

# OLOMOUC GAMES CONFERENCE PROGRAMME

Palacky University Olomouc, Czech Republic

T. Svobody 26

Thursday 23rd April

registration opens 8:45 (room 1.49)

**Opening address** 9:30 (room 1.49)

---

**Panel 1A** (room 1.49, 9:45-11:15):

## Japanese Gaming Contexts

- > The representation of Japanese games in Czech gaming press by *Zdeněk Záhora; Marek Mikeš, Masaryk University*
  - > Communication strategies of Japanese AAA horror games (SK) by *Samuel Draxler, University of Ss. Cyril and Methodius in Trnava*
  - > Why Those Gangsters Sing Karaoke? A Case Study of Mini-Games in the Yakuza/Like a Dragon Video Game Series by *Oskar Dobczyński, AGH University of Kraków*
  - > Interpretation of Gaming Experience in the Selected Parts of Final Fantasy X by *Michal Saidl, Masaryk University*
- 

**Panel 1B** (room 2.42, 9:45-11:30):

## Games and Beyond

- > Negotiations of identity in the coming-of-age indie western video game: case studies (ONLINE) by *Violeta Moldes-Rivas, Universitat Pompeu Fabra*
- > TV Tennis as a study in Czechoslovak game prehistory by *Vojtěch Straka, Herní historie, z.s.*

> Fast-Fiction, Escape Rooms and New Game Agencies by *Inmaculada Parra Martínez, Universidad de Murcia*

> Spiritualita v deskových hrách (CZ) by *Michal Jírů, Masaryk University*

> On Video Game Dubbing and Its Quality Assessment by *Martin Šmíra, Independent*

---

**Panel 2A** (room 1.49, 11:30-13:20):

## Categorizing Games and Gamers

- > Why do you play that way? Psychometric exploration of video gamer profiles by *Lukáš Hejtmánek, Czech Academy of Sciences, Viktorie Račková, Czech Academy of Sciences and Charles University*
  - > Mapping Gamers: Longitudinal Insights into Cognitive Skills and Playing Habits by *Viktorie Račková, Czech Academy of Sciences and Charles University; Lukáš Hejtmánek, Czech Academy of Sciences*
  - > Multiplayer Isn't a Genre: A Structural Typology of Participation, Interaction, and Composition by *Silvester Buček, The Academy of Performing Arts*
  - > Narrative Framing in Videogames by *Filip Salcburger, Palacky University Olomouc*
  - > Playing on Unequal Ground: Gender, Visibility, and Participation in Esports Cultures (SK) by *Martin Paučín; Vanessa Šugárová, University of St. Cyril and Methodius in Trnava*
- 

**Panel 2B** (room 2.42, 11:40-13:10):

## Tabletop Roleplaying Games

- > The Rise of TTRPG Liveplays in Portugal by *Afonso Molinar; Carolina Magalhães Dias, Independent*
- > Immersion as a Quality of Gameplay: Quantitative Approach to the Analysis of the Polish TRPG Community by *Antonina Świdurska, Adam Mickiewicz University*
- > Roger Caillois's types of games as a method for TTRPG genre classification by *Leonid Moyzhes, Charles University*

> Play-by-post text games as a tool for research and data collection by *Dominika Dufková, Film and TV School of Academy of Performing Arts in Prague*

---

**Lunch break** (13:00-14:00)

---

**Panel 3A** (room 1.49, 14:00-15:30):

## Applied Gaming

- > Video games to treat ADHD? Digital Ludic Wellness Services, Hero Narratives, and Neoliberalism (ONLINE) by *Deanna Holroyd, Akita International University; Holly Parker, University of Lincoln*
  - > A Digital "meeting place" during Covid 19 within video games by *Can Kutay, Bilkent University*
  - > Uncanny Game Places: Case Studies on the Urban and the Natural by *Giorgio Chiappa, BIMM Berlin; Daniele Monaco, University of Perugia*
  - > Jak zkoumat výzvy herního překladatelství (CZ) by *Ondřej Gogela, Palacky University Olomouc*
- 

**Panel 3B** (room 2.42, 14:00-15:30):

## Game Analyses 1

- > Hauntological Subjectivity and Genre Revitalization in Pillars of Eternity by *Norbert Krek-Polyák, Independent*
  - > Orthodox "Pop Theology": Catechetical and Commercial Orthodox Video Games as a Means of Theologizing by *Aliaksandr Razhkov, University of Warsaw*
  - > The Critique of Colonialism in Warhammer 40,000 by *Dávid Jakus, University of Debrecen*
  - > Recoding Historical Era's – The EDR-circle of Ludic Communication and Player production in the Sid Meier's Civilization Series by *Tirreg Verburg, Independent*
- 

