

Videogame Cultures 2025 Conference, 10-12 September 2025

Department of Art Theory and Artworks, Faculty of Humanities, Charles University, Prague, Czech Republic

Videogame Cultures 2025 Conference Programme v1bc

VGC 2025								
	Day 1 – Wednesday, September 10th 2025							
09:00-09:30	Registration and welcome coffee							
09:30-10:00	Introduction and opening remarks (Daniel Říha)							
Session 1 Environmental Storytelling 10:00-11:30	<table><tr><td>Teodora Alata (UK)</td><td>Speculative Ecologies and the Hauntology of Collapse: Environmental Storytelling Beyond Life</td></tr><tr><td></td><td></td></tr><tr><td>Sarah Faber (Germany)</td><td>Two Hundred Years of Solitude: Landscapes of Confinement in 'The Cosmic Wheel Sisterhood'</td></tr></table>		Teodora Alata (UK)	Speculative Ecologies and the Hauntology of Collapse: Environmental Storytelling Beyond Life			Sarah Faber (Germany)	Two Hundred Years of Solitude: Landscapes of Confinement in 'The Cosmic Wheel Sisterhood'
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Session 2 Environmental Storytelling II. 11:45-13:15	<table><tr><td>Charlotte Stevens (UK)</td><td>Representing Virtual Worlds in Chinese Television Dramas</td></tr><tr><td>Tamara Urach (Austria)</td><td>Eco-friendly Life in 'Evergreen Harbor': Environmental Storytelling and Simulating Sustainability in Classrooms with The Sims 4 Eco Lifestyle</td></tr><tr><td>Claudia Leitinger (Austria)</td><td>Environmental Storytelling in Horror Games: Making of Your Own Horror</td></tr></table>		Charlotte Stevens (UK)	Representing Virtual Worlds in Chinese Television Dramas	Tamara Urach (Austria)	Eco-friendly Life in 'Evergreen Harbor': Environmental Storytelling and Simulating Sustainability in Classrooms with The Sims 4 Eco Lifestyle	Claudia Leitinger (Austria)	Environmental Storytelling in Horror Games: Making of Your Own Horror
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17:30-Open	Social Event							
	Day 3 – Friday, September 12 th							
09:00-09:30	Coffee							
Session 9 Game Design Spaces 09:30-11:00	<table><tr><td>Michele Varini (Italy)</td><td>“Nothing is True and Everything is Permitted”: Orientalism and Evolving Representation in ‘Assassin’s Creed’</td></tr><tr><td>Jayden Montalvo (USA)</td><td>Sanity Mechanics and Tentacularity Form The Genre Motions Clinging to Lovecraftian VR Games</td></tr><tr><td>Sara Skubiszewski (Austria)</td><td>Post-Apocalyptic Video Game Spaces as an Anthropocene Narrative on the Climate Crisis</td></tr></table>		Michele Varini (Italy)	“Nothing is True and Everything is Permitted”: Orientalism and Evolving Representation in ‘Assassin’s Creed’	Jayden Montalvo (USA)	Sanity Mechanics and Tentacularity Form The Genre Motions Clinging to Lovecraftian VR Games	Sara Skubiszewski (Austria)	Post-Apocalyptic Video Game Spaces as an Anthropocene Narrative on the Climate Crisis
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Session 10 Serious Gaming and AI 11:15-12:45	<table><tr><td>Jakub Binter & Daniel Říha (Czechia)</td><td>Global Warming Necessitates Serious Gaming Approaches to Reduce Damages due to Devastating Floods</td></tr><tr><td>Kateřina Goryczka (Czechia)</td><td>When the Apartment Becomes a Game: Environmental Storytelling through Everyday Interface</td></tr><tr><td>Stephen Mallory & R. Tucker Koepp (USA)</td><td>ChatGPT is Dysteleological</td></tr></table>		Jakub Binter & Daniel Říha (Czechia)	Global Warming Necessitates Serious Gaming Approaches to Reduce Damages due to Devastating Floods	Kateřina Goryczka (Czechia)	When the Apartment Becomes a Game: Environmental Storytelling through Everyday Interface	Stephen Mallory & R. Tucker Koepp (USA)	ChatGPT is Dysteleological
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Session 12 Title: Space and Place 15:00-16:30	<table> <tr> <td>Daniel Řiha (Czechia) & Henriques, Diogo P. (Portugal)</td><td><i>Environmental Storytelling and Planetary Thinking in Prague's Video Game Scene: From Storytellers and Virtual Environments to Data Sets and Chatbots</i></td></tr> <tr> <td>Heather Maycock (UK)</td><td><i>Space, Place, Time, and Permadeath: Ethical Demand and Environmental Design in 'The Long Dark'</i></td></tr> <tr> <td>Simon Huber (Austria)</td><td><i>Landscaping Games: Historizing Concepts of Environmental Storytelling from a Perspective of Cultural Techniques</i></td></tr> </table>	Daniel Řiha (Czechia) & Henriques, Diogo P. (Portugal)	<i>Environmental Storytelling and Planetary Thinking in Prague's Video Game Scene: From Storytellers and Virtual Environments to Data Sets and Chatbots</i>	Heather Maycock (UK)	<i>Space, Place, Time, and Permadeath: Ethical Demand and Environmental Design in 'The Long Dark'</i>	Simon Huber (Austria)	<i>Landscaping Games: Historizing Concepts of Environmental Storytelling from a Perspective of Cultural Techniques</i>
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16:45-17:30	Final panel discussion and outlook						