

EVENING EVENTS AND EXCURSIONS

Wednesday, July 20th

18:00-o.e.	Informal get-together at Garbe	Restaurant Garbe Filderhauptstraße 136 70599 Stuttgart (no. 3 on campus map)
------------	--------------------------------	---

Thursday, July 21st

16:00-19:00	Excursion* Guided city tour Stuttgart	Spawn point is the 'Tannenzapfenzimmer'
19:00-o.e.	Barbecue at the TMS	Thomas-Müntzer-Scheuer Emil-Wolff-Str. 20 70599 Stuttgart (no. 2 on campus map)

Friday, July 22nd

19:00-01:00	Sky Dinner at the TV Tower (only for speakers and invited guests)	Fernsehturm Stuttgart Jahnstraße 120 70597 Stuttgart Public transport to station: 'Ruhbank / Fernsehturm' Bus: 70 Underground (U-Bahn): U15, U7, U8
-------------	--	---

Saturday, July 23rd

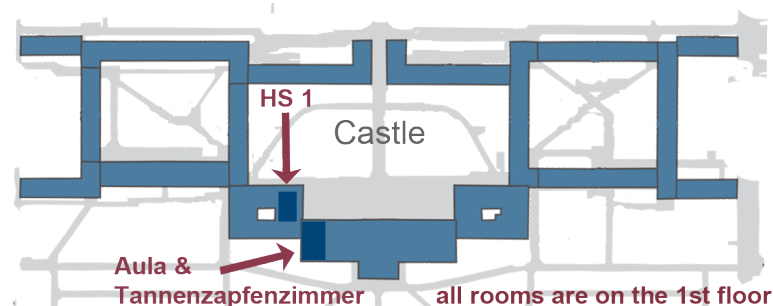
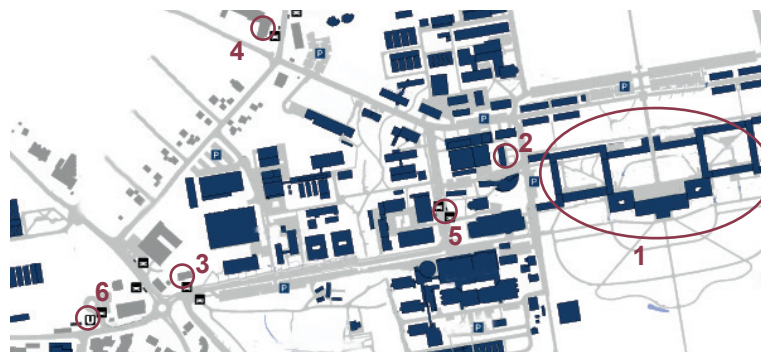
13:00-o.e.	Excursion* Guided city tour Tübingen or Mercedes Benz Museum	Spawn point is the 'Tannenzapfenzimmer'
------------	---	--

* Please note: The excursions are optional and the costs (tickets for train/subway and entrance fee or city guide) are not included in the conference fee. Tickets need to be purchased separately and can be paid on site.

LOCATION AND CONTACT

The multi.player conference will take place at the campus:

1. Castle (multi.player)
2. TMS
3. Restaurant Garbe
4. Geno Akademie
5. Bus-Stop ('Uni Hohenheim')
6. Tram-Station ('Plieningen')



Please check our website for further information:

<https://sofoga.uni-hohenheim.de/conf2011.html>

Organizers

University of Hohenheim
Institute of Communication Studies
Chair of Interactive Media and
Online Communication

Contact

University of Hohenheim (540G)
Sonja Kröger
Wollgrasweg 23
70599 Stuttgart
Tel: +49(0)711/ 459-24478
s.kroeger@uni-hohenheim.de

