

DIGITAL HEROISMS



Programme:

Welcome and Introductions: 12:00 – 12:10

Panel 1 *Horizon Zero Dawn*: 12:10 – 13:00

Todd Williams – “The Potential Effect of Aloy’s Ecofeminist Heroism on Players of *Horizon Zero Dawn*”

Merlin Seller – ‘Scalar Heroism – The Temporal Landscape of *Horizon Zero Dawn*’

Panel 2 *Femshep*: 13:00 – 13:50

Grace Worm – ‘Femshep: An Accidental Female Hero’

Leandro Augusto Borges Lima – ‘We are Femshep: Motivations and Experiences of Play in the Makings of a Hero’

Panel 3 *Digital Heroism and Deviant Play*: 13:50 – 14:40

Andrea Valori – ‘Magic: The Heroic Gathering’

Matt Horrigan – ‘Playing for the Legend’

Panel 4 *Disruptive Digital Heroes*: 14:40 – 15:30

Ruth EJ Booth – ‘Breaking the Protection Stave: *God of War* as Critique of the Heroic Magic Circle’

Rebecca Waldie – ‘(Dis)ability on (Dis)play’

Breakout Session: 15:30 – 16:00

Break: 16:00 – 16:30

Panel 5 *Embodiment & Identity*: 16:30 – 17:45

Mairi Power – ‘“The New Heroism” in Jennifer Egan’s *Black Box*’

David Kocik – ‘“Well, Excuse Me Princess!”: Designed Identity and Gendered Heroism in Nintendo Switch Advertising’

Ana Gabriela Méndez Gutiérrez – ‘To Shine by its own Merit: Indigenous Representation in *Mulaka*’

Concluding *Digital Heroism* 17:45 – 18:00

Reception (Wine & Food not included) 18:00 - ∞