

# IMAGINING EXTINCTION IN VIDEO GAMES

An International Symposium

## Programme - 26 April 2024, Online, UTC+1

10.30 - 10.45	Opening Session with Gabriela Gândara Terenas (Nova University Lisbon / CETAPS)
10.45 - 11.45	<p><b>Panel 1: Theoretical Frameworks at the Intersection of Game and Extinction Studies</b> Chair: Jéssica Bispo (she/her)</p> <p><b>Paolo Ruffino (he/him) (University of Liverpool):</b> "Problems of Scale: Videogames and the Anthropocene"</p> <p><b>Alexis F. Viegas (he/him) (University of Lisbon):</b> "Aesthetics of Extinction: The Plague as Spectacle"</p> <p><b>Amy Cutler (she/her/they) (Exeter University):</b> "Consoles And Consolations: Video Games And The Dark Arts Of De-Extinction"</p> <p><b>Chloé Germaine (she/her) (Manchester Game Centre):</b> "'A Spiked Flail to the Face': Irreverence, Extinction and Worlds' Ending in Tabletop Roleplaying Games"</p>
11.45 - 12.00	Break
12.00 - 13.00	<p><b>Panel 2: Video Games and Extinction: Case Studies</b> Chair: Tânia Cerqueira (she/her)</p> <p><b>Connor Jackson (he/him) (Liverpool Hope University):</b> "<i>Werewolf: The Apocalypse – Earthblood</i> and the Limits of Ecocritical Video Games"</p> <p><b>Poppy Wilde (she/her) (Birmingham City University):</b> "Post-apocalyptic Negotiations of <i>Stray</i>: Imagining Human Extinction through the Eyes of a Cat"</p> <p><b>Lauren Woolbright (she/her) (Flinders University):</b> "Trudging and the Abstracted Apocalypse of <i>Death Stranding</i>"</p> <p><b>Ilenia Vittoria Casmiri (she/her) (University of Ferrara) and Stefano Rozzoni (he/him) (University of Bergamo):</b> "A Dialogue on Extinction and Human-Nonhuman Relationality in <i>Horizon Zero Dawn</i>"</p>

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13.00 - 14.00	Lunch Break
14.00 - 15.30	<p><b>Keynote Session</b> Chair: Teresa Pereira</p> <p>Talk by <b>Benjamin Abraham (he/him) (AfterClimate)</b>: "Horizon Net Zero: How the Global Game Industry Participates in Extinction"</p> <p>With responses by <b>Edmond Y. Chang (he/they) (Ohio University)</b>: "Queerness, Video Games, and the End of the World"</p> <p>and</p> <p><b>Patrick Whitmarsh (he/him) (College of the Holy Cross)</b>: "Visualizing and Virtualizing Extinction"</p>
15.30 - 15.45	Break
15.45 - 16.30	<p><b>Discussion Forum: What Next for Video Games and Extinction?</b> Moderator: Manuel Sousa Oliveira (he/him)</p> <p>With all participants (special guests, panelists, and attendees)</p>
16.30 - 16.45	Closing Remarks