PROGRAMME

Friday, June 21st, room A8 - 1-110

10:30 – 11:30 Britta Neitzel (Universität Oldenburg): Reception and Introduction: Turning Non-Places into Places

11:30 – 12:30 Alex Wade (Birmingham City University): Regulating the Closed World: Surveillance in and around Amusement Arcades in the 1970s and 1980s

12:30 – 14:00 Lunch Break

14:00 – 15:00 Claudius Clüver (Universität Siegen): Translation of Capital Flows in the Arcade

15:00 – 16:00 Alan Meades (Canterbury Christ Church University): Coin Slots, Showmen and Sanddancers: the pre-history of the British videogame arcade

16:00 – 16:15 Coffee Break

16:15 – 17:15 Jaroslav Švelch (Bergen University): Video Games on the Bus: The Shadow Arcade Industry of 1980s Czechoslovakia

Saturday, June 22nd, room A8 - 1-102

10:00 – 11:00 Kieran Nolan (Dundalk Institute of Technology/Trinity College Dublin): Arcade Materiality Across Analog and Digital Space

11:00 – 12:00 Cyrus Mobasher (International College Hannover): Where Does the Extra Life Come from? Pinball Elements as the Building Blocks of Arcade Games

12:00 – 13:30 Lunch Break

13:30 – 14:30 Andreas Rauscher (Universität Siegen): Retroarcadia: Reconfigurations of Arcade Gaming’s Golden Age

14:30 – 15:30 Closing Discussion: Sites of Gaming – Research Approaches and Constraints

16:00 AG-Games Treffen

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