

OUTCH DiGRA 2025

08:45 - 09:30

RECEPTION AND KICK-OFF

18 NOVEMBER

09:30 - 10:00

WORLDS IN CRISES

Postcolonial Deconstruction of the Refugee

- Laurence Herfs

Bio- and Necropolitics of Post-Aocalyptic Games

- Lars de Wildt

10:00 - 10:45

PEDAGOGY AND HABIT-FORMATION

Promoting Sustainable and Healthy Food Habits

- Fabian Bellaard

Playable Perspectives and Materialist Pedagogy

- Aria Mohseni

Productive Contradiction in Ecogame Criticism

- David Harold Ten Cate

10:45 - 11:15

COFFEE BREAK

11:15 - 12:00

PLAY BEYOND GAMES

Communicative AI Playmate on Social Media

- Mengdi Zhu

Dark Play, Trolling, and Absorption in Trumpism

- Beer Prakken

Engineering Policy through Game Engines

- Florence Chee

PANEL 1

12:00 - 12:30

HERITAGE AND GAMES

Hegemony of Games Based on Greek Mythology

- Alexander Vandewalle

The Magic of University Heritage in Games

- Guus van Tilborg

Chinese Cultural Heritage in Mobile Games

- Yixiang Que

12:45 - 13:45

LUNCH BREAK

13:45 - 14:30

AFFECT AND BELONGING

Developers' Eudaimonic Intentions

- Rowan Daneels

Miniatures and Masculinities

- Tara Smith

A Metamodern Pastiche Game

- Filip van Dijk

14:30 - 15:00

SHAPE 2 GETHER

15:00 - 15:30

COFFEE BREAK

15:30 - 16:15

GAMBLING AND MONETIZATION

Gaming/Gambling Research DSA

- Callum Deery

Monetization Strategies in Casual Mobile Games

- Lies van Roessel

Musical Imagery of Gambling in Balatro

- Michiel Kamp

PANEL 2

16:15 - 16:45

NAVIGATING TOXICITY

Roleplaying Racism in D&D

- Maxime Scholte albers

Preventing Toxic Behaviour in Multiplayer Games

- Julian Frommel

Gaming Beyond Games: Feminist Belongingness

- Weijie Huang

17:15 - 17:30

CLOSING WORDS

17:30 - 19:45

EVENING PROGRAMME

PARALLEL PROGRAMME

Connected and Protected

- Victoria Leskoschek

Epic-We

IMPULSE VR

UU Game Design Showcase

...and more!

LOCATION: THE PLAYGROUND

Vening Meineszgebouw C

Princetonlaan 6, 3584 CB

Utrecht