UNIVERSITÄT HOHENHEIM



multi.player

International Conference on the Social Aspects of Digital Gaming

July, 21-23 2011, Stuttgart - Germany



THURSDAY, July 21st

8:30-9:30	Tannenzapfenzimmer: Registration	
9:30-9:45	Aula: Opening Note Thorsten Quandt, Jeffrey Wimmer	
9:45-10:30	Aula: Morning Keynote Richard Bartle (University of Essex): Types of users of player types.	
10:30-11:00	Tannenzapfenzimmer: Coffee Break	
Session I	Aula: RL and VL I	HS 1: ‘Social’ Games?
11:00-11:30	Rachel V. Kowert (University of York): Party animal or dinner for one - Are online gamers socially inept?	Robert Seifert, Katharina Schulz, Sven Jöckel (University of Erfurt): Social games – hype or reality?
11:30-12:00	Ruth Festl, Michael Scharkow, Thorsten Quandt (University of Hohenheim): The social fabric of virtual life: Findings from a large-scale multi-level research project.	Lotte Vermeulen, Jan Van Looy (University of Ghent): How social are they? A gender-comparative study into social practices in digital games.
12:00-13:15	Tannenzapfenzimmer: Lunch	
13:15-13:45	Aula: Afternoon Keynote Torill Mortensen (IT University of Copenhagen): Phased out: Togetherness and parallel play in multi-user games.	
Session II	Aula: RL and VL II	HS 1: e-Sports
13:45-14:15	Gerit Götzenbrucker, Vera Schwarz (University of Vienna): Socially integrative effects of online social games on young adolescent migrants in Vienna.	Janina Maric (University of Erfurt): e-Sport: Gaming spaces of control, hierarchy and power.
14:15-14:45	Lina Eklund (Stockholm University): Family and games: digital game playing in the social context of the family.	Tanja Adamus (University of Duisburg-Essen): Acquiring 21st century skills in gaming communities – An empirical study on the attitudes of the german e-Sports-scene.
14:45-15:15	Tannenzapfenzimmer: Coffee Break	
Session III	Aula: Social interaction in games I	HS 1: Risks and challenges of social gaming I
15:15-15:45	Christoph Bareither (University of Tübingen): Counter-Striking the cheat. The impact of cheating on an online gaming culture.	Malte Elson (University of Cologne): Seek and ye shall find: The unstandardized use of the CRTT to measure aggressive behavior.
15:45-16:15	Harko Verhagen, Mirjam Eladhari, Magnus Johansson (Stockholm University): Social believable NPCs: a conceptual model and analysis of current NPC models.	Antonius J. van Rooij, Tim M. Schoenmakers, Regina J.J.M. van den Eijnden, A. Vermulst Dike van de Mheen (IVO Addiction Research Institute): Video game addiction and adolescent psychosocial well-being: The role of online and real-life friendship quality.
16:30-17:30	Aula: Buisness Meeting ECEA Temporary Working Group 'Digital Games Research'	
19:00-o.e	Barbecue at TMS	

