

WORKSHOP ON THE PHILOSOPHY OF GAMES

10/14–15/2016



OCTOBER 14

UTAH VALLEY UNIVERSITY
CLASSROOM BUILDING 510

10 AM

Ivan Davidov: "An Analysis of Caillois' Classification of Games"
Thi Nguyen: Commentary

11 AM

Stephanie Patridge: "Videogames and Imaginative Identification"
Christopher Bartel: Commentary

LUNCH

2 PM

Francisco Javier Lopez Frias: "Kantian Aspects"
Miriam Thalos: Commentary

3 PM

Daniel Conrad: "The Compatibility of Artworks and Games"
Brock Rough: Commentary

4 PM

Christopher Bartel: "Ontology and Transmedial Games"
Stephanie Patridge: Commentary

OCTOBER 15

UNIVERSITY OF UTAH
TANNER HUMANITIES BUILDING 459

10 AM

Michael Goerger: "Gamification and the Lusory Attitude"
Bill Morgan: Commentary

11 AM

Shelby Moser: "The Game Is a Lie: Video Games as Algorithmic works"
Christopher Yorke: Commentary

LUNCH

2 PM

Christopher Yorke: "Endless Summer: What Kinds of Games will Utopians Play?"
Shaquan Foster: Commentary

3 PM

Andrew Kania: "Why Gamers Are Not Performers"
Zach Jurgensen: Commentary

SPECIAL THANKS:

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