



Chaire de recherche sur
l'étude du jeu
Research chair on gambling studies

SYMPOSIUM INTERACTIF D'ÉTÉ

RECHERCHE 2.0

SUMMER INTERACTIVE SYMPOSIUM

RESEARCH 2.0



LUNDI 8 JUIN – JEUDI 11 JUIN 2015, UNIVERSITÉ CONCORDIA

MONDAY JUNE 8 – THURSDAY JUNE 11, 2015 – CONCORDIA UNIVERSITY



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Welcome to the Summer Interactive Symposium Research 2.0

With the digitalization of gambling and gaming, the lines of inquiry are more likely to cross over various systems raising questions about their distinctive natures and overlaps. The four-day **Summer Interactive Symposium - Research 2.0** will be the first symposium and training event to address the convergence and difference between two traditions of game research: **gambling studies & gaming studies**.

Three main questions will be at the heart of the debates and discussions:

1. What is driving the new online gambling and digital gaming economy: from community-driven designs to marketing strategies?
2. How can gambling and gaming be one and the same once digitized and online: from panoptical spaces, to online casinos & MOBAs?
3. What is the role of live data recording in shaping online gambling, digital gaming, and online play: the looping effect of big data, from design to experience?

This event aims to (a) build bridges between the fields of gambling and gaming; (b) promote the cross-fertilization of ideas in a convivial and interactive space; (c) build research capacity through workshops customized for online data; (d) build networks and partnerships.

Speakers

Keynote Speakers

Natasha Schüll, Ph.D. - Associate Professor, Program in Science, Technology, and Society, Massachusetts Institute of Technology (USA)

Jennifer Whitson, Ph.D. - Assistant Professor, Department of Sociology & Legal Studies, University of Waterloo (Canada)

Guest Speakers

Maude Bonenfant, Ph.D. - Professor, Homo Ludens, Groupe de recherche sur les pratiques de jeu et la communication dans les espaces numériques, Université du Québec à Montréal (Canada)

Mia Consalvo, Ph.D. - Director, Canada Research Chair in Game Studies and Design, mLab, Concordia University (Canada)

Jean-Michel Costes - Scientific Director, Observatoire des Jeux (France)

Ingo Fiedler, Ph.D. - Researcher, Division on Gambling, Institute of Law & Economics, University of Hamburg (Germany)

Bart Simon, Ph.D. - Director, Technoculture, Art and Games (TAG), Concordia University (Canada)

Jeffrey Snodgrass, Ph.D. - Professor, Department of Anthropology, Colorado State University (USA)

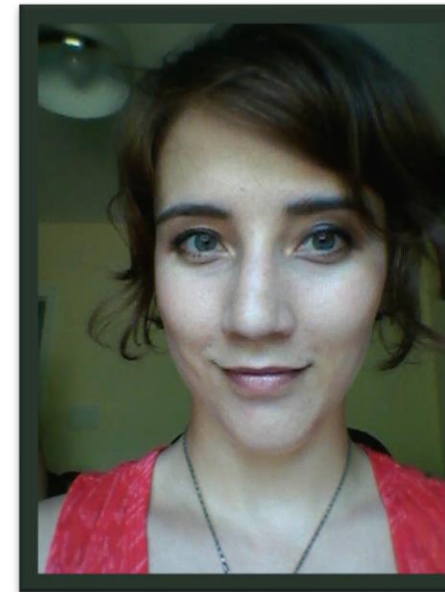
Gerda Reith, Ph.D. - Professor, School of Social and Political Sciences, University of Glasgow (Scotland)

Joyce Goggin, Ph.D. - Senior Associate Professor, Department of Literary Studies, University of Amsterdam (Netherlands)

Sara Eriksén, Ph.D. – Professor, Department of Creative Technologies, Blekinge Institute of Technology (Sweden)

Patrick Lagacé – La Presse, Montréal

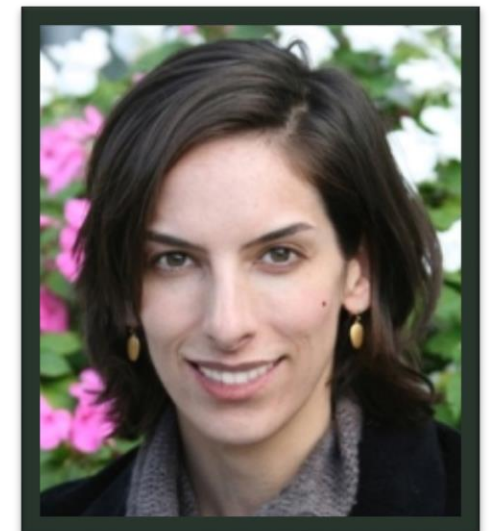
Conference Keynote Speakers: Dr. Jennifer Whitson & Dr. Natasha Schüll



Jennifer R. Whitson is an Assistant Professor in the **Department of Sociology & Legal Studies** at the **University of Waterloo**, as well as a faculty member at the Stratford campus. She teaches Surveillance Studies, critical game studies, and video game development. Her work is on the "secret life of software", the people that make it, and how this software shapes our behaviour. She's on the executive council of the Games Institute and is a research advisor for Execution Labs, an investment platform and accelerator for indie game studios in Montreal. Her current research interests include studio studies, social influences on game development processes, gamification, and governance in online domains. You can find her work in a number of edited

collections such as *The Gameful World*, published by MIT Press, in the journals *Surveillance & Society*, *First Monday*, *Economy & Society*, and *FibreCulture*, and on her website www.jenniferwhitson.com.

