

DISTINGUISHED SPEAKER SEMINAR SERIES

2015

DR. MIA CONSALVO
CANADA RESEARCH CHAIR IN GAME STUDIES & DESIGN
CONCORDIA UNIVERSITY
MONTREAL, QUEBEC
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2:30-3:30 PM
DUPUIS HALL 217



CREATE ULSS DISTINGUISHED SEMINAR

REAL GAMES, REAL PLAYERS?

RECONSIDERING WHAT AND WHO 'COUNTS' IN GAME STUDIES

This talk is drawn from several studies of videogame players I have done over the past decade, as well as media attention to the idea of what games are and who is or should be playing them. It interrogates past work about online games and what counts as achievement as well as interest or advancement within them. It also argues for understanding gameplay over a broad period of time, both in terms of player and game contexts, and in relation to a multitude of other factors. Finally it makes the case for studying at the margins of play and how edge cases can help us better theorize and understand a wider variety of gameplay activities.

Mia Consalvo is Professor and Canada Research Chair in Game Studies and Design at Concordia University in Montreal. She is the co-editor

of Sports Videogames and author of *Cheating: Gaining Advantage in Videogames*. She has most recently completed the book *Players and Their Pets* with Jason Begy and is now finishing *Japan's Videogames*, a book about Japan's influence on the videogame industry and game culture.

Mia runs the mLab, a space dedicated to developing innovative methods for studying games and game players. She's presented her work at professional as well as academic conferences including regular presentations at the Game Developers Conference. She is the President of the Digital Games Research Association, and has held positions at MIT, Ohio University, Chubu University in Japan and the University of Wisconsin-Milwaukee.

Everyone welcome

Light Refreshments