R O U N D T A B L E   M E N T O R I N G

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
Celina 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 Arsenault

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.

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.

ROOM ABBREVIATIONS

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