Natasha Dow Schüll is a cultural anthropologist and associate professor at **MIT's Program in Science, Technology, and Society**. Her most recent book, *ADDICTION BY DESIGN: Machine Gambling in Las Vegas* (Princeton University Press 2012), draws on extended research among compulsive gamblers and the designers of the slot machines they play to explore the relationship between technology design and the experience of addiction. Her next book, *KEEPING TRACK: Personal Informatics, Self-Regulation, and the Data-Driven Life* (Farrar, Straus, and Giroux, forthcoming 2016), concerns the rise of digital self-tracking technologies and the new modes of introspection and self-governance they engender. Her documentary film, *BUFFET: All You Can Eat Las Vegas*, has screened multiple times on PBS and appeared in numerous film festivals. <http://www.natashadowschull.org>



Schedule of Events

June 8th, 2015 – Opening Conference

June 9th, 2015 – Political Economy of Online Gambling and Digital Gaming

June 10th, 2015 – Looping Effect of Big Data: From Game Design to Game Practices

June 9th-10th, 2015 – Hands-On Workshops

June 11th, 2015 – Are Online Gambling & Digital Gaming One and the Same

Opening Conference

June 8th, 2015 – Grey Nuns Salon

13h00 – 16h00 (Grey Nuns E.104): Keynote Speakers

Jennifer Whitson, Ph.D., University of Waterloo

Risk, Reward, and Addiction: How gamification compels us to gamble with our lives

Natasha Schüll, Ph.D., Massachusetts Institute of Technology

The digital mediation of uncertainty: Online poker as a technology of the self

Political Economy of Online Gambling and Digital Gaming

June 9th, 2015 – JMSB Building

8h00 – 8h50 (MB 10.121): Breakfast

9h00 – 9h30 (MB 3.210): Gambling 2: A political economy of mobile and social gambling

Gerda Reith, Ph.D., University of Glasgow

9h30 – 10h00 (MB 3.210): Gaming, Affect, Narrative

Joyce Goggin, Ph.D., University of Amsterdam

10h00 – 10h30: Break

10h30 – 11h00 (MB 3.210): The evolution of the digital game industry

Mia Consalvo, Ph.D., Concordia University

11h00 – 11h30 (MB 3.210): Similarities between the business models of gaming and gambling

Ingo Fiedler, Ph.D., University of Hamburg

11h30 – 12h00 (MB 3.210): Discussion Period

12h00 – 13h15 (MB 10.121): Lunch

Looping Effect of Big Data: From Game Design to Game Practices

June 10th, 2015 – JMSB Building

8h00 – 8h50 (MB 10.121): Breakfast

9h00 – 9h30 (MB 3.210): Online gambling at the crossroads: the role of Big Data

Sylvia Kairouz, Ph.D., Concordia University

9h30 – 10h00 (MB 3.210): Big Data and video games: advantages and criticism of the automated analysis to document a community of players

Maude Bonenfant, Ph.D., Université du Québec à Montréal

10h00 – 10h30: Break

10h30 – 11h00 (MB 3.210): Can Big Data be useful for public health?

Jean-Michel Costes, Ph.D., Observatoire des Jeux

11h00 – 11h30 (MB 3.210): Big data is in the detail

Sara Eriksén, Blekinge Institute of Technology

11h30 – 12h00 (MB 3.210): Discussion Period

12h00 – 13h15 (MB 10.121): Lunch

Hands-On Workshops

June 9th-10th, 2015 – Henry F. Hall Building

13h30 – 16h45 (H 1267): Quantitative analysis with observational data: The process from ideas to results

Ingo Fiedler, Ph.D., University of Hamburg

Break at 14h30 (H 1124)

13h30 – 16h45 (H 1120 / H 1132): Ethnographic Research in Online Virtual (Gaming) Worlds: A Mixed Qualitative-Quantitative “Small Data” Approach

Jeffrey Snodgrass, Ph.D., Colorado State University

Break at 14h30 (H 1124)

Are Online Gambling & Digital Gaming One and the Same

June 11th, 2015 – Grey Nuns Salon

9h00 – 10h30 (Grey Nuns E.104): Poster Session

10h30 – 12h30 (Grey Nuns E.104): Debate

Magali Dufour, Ph.D.
University of Sherbrooke

Ingo Fiedler, Ph.D.
University of Hamburg

Joyce Goggin, Ph.D.
University of Amsterdam

Marie-Ève Roux, M.Sc.
CRDM - IU

Bart Simon, Ph.D.
Concordia University

Jennifer Whitson, Ph.D.
University of Waterloo

12h30 – 14h30 (Grey Nuns E.104): Disconnecting Lunch with Patrick Lagacé, La Presse

Evening Social Activities

June 8th – June 10th, 2015

Monday, June 8th

16h30 - 20h30 Opening Cocktail

Location: Grey Nuns Salon (E.104)

Details: After our keynote presentation, join us in the Grey Nuns Salon for a lively discussion between participants surrounding the topics of the symposium. Snacks and refreshments will be provided!

Tuesday, June 9th

17h15 – 22h00: Casino Montréal: Backstage

Location: Casino Montréal

Details: Buses will leave at 17h30 in front of the Hall building. Participants will receive a behind-the-scenes look at the Casino de Montréal.

Wednesday, June 10th

20h00: Evening in Montréal

Location: Terrasse Place D'Armes - 55 Saint-Jacques Street, 8th floor, Montréal, QC H2Y 3X2

Details: Enjoy an evening with breathtaking views of the Old Port of Montréal while enjoying food and drinks with your other participants.

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