

games and literary theory

games at the literary-ludic interface:
theory, pedagogy, public engagement

CONFERENCE PROGRAMME

3-5 JUNE 2026

POLISH ACADEMY OF SCIENCES
SCIENTIFIC CENTER IN ROME

VICOLO DORIA 2 | INT. 6

16:00 - 18:00 PRE-CONFERENCE EVENT

Writing the 'Scholar's Codex':

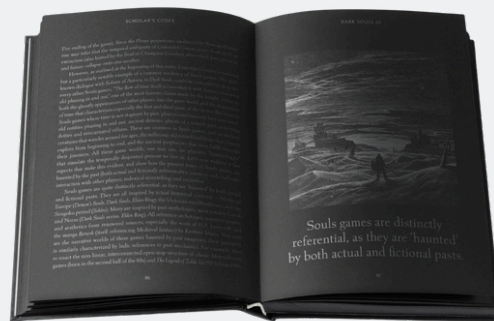
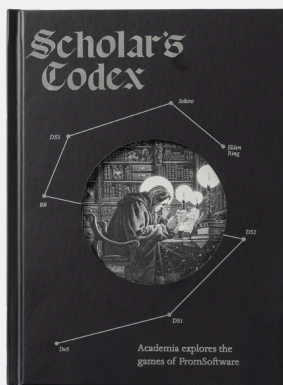
A Bonfireside Chat with Editors and Authors of Tune & Fairweather's New Book

Opening Remarks: Paolo D'Indinosante, Magdalena Wrana

Chair: Robin Zingarelli

Speakers: Dom Ford, Stefano Gualeni, Daniel Vella, Nele Van de Mosselaer, Magdalena Kozyra

Scholar's Codex (Tune & Fairweather, 2026) takes up the challenge of communicating notions and perspectives in game studies to a general audience by offering a collection of essays that make complex ideas about play, games, game design, and game communities approachable to all readers without sacrificing depth. The volume gathers essays that each focus on a single in-game object (such as gems, weapons and obscure relics) drawn from FromSoftware titles such as *Dark Souls*, *Bloodborne* and *Elden Ring*. Starting from these elements, the volume's contributors develop reflections that connect design, interpretation and philosophy, mirroring the fragmentary and evocative storytelling of these games. This ninety-minute panel brings together the four editors and two authors to discuss the book's contents, its ambitions and its unique form. Open to both fans and scholars, *Writing the 'Scholar's Codex'* explores how academic perspectives on games can reach wider audiences.



source: tuneandfairweather.com

8:30 - 9:00 Conference Opening**9:00 - 11:00 SESSION A · READING**
Chair: Tomasz Z. Majkowski**9:00 - 9:30 Nora Perry, Caighlan Smith***Can You Even Read? Gamifying Reading for an AI World [online]***9:30 - 10:00 Zoheb Mashiur, Holger Pötzsch, Melania Borit, Therese H. Hansen***The Read/Play/Write Method: Using TTRPGs in the Teaching of Literature***10:00 - 10:30 Nadia Di Leo***From Conrad to Dubai: Interactive Close Reading of Literary Reception in the Spec Ops: The Line Player Community***10:30 - 11:00 Mihail Marinov***Reading the Backrooms: Hidden Game Spaces and the Pedagogy of Close Playing***11:00 - 11:30 Coffee Break****11:30 - 13:00 SESSION B · ECOCRITIQUES AND ECONARRATIVES**
Chair: Agnieszka Kliś-Brodowska**11:30 - 12:00 David Harold ten Cate***From Ecogames Classification to Videogames Ecocriticism in the Classroom: Considering a Pedagogy of Ecocritical Approaches to Videogames without Canonicity***12:00 - 12:30 Udbela Escanero Xi***Hydrocolonial Play in Mediatized Oceans: Towards Alternative Ecocritical Engagement and Learning***12:30 - 13:00 Iwona Marinov***The Unnatural (Eco)Narrative of 'Biomutant'***13:00 - 14:00 Lunch Break**

14:00 - 16:00 **SESSION C · PEDAGOGICAL PERSPECTIVES**

Chair: David Harold ten Cate

14:00 - 14:30 **Bruno de Paula***Making It Personal: A Proposal for Teaching Game Design and Game Studies in Postgraduate Cultural and Digital Media Studies with (Semi)Biographical Games***14:30 - 15:00** **Agnieszka Kliś-Brodowska***Humanistic Game Studies: The Case of 'Slay the Princess'***15:00 - 15:30** **Leonid Moyzhes***Simulated Literary Narratives as Pedagogical Tool: Comparative Analysis of 'Trail of Cthulhu' and 'One Ring' TTRPGs***15:30 - 16:00** **Oğuz Şentürk***The Social Mechanics of Creation: Evaluating Student Interaction and Peer-to-Peer Learning in Game Jams [online]***16:00 - 16:30** **Coffee Break****16:30 - 18:00** **SESSION D · POLITICS AND CRITICAL PLAY**

