



SUMMER INTERACTIVE SYMPOSIUM

RESEARCH 2.0: THE VIRTUAL STAKES

June 8th – 11th, 2015

Concordia University, Montreal

We invite you to attend the Symposium with the option to submit an abstract for a presentation pertaining to the theme “constraints, pitfalls, and added value of research on gambling or gaming in the virtual environment”. Submission guidelines and details can be found on the application page.

Funding available for the 5 best student applicants.

Limited Spaces.

The session will be held in English and French.

Details and Application at:

concordia.ca/research/lifestyle-addiction

Application deadline: February 28th, 2015

Call for participation

Keynote Speakers

Jennifer Whitson, PhD.

University of Waterloo

Natasha Schull, PhD.

Massachusetts Institute of Technology

OBJECTIVES

The advancement of new information technology has created a “virtual” environment characterised as a place for imagination, social interaction, and collective experimentation. Considered pervasive and interconnected, the Internet sets novel parameters in this virtual environment, shaping people’s lives, identities and relationships with each other and society as a whole.

The Summer Interactive Symposium **Research 2.0: The Virtual Stakes** has three-objectives:

1. To analyze the changes initiated by Internet and the technologies underlying it on the nature and game structure of gambling and gaming activities;
2. To identify the added value and the limitations of conducting research in the virtual environment;
3. To understand the game experience in the virtual environment compared to traditional forms of play.

Scientific Committee

Jean-Michel Costes, Observatoire des Jeux

Magali Dufour, University of Sherbrooke

Francine Ferland, Centre de Réadaptation de Québec

Ingo Fielder, University of Hamburg

Martin French, Concordia University

Sylvia Kairouz, Concordia University

Chantal Robillard, Concordia University

PRELIMINARY PROGRAMME

OPENING CONFERENCE –June 8th, 2015

This session examines how the virtual environment brings about changes in the fields of gambling and gaming by comparing their rich and heterogeneous realities. The session seeks to (1) explore the impact of the translation of gambling and gaming onto the Internet; (2) examine their links, points of convergence, and potential differences at the epistemological, theoretical and methodological levels; (3) examine the impact of the virtual environment on the parameters framing the supply and demand of online games, their structure, and the experience of the players.

HOW THEY DO IT? - June 9th-10th, 2015

This series of lectures offers three panels: (1) **Issues at Stake & Challenges**: the first panel will reflect on the epistemological, methodological and ethical challenges in the study of online games; (2) **Case Studies**: the second panel offers testimonies from researchers discussing the issues at stake, challenges, advantages/disadvantages and solutions encountered in their studies; (3) **Success Stories**: a third panel will present large scale projects involving the sharing and analysis of data generated online.

HANDS-ON WORKSHOPS - June 9th-10th, 2015

This series of workshops offers hands-on exercises in quantitative and qualitative online data analysis. Participants will have the opportunity to (1) manipulate big data as well as texts from interviews, blogs, field notes, images and behavioral observations; (2) develop the skills for data interpretation respectful of the context in which they were collected.

AT THE CROSSROADS - June 11th, 2015

This last session confronts gambling and gaming from the perspectives of the various stakeholders. Using a round table format, a gambler, a gamer, a game operator, a game designer and a clinician share their experiences in order to better understand the similarities and differences in languages, practices and subjectivities related to games in the virtual environment.

TENTATIVE PROGRAM AT A GLANCE

	Monday, June 8	Tuesday, June 9	Wednesday, June 10	Thursday, June 11
AM	Registration	How they do it?	How they do it?	At the crossroads
Lunch				
PM	Opening Conference	Hands-on Workshop	Hands-on Workshop	Networking
Evening	Poker Night	Team Work	Game Night	Departure