



Research Games Brunel 2024

Thursday 29 February, 2-6 PM
Mead Room, Hamilton Centre

Staff, PhD, Student, and Alums Research Projects
Sharing of Ideas & Expert + Peer Feedback
Refreshments & Conviviality



Brunel University, London – Digital Arts Division

Research/Games/Brunel 2024 Conference (in-person only)

Thursday 29 February 2024, 2-6 PM, Mead Room (Hamilton Centre, Brunel Campus)

Registration link: <https://myproflife.brunel.ac.uk/workshop/workshop/463>

Convenor: Dr Marco-Benoît Carbone, Research Lead Digital Arts – marcobenoit.carbone@brunel.ac.uk

Conference Programme (timings may vary slightly)

14:00 – Welcoming Address & Session A: Brunel Digital Arts Staff Highlights (with Q&A)

Dr THALEIA DENIOZOU (she/her)

Serious Games and Doing Educational Research

Dr MARIZA DIMA (she/her/hers)

Mixed Reality Heritage Performance. Combining immersive technologies and theatre as a tool for decolonisation

Dr MARCO-BENOÎT CARBONE (he/him)

Tales of Whittlesey. A critical framework for heritage & games production

Dr ANDRA IVĂNESCU (she/her)

Gaming Censorship: Videogame Content Regulation in the UK

Dr BRENT FERGUSON (any)

Adapting Game Music as Flamenco. The Magus' Castle cue from Chrono Trigger as an instrumental work for guitar.

Dr IVAN GIRINA (he/him)

The Matter of Gaming: A media archaeology of animation and virtual cameras in Tomb Raider.

Dr GIANLUCA BALLA (he/him)

Programmatic Approaches to Lights in Engines for Horror Games and Films

14:40 – Session B: PhD Projects (with Q&A)

Mr ROBIN LONGOBARDI-ZINGARELLI (he/him)

Design practices and transgender agency in video games

ADRIANA MALLARY (she/her) [online speaker]

Designing a Framework for VR Mechanics that Elicit Targeted Emotions

15:00 – Coffee Break

15:15 Sessions C ~ Alums Projects (with Q&A)

IOANA IULIA CAZACU (she/her – Brunel University, London)

Building relationships online: non-verbal communication in virtual spaces

PHILLIP CASEY HOLBEK (he/him) (MSc London School of Economics)

Mediated Temporalities of Play: Chronographic Relationships in Social Play

15:30 Session D~ Student Projects (with Q&A)

BETH WELLS (she/they – BA Games Design)

Safeguarding in Esports

HARRY TAYLOR (him/her – BA Games Design)

Explaining Anxiety Through Video Games

SCOTT BRANSBY (he/him – BA Games Design & Creative Writing)

I accidentally started writing a dissertation on transmedia storytelling and got asked to make a presentation on it

KRZYSZTOF KUREK (he/him – BA Games Design)

Continuous Design: How games-as-a-service model affects the development and gameplay of MOBAs

16:15 – Coffee Break

ADE DOHERTY (he/him – BA Games Design)

Blue Streak Speeds By: How the Sonic franchise embodies speed through gameplay

JASPER FRANK (he/him – BA Games Design)

Narrative Agency and the Concept of Freewill in Japanese Role-playing Games

MARCO SAN JOSE (he/him – BA Games Design)

Nihilism and Metaproceduralism in games

17:00 – Academic Invitees

SAMUEL POIRIER-POULIN (he/him) [online speaker] (Université de Montréal, Canada)

«Press Start»: a student research journal

17.15 – Final Q&A & Closing Remarks from CHRIS COX (HoD).

17:30 – Refreshments