Chair: Hans-Joachim Backe

16:30 - 17:00 **Federico Giordano Perla***Gaming with Space and Survival in the Classroom: Two Experiences of Critical Play***17:00 - 17:30** **Emilia Mazur***Parody in Video Games as a Tool of Political Satire and Education Relating to Russia's Invasion of Ukraine***17:30 - 18:00** **Tomasz Z. Majkowski, Magdalena Kozyra, Aleksandra Prokopek***Nothing Is True, Everything Is Alalà: Assassin's Creed as Fascist Pedagogy***18:00** **Conference Day 1 Ends****20:00** **Conference Dinner**

9:00 - 11:00 **SESSION E · THE ANALOGUE AND DIGITAL**

Chair: Magdalena Bednorz

9:00 - 9:30**Valerio Moccia***Playing the Canon: Literary Heritage and Narrative Design in Contemporary Italian Tabletop Role-Playing Games***9:30 - 10:00****Shaswata Bandyopadhyay, Ananya Ghoshal, Ishan Chakraborty***Cutting the Deck: Shuffling Crip Lit into the Analogue Canon [online]***10:00 - 10:30****Hanns Christian Schmidt***Grasping Games: Opening, Negotiating and Closing Black Boxes as Postdigital Play Practice***10:30 - 11:00****Maciej Nawrocki***Narrator Analysis in Video Games: The Case of 'Return of the Obra Dinn'***11:00 - 11:30****Coffee Break****11:30 - 13:30** **SESSION F(ILOSOFIA) FOR GAMES**

Chair: Daniel Vella

11:30 - 12:00**Andrei Zanescu***The Narratological Roots of Resonance: Reconsidering the Use of Minimal Departure in AAA Game Design and Marketing [online]***12:00 - 12:30****Daniele Monaco***Dwelling Through Play: Translating the Genius Loci of Municipio VI into the Minecraft World 'Roma Turris'***12:30 - 13:00****Hans-Joachim Backe***The Poetics of Tactics? Literary Theory's Oldest Concept as a General Game Studies Tool***13:00 - 13:30****Nele van de Mosselaer, Stefano Gualeni***Being and Crime: Ontological Investigations in Postmodern Detective Videogames***13:30 - 14:30** **Lunch Break**

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- 14:30 - 16:00** **SESSION G · BEYOND THE TEXT**

- Chair: Magdalena Kozyra**
- 14:30 - 15:00** **Maddalena Grattarola**
Text without Presence: Teaching the Post-Textual Game
- 15:00 - 15:30** **Kübra Aksay**
House of Lies: Navigating the Literary Maze in 'Blue Prince'
- 15:30 - 16:00** **Daniel Vella, Justyna Janik**
'My Life is Like a Video Game': Constructions of Digital Games in Popular Music
- 16:00 - 16:30** **Coffee Break**
- 16:30 - 18:30** **SESSION H(ISTORIES) AND THEOLOGIES**

- Chair: Maciej Nawrocki**
- 16:30 - 17:00** **Alexander Vandewalle**
Ludic Approaches to Ancient Greek and Latin Literature
- 17:00 - 17:30** **Robin Zingarelli, Marco Imperatore**
'Bari 1922': Designing Video Games for Local History and Critical Literacy
- 17:30 - 18:00** **Aliaksandr Razhkov**
Limitations of Classical Eastern European Socio-Pedagogical and Christian-Theological Theories of Play in Questions of Catechesis: The Case of 'Orthodox Commercial' and 'Orthodox Catechetical' Video Games [online]
- 18:00 - 18:30** **Matylda Szpila**
Pope John Paul II Dress-Up Game: The Government-Funded Digital Games Meant for Teaching Polish History
- 18:30** **GamesLit General Assembly**
- 19:00** **Conference Ends**

GAMES LIT 2026

3-5 JUNE 2026

Polish Academy of Sciences
Scientific Center in Rome
vicolo Doria 2

Local Committee

Dr. Paolo D'Indinosante (Sapienza University of Rome)
Prof. Tomasz Z. Majkowski (Jagiellonian University, Kraków)
Dr. Federica Perazzini (Sapienza University of Rome)
Prof. Monika Woźniak (Sapienza University of Rome)
Dr. Magdalena Wrana (Polish Academy of Sciences Center in Rome)
Robin Zingarelli (Brunel University of London)
Kasia Ellert (Polish Academy of Sciences Center in Rome)

Programme Committee

Dr. Magdalena Bednorz (University of Silesia in Katowice)
David Harold ten Cate (Queensland University of Technology)
Dr. Jack Orchard (Bodleian Libraries, University of Oxford)

Local Volunteers

Marco Sbreglia (Sapienza University of Rome)
Luca Bellon (Sapienza University of Rome)
Francesca Tilde Cesari (Sapienza University of Rome)

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rzym.pan.pl