THE SAMMY SHOWCASE

Research Presentations
begin at 1:20 PM with opening remarks by Jim Whitehead

Game Studies

Time	Title	Presenter	Description
1:30 PM	Grimes' Fairy Tales: A 1960's Story Generator	James Ryan	Unearthing three of the newly rediscovered earliest known generative narrative systems and their strange stories.
1:45 PM	The Hidden History of Bandai Board Games	Nathan Altice	Tour of a little-known but pivotal moment in Japanese game history: Bandai's prolific board game output of the 1980s & 90s, as rooted in centuries-old cultures of folklore, art, and play.
2:00 PM	Why Critical Games Matter	Soraya Murray	Examining the reflection of contemporary American political, cultural, and economic discontents in popular AAA games to offer critical analysis tools for designers, players, and scholars.
2:15 PM	Don't Judge a Book by its Cover: Content-based Retrieval of Videogames	Adam Smith	Using deep learning to recognize and relate moments of gameplay from hundreds of different NES games.

Game Design

Time	Title	Presenter	Description
3:00 PM	The Poetics of Games or: Another lens for thinking about the expressive potential of digital media	Jordan Magnuson	How we can productively think of game as poems, to inspire new modes of design and play.
3:15 PM	Reparative Game Design: Emotion, Queerness, Disability, and Environmentalism	Kara Stone	How queerness, disability theory, and environmental justice can inform a reparative game design practice.
3:30 PM	An Exploration of the Interactive Paradox	Cyril Focht	A look at a unique kind of paradox which only arises in a player's interaction with a game system.
3:45 PM	Talin - A Better Way to Make Tutorials	Batu Aytemiz	Creating better, contextual game tutorials using a mastery model of individual player skill levels.
4:00 PM	Monster Carlo: Machine playtesting for Unity Games	Oleksandra Keehl	Using Monte Carlo Tree Search to automatically play games and college data to help the developer make decisions about their game.
4:15 PM	SpokeIt: A Mobile Speed Therapy Game	Jared Duval	The development of SpokeIt; a serious game for health co-created with medical professionals, speech lang. pathologists, dev. psychologists, & game designers

Generative Methods

Time	Title	Presenter	Description
5:00 PM	Surprise! The Joy of Generative Art	Kate Compton	A tour of generative tools that spin simple interactions and data into complex tapestries of color and animation
5:15 PM	Procedural Content Generation with WaveFunctionCollapse	Isaac Karth	Understanding and applying WaveFunctionCollapse, a procedural content generation algorithm for generating dungeons, looping animations, islands, and poetry.
5:30 PM	Proceduralizing Character Development with Parametrized Storylets	Max Kreminski	Generating compelling character arcs on the fly in an interactive narrative system.
5:45 PM	Generative Soundtracks for Oral Storytelling	Lucas N. Ferreira	Augmenting oral storytelling in tabletop RPG experiences by generating orchestral soundtracks that match the emotion of the story in real-time