

# ROUNDTABLE MENTORING

In such a new and fast growing field as digital games studies, in which some of the finest work is actually being done by graduate students and younger scholars, there is at the same time a real need for steady leadership by more experienced senior colleagues who can connect emerging ideas with established knowledge in the variety of field from which games studies draws in ways that younger scholars may often not yet be knowledgeable about, and we have tried in a variety of ways to support such connections. Sunday afternoon showcases DiGRA's specially featured "graduate student mentoring roundtables", chaired by senior scholars who will read in advance papers by two graduate students, who will present their work, and then discuss with mentors their criticisms, comments and suggestions. Audience members welcome.

## Robert Appelman

Computer Games to Visualize Music: Using a 270-year-old Tradition to Imagine Digital Possibilities; *Mark Weiler*

Visual Sign in Video Games; *Maude Bonenfant*

## Catherine Beavis

What Do We Learn When We Change the Way We Play? Augmenting the Computer Gameplay Experience; *Nis Bojin*

## Sara Diamond

Information Behavior and the Formation and Maintenance of Peer Cultures: A Case Study of MMORPG'; *Suellen Adams*

The Gaming Body; *Zuraida Buter*

## Jim Gee

Games for Learning: Are Schools Ready for What's to Come?; *Katrin Becker, Michele Jacobsen*

A Brief History of Wasted Time; *Darshana Jayemanne*

## Henry Jenkins

On the Foundations of Evil in Computer Game Cheating; *Miguel Sicart*

Megamen: Masculinities at Play in a Campus Arcade; *Nick Taylor*

## Yasmine Kafai

A Three-Factor Model of Motivation and Game Design; *Mahboubeh Asgari*

Individual Differences in Violent Video Game Play; *Amanda Bolton, Gregory Fouts*

## Frans Mäyrä

Ascending Abstraction: Form and Content in Go and Nethack; *Will Jordan*

Digital Games: A Motivational Perspective; *Eliana Medina*

## Leonard Paul

Designing Immersive Sound for a Pervasive Mobile Game; *Inger Ekman, Jussi Lahti, Petri Lankoski, Frans Mäyrä, Jani Nummela*

## Celia Pearce

Virtually Visual: The Effects of Visual Technologies on Online Identification; *Jennifer Martin*

Mise-en-scène Applied to Level Design: Adapting a Holistic Approach to Level Design; *Heather Logas, Danny Muller*

## Bart Simon

Making Right(s) Decision: Artificial Life and Rights Reconsidered; *Juyun Kim*

## T.L. Taylor

Role Theory: The Line Between Roles as Design and Socialization in EverQuest; *Kelly Boudreau*

Spontaneous Communities of Learning: A Social Analysis of Learning Ecosystems in Massively Multiplayer Online Gaming (MMOG) Environments; *Lisa Galarneau*

## Eric Zimmerman

Game, Motivation, and Effective Learning: An Integrated Model for Educational Game Design; *Brad Paras, Jim Bizzocchi*

Abstract of Dynamic Range: When Game Design and Narratives Unite; *Dominic Arseneault*

## TECH CHECK

Presenters will be able to access the meeting rooms during breaks (in between sessions) to test technical equipment. Technical support is available at the registration/information desk.

# SIMULATION AND ADVANCED GAMING ENVIRONMENTS (SAGE) FOR LEARNING

DiGRA delegates in Vancouver are invited to attend Day 1 (Monday, June 20) of the SAGE for Learning Annual Conference in Vancouver at a special rate of C\$75 for non-students, \$50 for students (proof required).

This meeting will showcase research taking place in Canada's SAGE for Learning network, a bilingual collaborative network of researchers and practitioners working to transform health-related learning through the study, development, and application of technology-based games and simulations. SAGE for Learning is funded for four years through Canada's Social Science and Humanities Research Council's Initiative on the New Economy (Collaborative Research Initiative Program). Visit <http://www.sageforlearning.ca> for more information on the SAGE network.

Go to the Registration desk for a schedule or to register.

## ROOM ABBREVIATIONS

Ballroom 1 .....	BR1
Ballroom 2 .....	BR2
Ballroom 3 .....	BR3
Port of Hong Kong .....	PHK
Port of New York .....	PNY
Port of San Francisco .....	PSF
Port of Singapore .....	PS
Port of Vancouver .....	PV
Wosk Centre for Dialogue .....	WCD