FRIDAY, July 22nd

09:30-10:15	Aula: Morning Keynote Mark Griffiths (Nottingham Trent University): Online gaming addiction: Does it really exist?	
10:15-10:45	Tannenzapfenzimmer: Coffee Break	
Session IV	Aula: MMORPGs/WoW	HS 1: Risks and challenges of social gaming II
10:45-11:15	Daria J. Kuss (Nottingham Trent University): For the horde! Qualitative online research on social interaction in World of Warcraft.	Maria Haagsma, Oscar Peters, Marcel Pieterse (University of Twente): A social cognitive-behavioral approach of problematic game use among dutch adolescent gamers.
11:15-11:45	Ashley Brown (University of Manchester): 'No one handed typing': An exploration of formal and social rules for erotic role playing in World of Warcraft.	Paula Bleckmann, Nadine Jukschat (KFN Hannover): Social experience in VR versus RL – qualitative interviews with present and former video game addicts.
11:45-12:15	Senta Pfaff-Rüdiger, Michael Meyen (University of Munich): Never change a winning team: Motivations for playing World of Warcraft and Counterstrike.	Jan Van Looy, Melanie De Vocht (Ghent University): Self-discrepancy and MMORPGs Testing the moderating effects of avatar identification and pathological gaming in World of Warcraft.
12:15-13:30	Tannenzapfenzimmer: Lunch	
13:30-14:00	Aula: Afternoon Keynote Yvonne de Kort (TU Eindhoven): How to win friends – gaming as a socially situated experience.	
Session V	Aula: Learning and social gaming	HS 1: Co-located gaming
14:00-14:30	Johanna Bertram, Johannes Moskaliuk, Ulrike Cress (Knowledge Media Research Center Tübingen): Learning in virtual environments: The role of social presence for virtual team training.	Judith Ackermann (University of Bonn): Anything but speechless: Face-to-face communication during co-located gaming.
14:30-15:00	Frederik De Grove, Jan Van Looy (Ghent University): Playing at school, learning at home? Exploring the effects of social context on educational game experience.	Johannes Breuer, Thorsten Quandt (University of Hohenheim): Social interaction during co-located gaming sessions.
15:00-15:30	Anika Struppert (University of Erfurt): 'Why do you announce everything that happens to you?!' – Classroom interaction surrounding a digital life simulation.	Steve Bromley, Pejman Mirza-Babaei, Graham McAllister (University of Sussex): Playing to win?: The correlation between biometric responses and social interaction in co-located social gaming.
15:30-16:00	Tannenzapfenzimmer: Coffee Break	
16:00-17:30	Aula: Round Table 'Industry meets science' with Richard Bartle (University of Essex), Martin Lorber (EA), Torill Mortensen (IT University of Copenhagen), Markus Windelen (gameforge) and Olaf Wolters (BIU)	
19:00-01:00	Sky Dinner at the TV Tower Stuttgart (incl. for speakers)	

SATURDAY, July 23rd

Session VI	Aula: Social gaming experiences	HS 1: Design and social aspects of gaming
09:30-10:00	Christina Schumann (TU Ilmenau): Player-centered game design: Expectations and perceptions of social interaction in RPGs and FPS as predictors of rich game experience.	Melinda Jacobs, Tanja Sihvonen (Level Up Media): A kind of casual game design: How participatory design affects Facebook gaming.
10:00-10:30	Thara Ravindran, Alton Chua Yew Kuan, Dion Goh Hoe- Lian (TU Nanyang): Effect of social gaming experiences on intention to adopt SPLASH - A mobile social content sharing application prototype incorporating game-infused elements.	Felix Raczkowski, Sabine Schollas (University of Bochum): New social configurations in multiplayer gaming: The convergence of analogue and digital games through design, interface and player positioning.
10:30-11:00	Jeffrey Wimmer, Martin Junge, Michael Lippert, Manuel Neunkirchen (TU Ilmenau): 'Bowling alone together revisited'. The social potential of online gaming networks for becoming 'third places'.	
11:00-11:15	Tannenzapfenzimmer: Coffee Break	
Session VII	Aula: Social interaction in games II	HS 1: Production and construction
11:15-11:45	Georg Valtin, Daniel Pietschmann, Peter Ohler (TU Chemnitz): Methodology of measuring social immersion in online role-playing games: Exemplary experimental research on social interactions in virtual worlds.	Jörg Müller-Lietzkow (University of Paderborn): Do you know the next big thing – or what your neighbor is going to play? Why markets for Social Gaming (and browser games) are nearly unpredictable.
11:45-12:15	Tobias Kopka (ifs, Cologne): Raising over Gruul: Lock, stock and two smoking barrels.	Patrick Prax (Uppsala University): Game Communities, or are they? – The notion of community in the context of gaming.
12:15-12:45	Aula: Closing Note Thorsten Quandt, Jeffrey Wimmer	
12:45	Tannenzapfenzimmer: Lunch to go	

