



2025 gamevironments Research Day **“Video Games and Our Futures”**

The 4th annual **gamevironments Research Day 2025** offers a unique opportunity to engage in a critical exchange about practical methods and theoretical approaches for studying video games, gaming, and culture. It provides a collaborative learning environment for scholars and allows graduate students, PhD students, and other early-stage researchers to discuss their work and receive feedback from renowned international scholars and experts in the field, as well as from their peers.

Hybrid Event: Join us online via Zoom and at the Center for Media Communication and Information Research (ZeMKI) at University of Bremen, Bremen, Germany: October 22, 2025

Organizers:

Xenia Zeiler (University of Helsinki, Finland)

Lissa Holloway-Attaway (University of Skövde, Sweden)

Theme

This year's theme is “Video Games and Our Futures.” Currently in 21st Century society, we face a range of complex issues and wide-sweeping changes and challenges, ranging from radical political and economic shifts, to the implications of climate change and related environmental threats, migration, the impacts of wars, and the long legacies and effects of colonialism, gender inequities and other related power imbalances. These changes will also transform media environments (such as those for video games) and media practices (such as gaming). As mediums of support, reflection, and documentation, but also through their unique technical and interactive storytelling capabilities, these future and future-oriented games may engage and immerse players in dramatically different altered environments and storyworlds. How, then, may we consider, from production and distribution to characters, narratives, and aesthetics, the nature of these transformations and impacts? What visions of the future are depicted in existing games, how were these games made, and by whom? What social and political issues do they address and engage? How will our interactions with them support, deflect, or otherwise alter our modes of play? How might technical innovation alter what is now familiar to us?

These are the questions that our invited participants and experts will engage with to help us understand and explore the potential futures of video gaming.

Full Program

Note: The main Zoom link for all sessions remains the same, and breakout rooms for individual sessions will be available from that main Zoom link as indicated in the schedule.

Online participants are indicated in **green** and **in-person** participants are in **red**.

09.45-10.00: Introduction (All)

Online Link: (*only for registered participants)

In-person: Room, Linz 6, R.61.170

Lissa Holloway-Attaway and Xenia Zeiler

Session 1 10.00-11.00	Paper 1. Luke Ford “The End of Play: Towards a New Conception of Action, Play, and Utopia” Experts: Kerstin Radde-Antweiler (Chair) Dom Ford Consultant: Tran Anh Thu Le Room: Linz 6, R.61.170	Paper 2. Supriti Malhotra “Revisiting Articulations of Immersion & Illusion: An Autoethnographic Study of MR Game Shattered” Experts: Xenia Zeiler (Chair) Karsten Wolf Consultants: Cansu Nur Şimşek & Işıl Büyükalıncı Room: Linz 6, R.61.180	Paper 3. Karina Moritzen “The Intersections between Work and Play: Investigating Platform Child Playbour Practices on Roblox” Experts: Lissa Holloway-Attaway (Chair) Christian Schwarzenegger Consultant: Jisoo Lim Room: Linz 4, R.60.070	
	Paper 4. Jisoo Lim “What Makes You Move: Reimagining Community through Playable Dialogues with	Paper 5. Tran Anh Thu Le “The discussion of religion, capitalism, climate change, and social inequalities in Horizon Zero Dawn	Paper 6. Cansu Nur Şimşek, & Işıl Büyükalıncı “Imagining The Everyday Life Of The Future With A	

Session 2 11.00-12.00	LGBTQ+ Protestant Identities” Experts: Dom Ford (Chair) Karsten Wolf Consultant: Jingyi Li Room: Linz 6, R.61.180	and Horizon Forbidden West” Experts: Kerstin Radde-Antweiler (Chair) Xenia Zeiler Consultant: Navaneetha Suresh Room: Linz 6, R.61.170	Game Design Project: Glitch-In” Experts: Christian Schwarzenegger (Chair) Lissa Holloway-Attaway Consultant: Karina Moritzen Room: Linz 4, R.60.070	
Break (All) 12:00-13.00				
Session 3 13.00-14.00	Paper 7. Jingyi Li “Navigating State Preferences: State Ideologies and Fan Negotiations in Chinese Black Myth: Wukong Fan Community” Experts: Kerstin Radde-Antweiler (Chair) Zhange Ni (video) Consultant: Luke Ford	Paper 8. Johan Wowern Hundrup “Gaming, Social Domination, and Aesthetic Power in the Online Culture Wars: The Case of Montage Parodies” Experts: Gregory Grieve (Chair) Dom Ford Consultant: Supriti Malhotra Room: Linz 6, R.61.170	Paper 9. Navaneetha Suresh “Playing with the Anthropocene: Human-Animal- <u>Technological</u> Entanglement in the Video Game Stray” Experts: Lissa Holloway-Attaway (Chair) Jamie Fawcus Consultant: Thomas Gordon-Colebrooke	

	Room: Linz 6, R.61.180		Room: Linz 4, R.60.070	
Session 4 14.00-15.00	Paper 10. Antonia Wurm “Talking Play or Politics? How German Twitch Streamers and Viewers Navigate Political Content and Disinformation” Experts: Gregory Grieve (Chair) Xenia Zeiler Consultant: Maria Grub Room: Linz 4, R.60.070	Paper 11. Thomas Gordon-Colebrooke “Low Quality People’: An Investigation into the Pathologizing of Digital Play” Experts: Lissa Holloway-Attaway (Chair) Karsten Wolf Consultant: Johan Wowern Hundrup Room: Linz 6, R.61.170	Paper 12. Ian Sturrock “Sewing choices to the wall of your story tent: Losing battles, loving your enemy and living through climate apocalypse in Six Ages: Ride Like the Wind” Experts: Kerstin Radde-Antweiler (Chair) Jamie Fawcus Consultant: Marques de Albuquerque, Rafael Room: Linz 6, R.61.180	Paper 13. Diego Castañeda Campodonico “Masculinities and Professional Gaming in Peru: Gender Performance and Digital Labor in Dota 2’s Competitive Scene” Experts: Dom Ford (Chair) Zhang Ni (video) Consultant: Kevin Rebecchi (*online only)
Break (All) 15.00-15.30				
	Paper 14. Diana Wallens & Kat Fuller	Paper 15. Rafael Marques de Albuquerque	Paper 16. Maria Grub	

