

# COMMUNITIES OF PLAY:

A LIVESTREAMING SYMPOSIUM



APRIL 17TH & 18TH, 2021

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UNIVERSITY OF WISCONSIN  
MILWAUKEE

JYVÄSKYLÄN YLIOPISTO  
UNIVERSITY OF JYVÄSKYLÄ

## Communities of Play: A Livestreaming Symposium, April 17-18

You are cordially invited to join us for **Communities of Play: A Livestreaming Symposium**, hosted by [Serious Play/the Digital Cultures Collaboratory](#). The symposium is taking place on April 17-18, featuring online presentations of and about streaming video gameplay and other performative activities, in and out of the academy. The event will feature streamers from around the U.S. and will coordinate with a parallel event in Jyväskylä, Finland. The symposium will take place on Twitch, so please join us in chat! We have included a schedule of events below. More details are to follow on Twitch, Facebook, and Twitter!



### Schedule of Events, Day One

**April 17, 10 AM-2 PM Central (6PM – 10PM UTC+3):** Join us for presentations from our colleagues in Jyväskylä on Twitch:

<https://www.twitch.tv/expajkl>

10:00 AM	<b>Introductions: Raine Koskimaa (JYU)</b>
10:15 AM	<b>Tero Kerttula (JYU)</b> “Early Television Video Game Tournaments as Sports Spectacles”
10:45 AM	<b>Annakaisa Kultima (Aalto University)</b> “From 0h to 50h of <i>Noita</i> - Curating a Game Exhibition Live on Twitch”
11:15 AM	<b>Break</b>
11:30 AM	<b>Ville Malinen (JYU)</b> “SimRacing as Esports”
12:00 PM	<b>Maria Ruotsalainen (JYU)</b> “Audience Practices in the Overwatch World Cup Twitch Streams”
12:30 PM	<b>Break</b>
12:45 PM	<b>Veli-Matti Karhulahti (JYU)</b> “LoL Ranked Play as Research Method”
1:15 PM	<b>Closing Discussion</b>

Follow Serious Play on [Twitch](#), [Facebook](#), and [Twitter](#) for more information!

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## Schedule of Events, Day Two

April 18, 12 PM–5 PM Central (8 PM – 1 AM (UTC+3)): Join us for presentations from our US speakers on Twitch:

[https://www.twitch.tv/serious\\_play](https://www.twitch.tv/serious_play)

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|----------------------|--|
| <b>12:00 – 12:15</b> | <b>Introductions: Stuart Moulthrop</b> (University of Wisconsin-Milwaukee)   |
| <b>12:15 PM</b>      | <b>Keynote Speaker: Krista-Lee Malone</b> (University of Wisconsin)<br>“Twitching the Lecture Hall: Playing Games for Better Student Engagement”   |
| <b>1:15 PM</b>       | <b>Ryan Thompson</b> (Michigan State University), <b>Dana Plank</b> (Independent Scholar),<br><b>Julianne Grasso</b> (University of Texas), <b>Karen Cook</b> (University of Hartford)<br>“Visiting the Past: Nostalgia in <i>The Legend of Zelda: A Link Between Worlds</i> ” |
| <b>2:15 PM</b>       | <b>Thomas Malaby and Ryan House</b> (University of Wisconsin-Milwaukee)<br>“The Digitally Natural: Games and the ‘Really Real’”  |
| <b>3:15 PM</b>       | <b>Lunch Break!</b>  |
| <b>4 PM</b>          | <b>Social Hour: Join us on Twitch!</b>   |

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