**Panel 4A** (room 1.49, 15:45-17:15)

## Transmediality of Games

- > Between screens: how video games prolong the

aesthetic and emotional experience of SpongeBob SquarePants (ONLINE) by *Raúl Jambrina Rojo, Charles III University of Madrid*

> Miesto hry v živote a diele Giovanniho (dona) Bosca (SK) by *Kristína Némethová, Comenius University Bratislava*

> Reksio and Kretes in Action! The Analysis of the Adventures of Rex Fandom by *Natan Górski; Filip Hajder; Edyta Kubiak; Oskar Dobczyński, AGH University of Krakow*

> The game of musical chairs in divine ordainment: A comparative analysis of the biblical Leviathan mythos and the Leviathan DLC in Mass Effect 3 by *Anna Netušilová, Palacky University Olomouc*

---

#### **Panel 4B (room 2.42, 15:45-17:15): Game Analyses 2**

> (Queer) Time in Video Games: Asynchronies and Normative Rhythms by *Juan Francisco Belmonte Ávila, University of Murcia*

> Post-#MeToo digital intimacy in Wednesdays (The Pixel Hunt, 2025) by *Zsófia Orosz-Réti, University of Debrecen*

> Video games and their non-anthropocentric potential – analysis of robotic characters in “NieR: Automata” and “Stray” by *Agata Zapalowska, AGH University of Krakow*

> Rise of the Heroine: The Depiction of the Monomyth in the Hades series by *Dominik Tibor Szakács, University of Debrecen*

---

#### **Keynote speech (room 1.49; 17:30-19:00):**

**> From Narrative Paradox to Algorithmic Anarchy: XR and AI Storytelling in the Transformation of IDNs** by *Luis Emilio Bruni, Aalborg University <*

#### **El Antro informal gathering (19:00 onward)**

> Sukuba Ensemble concert

---

Friday 24th April

registration opens 9:00 (room 1.49)

#### **Panel 5 (room 1.49; 9:30-11:00):**

##### **Czech Institutions**

> Pixelarchiv.cz: Tool for the Research of Czech and Czechoslovak Digital Games by *Jan Kremer, Národní filmový archiv, Prague*

> Virtuální realita a její využití v knihovnách (CZ) by *Martina Šedová; Tim Voronkin, Municipal Library of Prague*

> Czech Games Industry and the Audiovisual Fund by *Pavel Barák, Czech Game Developers Association*

---

#### **Keynote speech (room 1.49; 11:15-12:45)**

**> Behind the Games: Industrial Reflexivity and its Impact on Video Game Production Cultures** by *Jan Švelch, Charles University <*

---

#### **Lunch break (12:45-13:45)**

---

#### **Panel 6 (room 1.49; 13:45-15:15):**

##### **Czech Gaming Contexts**

> Mapování fenoménu eurojank (CZ) by *Jakub Vařeka, Charles University*

> Central and Eastern European historical games as a research topic by *Jan Kremer, Národní filmový archiv, Prague*

> Forestry and the Game Industry: Unexpected Links and Data-Driven Applications by *Surovy, Peter; Huttnerová, Tereza; Kuželka Karel; Melichová, Zlatica, Matejčíková, Júlia, Czech University of Life Sciences Prague*

> Designing Creative Learning by *Ondřej Klus, Innovation Centre of the Olomouc*

---

#### **Panel 7 (room 1.49; 15:30-17:20): JČU Department of Psychology**

> Psychologie digitálních her a esportu (CZ) by *Jakub Staněk, University of South Bohemia České Budějovice*

> Představení D&D metody THOM pro školní psychologie (CZ) by *Jakub Staněk; Jan Hynek; Martina Hodianková, University of South Bohemia České Budějovice*

> Vztah mezi osobností a tvorbou postavy v RPG (CZ) by *Radka Nováková, University of South Bohemia České Budějovice*

> Refind Self: The personality test game – Testování osobnosti pomocí videoher (CZ) by *Helena Svatošová, University of South Bohemia České Budějovice*

> Vývoj dotazníků pro esportovce (CZ) by *Jakub Staněk; Tereza Matějková; Kristýna Kačenová, University of South Bohemia České Budějovice*

---

#### **Panel 8 (room 1.49; 17:35-18:40): Making Games**

> Use of Gameplay as a Narrative Technique by *Kryštof Karásek, Scholastika*

> Forever physical? The current state of the physical distribution of digital games (SK) by *Zdenko Mago; Miroslav Macák, University of St. Cyril and Methodius in Trnava*

> Playing with the Past: Board Games as a Method of Teaching History by *Zdeněk Polách, Palacky University Olomouc*

> Sémiotika smrti: Smrt jako prototyp environmentálního vyprávění v digitálních hrách (CZ) by *Jakub Škrdla, Masaryk University*

pixelarchiv.cz