Session 5 15.30-16.30	"#Gamergate and Punk Games: the Antithesis of a Far-Right Movement" Experts: Gregory Grieve (Chair) Zhang Ni (video) Consultant: Diego Castañeda Campodonico Room: Linz 6, R.61.180	"Integrating Mechanics and Experience: A Theoretical Framework for Digital Game Design" Experts: Lissa Holloway-Attaway (Chair) Jamie Fawcus Consultant: Cole Cloyd Room: Linz 6, R.61.170	"The Role of Twitch in Political Opinion Formation: A Cross-Country Study of Gaming and Political Content" Experts: Xenia Zeiler (Chair) Christian Schwarzenegger Consultant: Antonia Wurm Room: Linz 4, R.60.070	
Session 6 16.30-17.30	Paper 17. Kevin Rebecchi "Imagining Accessible Futures: Neurodiversity and Universal Design in Video Game Storyworlds" Experts: Gregory Grieve (Chair) Lissa Holloway-Attaway Consultant: Grae Bowen	Paper 18. Grae Bowen "Virtual Social Lifeworlds: Transformations of Community Through VTubing Technologies" Experts: Xenia Zeiler (Chair) Dom Ford Consultant: Ian Sturrock Room: Linz 6, R.61.180	Paper 19. Cole Cloyd "What the Gods Made for Fun: Representations of Religion in Historical Strategy Games" Experts: Karsten Wolf (Chair) Jamie Fawcus Consultant: Diana Wallens & Kat Fuller Room: Linz 6, R.61.170	

	Room: <i>Linz 4, R.60.070</i>			
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17.30-17.45: Closing (All)
Online: (*only for registered participants)
In-person: Room, Linz 6, R.61.170
Lissa Holloway-Attaway and Xenia Zeiler

Meet Our Experts

Jamie Fawcus is a composer, sound designer, multimedia artist and performer, and is currently senior lecturer in music and sound design in the Division of Game Development at the University of Skövde (Sweden). His research and creative activities centre on the language of physical space in acousmatic music, and new forms of intellectual and emotional expression using sound.
Dom Ford is a postdoctoral researcher at the Center for Digital Narrative at the University of Bergen, Norway as part of the LEAD AI Programme. His current research project focuses on nonplayer characters in games with AI-generated dialogue, how players respond to the use of this technology and how this use may challenge ideas in the philosophy of fiction like intentionality.
Gregory Price Grieve is a professor of Religious Studies at UNC Greensboro, USA, specializing in religious studies and popular culture. His research focuses on the intersection of religion and videogames, focusing on ethics and cultural values. He has authored multiple books and articles in the field.
Lissa Holloway-Attaway is an Associate Professor in the Division of Game Development at the University of Skövde, Sweden. She works across many digital media forms with a focus on socio-cultural systems and user engagement, feminist new materialism, and non-human design. Her current interests are in experimental interactive digital narrative forms, including sound and audio-based stories, and cultural heritage games.

Zhange Ni is an Associate Professor in the Department of Religion and Culture at Virginia Tech, USA. The focus of her research is the entanglement of religion and popular culture—that is, fantasy novels, video games, and fan activities.

Kerstin Radde-Antweiler is a Professor of Religious Studies and deputy spokesperson of the Center for Media, Communication and Informatic Studies at the University of Bremen, Germany. Her research focuses on religion in times of deep mediatization, mediatization theory, video gaming, and ritual studies.

Christian Schwarzenegger is Professor of Communication and Media Studies with a focus on media change at the University of Bremen. His main research focus is on media, public and social change in the face of digitalization. Specifically this includes digital gaming and media change, public sphere research, emergence, transformation and disappearance of media cultures, theory and history of (digital) media/history of digitalization, and (qualitative) methods of communication and media research in digital contexts.

Karsten D. Wolf is Professor of Media Education and Didactic Design of Multimedia Learning Environments at the University of Bremen, Germany. His research focuses on audiovisual educational spaces such as YouTube and TikTok, the didactic and cinematic analysis of explanatory videos, the reconstruction of communicative figurations of informal learning, digital gaming & education, the didactic design of digital learning-teaching environments and interactive digital support diagnostics.

Xenia Zeiler is a Professor of South Asian Studies at the Department of Cultures, University of Helsinki; Finland Her research and teaching are situated at the intersection of digital media, culture, and society, specifically as related to India and global Indian communities, focusing on video games and gaming research.

ZeMKI Address/Directions:

Universität Bremen
ZeMKI, Centre for Media, Communication and Information Research
Linzer Str. 4-6 | 28359 Bremen

ZeMKI Website: [ZeMKI, Centre for Media, Communication and Information Research](#)

Detailed directions to ZeMKI are available on their website: [Directions](#)

However, the simplest route we recommend is to take Tram 6 from city center towards Universität to the last stop at Universität-Nord. ZeMKI is then a short walk (10 mins) from there. Google Maps can provide the exact route. To return, take Tram 6 towards Flughafen which also goes through the city center. Tram tickets may be purchased from machines on board the tram or online in advance.

Detailed information concerning public transportation in Bremen may also be found here:

[Public Transport Bremen: Bus and Tram](#)