indie RPGs is the ethical game, these are games deliberately crafted to encourage the exploration of ethical ideas such as colonialism, exclusion, marginalization, and even relational ethics. In my talk I'd like to introduce work that I am preparing for the Society of Vineyard Scholars on using ethical role playing games as a way of teaching ethics through shared experience. [Talk presented in English]

Frank Emanuel is a lecturer at Saint Paul University in Ottawa. He is passionate about the political dimension of contemporary evangelical theologies, adult spirituality, and systematic theology. Frank is also an avid tabletop gamer and role player.

PETER KULING, ASSISTANT PROFESSOR (THEATRE), UOTTAWA

Experiencing Intercultural Performance through Blizzard’s Overwatch

Online multiplayer games introduce players to a variety of worlds, characters, ideas, and performance experiences through intercultural experiences happening in real time with other
gamers. My lightning talk explores intercultural performance occurring within Blizzard’s award winning game of the year *OverWatch*. Confronted with a global future of war and political upheaval, these forgotten heroes – and the gamers who play them – encounter virtual environments where success hinders on gaming performance coupled with effective cultural communication. Divergent intercultural experiences in *OverWatch* unexpectedly educate, illustrate, and complicate the possible realities of the world we all live in today. [Talk presented in English, questions/comments in French are welcome]

Peter Kuling is Assistant Professor in the Department of Theatre at the University of Ottawa. His research focuses on theatre history and theories of adaptation and intermedia experiences via traditional theatre – Shakespearean Drama and Canadian Theatre – and unconventional performance venues – Video Games, Digital Devices, and Professional Sports. Themes of sexuality, nationality, and intercultural identities emerge throughout his research in these diverse theatre and performance areas. His work has appeared in different Canadian Journals – Theatre Research in Canada, Canadian Theatre Review – as well as new collections by Playwrights Canada Press and the Arden Shakespeare Series.

**JEAN-FRANÇOIS LOZIER, PROFESSOR (HISTORY), UOTTAWA**

« *De Custer’s Revenge à Kisima Innitchuŋa : la représentation vidéoludique de l’histoire et de la culture autochtone* »

Depuis 1982, un certain nombre de jeux vidéo ont dépeint des sujets autochtones. Si les débuts de ce genre ont été marqués par les pires stéréotypes et par l’apologie de la conquête des Amériques, on assiste ces dernières années à une production toujours croissante qui s’efforce de représenter le passé et le présent autochtone de manière plus juste. Le jeu devient-il outil de décolonisation? [Talk presented in French, questions/comments in English are welcome]