

– First Ludosemiotics Conference –

"The Gathering"

PROGRAMME

----- TUESDAY 17th JUNE -----

9:00–09:20 — Registration

09:20–10:00 — Opening and introduction to the conference

10:00–12:00 — Session 1: PLAYFUL RESEMANTISATIONS

- **Marco D'Alessandro:** *Playing the city: Umwelt, co-enunciation and the semiotic rewriting of urban spaces*
- **Enzo D'Armenio:** *The ludic attitude applied to health: towards a semiotics of identity*
- **Agata Meneghelli:** *Playing with Time: A Semiotic Analysis of Temporal Dimensions in Videogames*
- **Johan Kalmanlehto & Haron Walliander** *Poetics of Rhythm in Finnish Cottage Simulator*

12:00–13:30 — Lunch break

13:30–15:30 — Session 2: MYTH, DISCOURSES AND IDEOLOGIES AT PLAY

- **Gustavo Moreira Kares & Maximilian Brückner:** *The roles of the body: when marvel rivals prejudice*
- **Elisa Vial:** *Studying neoliberalism and sanism in video games, a sociosemiotic approach and methodology*
- **Alesha Serada:** *The Myth of Rock Stardom in Rocksmith 2014*
- **Kristian Bankov:** *Scarcity is (ludo)fun*

15:30–15:40 — Break

15:40–17:40 — Workshop: LUDOSEMIOTIC ANALYSIS

----- WEDNESDAY 18th JUNE -----

10:00–12:00 — Session 3: DESIGNING & MODELLING REALITY THROUGH GAMES AND SEMIOTICS

- **Maria Katsaridou:** Semiotics of Creating: Designing Coherent, Complex Game Narratives
- **Linas Gabrielaitis:** *Chess Geology: a secret ludo-semiotic history of earth-modelling, earth-thinking, and earth-play*
- **Pia Keränen:** Interaction of a multiplayer exergame. Case study
- **Malay Dhamelia:** Semiotics of Gameplay in Abstract Strategy Board Games: Qualisigns and Player Intents

12:00–13:30 — Lunch break

13:30–14:30 — Online Session

- **Giulia Conti:** *Deception, Aesthetics, and Ideology: Exploring Visual Studies through Secret Hitler and Its Variations*
- **Danilo Petrassi:** Between Rebirth and Randomness: The Binding of Isaac as a Ludonarrative Infinite Cycle
- **Carlos Hernan Guzman:** *Creating Board games in the classroom to foster diagrammatic reasoning skills*
- **Andrew Mark, Creighton:** *Enchanting and disenchanting means of playing Age of Empires II*
- **Magdalena Cielecka:** Two Truths and a Lie: rhetorical affordances of lies and urges in dialogue options
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14:30–14:40 — Break

14:40–16:40 — Workshop: LUDOSEMIOTICS & DESIGN

→ **Evening** — Social Dinner (paid by the conference)

----- THURSDAY 19th JUNE -----

09:00–11:00 — Session 4: GAMES AESTHETICS ACROSS MEDIA EXPERIENCES

- **Everardo Reyes:** *Ludic visualizations: gamifying interactive image visualization*
- **Federico Biggio:** *The Gamification of Generative AI Interfaces*
- **Victoria Dos Santos:** *Immersive virtual platforms as spaces for religious experience: a case study of Buddhist and Christian communities in Brazil*
- **Alessandra Ricchetto:** *Into the Cartoon's Lair: animation and the ludic experience of videogames*

11:00–11:30 — Collective discussion: what next?

11:30–12:00 — Closing words

→ **Afternoon** — Visit at the Finnish Museum of Games (at own expense)