



DIVERSITÉ DES LANGUES  
EXPRESSIONS LITTÉRAIRES  
INTERACTIONS CULTURELLES



THE FIRST NATIONAL STUDY DAY ON

VIDEO GAME STUDIES  
AND MEDIA;  
CULTURAL, NARRATIVE,  
AND LUDIC  
PERSPECTIVES

PRESIDED BY: DR. MERWAN MESSAOUDI



17TH OF APRIL, 2025

HELD BY: THE LLCLAB, TEAM 5  
AT THE UNIVERSITY OF TLEMCEEN



## CALL FOR PAPERS

### THE FIRST NATIONAL HYBRID STUDY DAY ON

## VIDEOGAME STUDIES AND MEDIA: CULTURAL, NARRATIVE, AND LUDIC PERSPECTIVES

Thursday, 17<sup>th</sup> of April 2025

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“Games do more than just amuse; they also represent social ways of interaction” Jesper Juul (2005); Janet Murray calls videogames “a new medium” that can convey dramatic stories and have complex systems because they integrate narrative with interactive mechanics (1997, p. 28). Because of this intricacy, ludologists who study game mechanics and narratologists who study narrative aspects continue to argue with each other. Murray considers games to be just as important for their narrative meaning-conveying capabilities as Gonzalo Frasca (2003) does for putting an emphasis on interaction in game analysis.

Mia Consalvo notes that players may explore the borders of identity in digital contexts, which lead to crucial questions about representation in the industry (2007, p. 155). In addition, several games have postcolonial themes, which either confront or challenge the power dynamics of the past. Thomas Apperley mentions that videogames have the ability to influence cultural learning and interaction (2010), and Espen Aarseth argues that virtual worlds can serve as platforms for both sustaining and challenging imperialist ideologies (1997, p. 133). This makes videogames an important tool for postcolonial critique and larger social transformation.

This study day on Videogame Studies and Media seeks to investigate videogames’ diverse effect on current society. By studying narrative, structural, and cultural factors, participants will examine the influence of videogames on the modern world. As digital experiences increasingly affect our social and political contexts, this event welcomes multidisciplinary conversation to investigate how videogames serve as potent cultural instruments in the 21st century.

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### Study Day’s Research Themes:

1. **Videogames and Narrative Theory:** (The role of storytelling in videogames; Comparative analyses of narrative structures in games vs. traditional media (literature, film, etc.); Narrative immersion and player agency.)
2. **Ludology vs. Narratology: Debates and Dialogues**
3. **Videogames and Identity Formation:** (Representation of gender, race, and ethnicity in videogames; The impact of videogames on identity, community building, and self-expression; Player-avatar relationships and the performance of identity in virtual spaces.)
4. **Videogames and Postcolonialism**
5. **Games, Gamification, and Education:** (Gamification as a Pedagogical Tool: Educational Applications and Implications for Learning; The impact of videogames on literacy, problem-solving, and critical thinking skills.)

6. **Videogame Adaptations and Transmedia Storytelling:** (The adaptation of videogame narratives into films, series, comics, and other media; Transmedia storytelling and the expansion of game worlds across different platforms.)
7. **Ethics and Social Responsibility in Gaming:** (The impact of videogames on mental health, aggression, and behavior; Ethical concerns in game design: violence, addiction, and the role of developers.)

### Submission Guidelines:

We invite abstracts of 250-350 words, which should be submitted by the **4<sup>th</sup> of April 2025**, to [llclabteam5@gmail.com](mailto:llclabteam5@gmail.com). Submissions should include a title, abstract, author's name, institutional affiliation, and a brief biography.

Presentations will be 10 minutes long, followed by a 10-minute Q&A session.

- **Location: 30 Laboratories – University of Tlemcen.**

### Key Dates:

- **Abstract Submission Deadline: 4<sup>th</sup> of April 2025**
- **Notification of Acceptance: 11<sup>th</sup> of April 2025**

### Scientific Committee:

- Dr Merwan MESSAOUDI (President of the Study Day)
- Prof Wassila HAMZAREGUIG MOURO
- Prof Ilhem SERIR
- Prof Daoudi FRID
- Prof Faiza HADDAM
- Dr Souad BERBAR
- Dr Omar RAHMOUN
- Dr Meryem MENGOUCHI
- Dr Zeyneb YOUSF
- Dr Youcef Zineddine MOSTEFAOUI
- Dr Zakarya AMEUR-SAID
- Dr Sara BENSANHLA
- Dr Kamila GHOUALI

### References:

1. Aarseth, E. (1997). *Cybertext: Perspectives on Ergodic Literature*. Johns Hopkins University Press.
2. Juul, J. (2005). *Half-Real: Video Games between Real Rules and Fictional Worlds*. MIT Press.
3. Murray, J.H. (1997). *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. MIT Press.
4. Consalvo, M. (2007). *Cheating: Gaining Advantage in Videogames*. MIT Press.
5. Apperley, T. (2010). *Gaming Rhythms: Play and Counterplay from the Situated to the Global*. Institute of Network Cultures.
6. Frasca, G. (2003). *Simulation versus Narrative: Introduction to Ludology*. In M. Wolf & B. Perron (Eds.), *The Video Game Theory Reader* (pp. 221–236). Routledge.

URL: <https://llc.univ-tlemcen.dz/fr>

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