

# DIGITAL PASTS, ANALOG FUTURES

CHINESE DIGRA 2024

Date : 28-29th (Sat-Sun) September  
Time : 9am - 6pm (daily)  
Venue: WLB104  
Lam Woo International Conference Centre  
Shaw Campus  
Hong Kong Baptist University  
Kowloon Tong

Registration



# Conference Program

## 28th September

TIME	SCHEDULE	
08:45	Arrival and registration	
09:00	<i>Welcome speech</i>	
09:30	<i>Keynote 1: Tingting Liu</i>	
10:30	Morning tea	
11:00	<b>Session 1</b>  <b>Xiaoyu Wang</b> <b>Ziru Liu</b> <b>Shi Qiu,</b> <b>Zitai Xiao</b>	<b>遊戲歷史</b>  中國盜版電子遊戲歷史脈絡與文化建構研究 (1990-2000) 卡普空遊戲文化在中國粉絲群中的轉譯賦能現象研究 宅茲中國:重現早期中華文明發展的遊戲與文創設計  <i>Q&amp;A: remaining 15 mins</i>
12:00	Lunch	
13:00	<b>Session 2</b>  <b>Hanxue Zhang</b>  <b>Xin Pan</b>  <b>Benjamin Horn</b>	<b>Gameplay Analysis</b>  Leveraging Temporality to Impact "Player" Being-there in Interactive Narratives - A Case Study of <i>Bandersnatch</i> Watching different play styles: The pleasure of transgressive play in <i>Tears of the Kingdom</i> Have you Eaten Yet? Analyzing the Use of Food in <i>Genshin Impact</i>  <i>Q&amp;A: remaining 15 mins</i>
14:00	<b>Session 3</b>  <b>Tianyi Zhangshao</b>  <b>Leon Y. Xiao,</b> <b>Dekai Liu</b> <b>Lifeng Huang</b>  <b>Menglu Lyu</b>	<b>Monetisation and Regulation</b>  Understanding monetisation and regulation of Chinese mobile games: A players' perspective Compliance with video game loot box probability disclosure regulations in East Asia The unique methods of game acquisition give rise to distinct gaming cultures Regulating Play: Key Features of State Control in the Chinese Gaming Industry  <i>Q&amp;A: remaining 20 mins</i>
15:20	Afternoon tea	

# Conference Program

## 28th September

TIME	SCHEDULE	
15:40	<b>Session 4</b>	<b>Gender in Games</b>
	<b>Mengqi Li</b>	"You can be BOTH sexy AND powerful!": Gender presentation in video games using <i>Genshin Impact</i> as example
	<b>Zheyu Shang, Yiming Wang</b>	Evolution of Otome Games: A Comparative Study of Platforms, Social Media, and Gender Roles in Japan and China
	<b>Tongyu Qian, Ziwei Wang</b>	Bridging Gender Disparity in eSports Fandom Through Affective Discourse
	<b>Cheng Zhang</b>	"No Play if There's a Male Character": The Anxiety of Otaku Game Players
	<i>Q&amp;A: remaining 20 mins</i>	
17:00	<b>Session 5</b>	<b>Fostering Relationships</b>
	<b>Xuanyi Mao</b>	"Cuz She is My Daughter": How Players Navigate Ludo-Narrative Dissonance
	<b>Xueyan Cao</b>	3D Interaction Game's Influence on Player's Anthropomorphism Perception: Taking Romantic Game Love and Deepspace as an Example
	<b>Haoxi Luo</b>	The Promise of Love: <i>Love Is All Around</i> and Vulnerable Masculinity in China
	<i>Q&amp;A: remaining 15 mins</i>	
18:00	End of the day	

# Conference Program

## 29th September

TIME	SCHEDULE	
08:15	Arrival and registration	
08:45	<i>Welcome speech</i>	
09:00	<b>Session 6</b>	<b>設計研究</b>
	<b>Jinhua Huang</b> <b>Zhiyao Xue</b>	玩家為什麼不遊戲了?關於電子遊戲失欲的訪談研究 行動的與無能的偵探: 如何在數字遊戲中闡釋「真相」
	<i>Q&amp;A: remaining 10 mins</i>	
09:40	<b>Session 7</b>	<b>Analogue Games</b>
	<b>Jie Yang,</b> <b>Yaqi Liu</b> <b>Ruoyu Wen</b> <b>Yongqi Li,</b> <b>Hechen Xu</b> <b>Yihang Yan</b>	Revisiting the Aura of Token in Museological Puzzle Adventure Gamebook <i>Migong</i> Role-playing for Good: Designing Transformative Jubensha 遊戲學沉浸視角下的劇本殺沉浸歸因與設計建議 猜疑的狂歡: 作為「身份類」桌遊的「劇本殺」及其三種資源
	<i>Q&amp;A: remaining 20 mins</i>	
11:00	Morning tea	
11:20	<b>Session 8</b>	<b>Game Development</b>
	<b>Wuxuan Gao,</b> <b>Yiyi Hu</b> <b>Samson Sun Sheng Tang,</b> <b>Ningxi Guo</b> <b>Sara Dethise Martinez</b> <b>Jared Hansen</b>	A Preliminary Study on the New Path of Development and Communication of Minority Cultural esources - A Case Study of an Original Game <i>All for One</i> Independent Game Developers and the Dynamics of Platformisation in China Playing Video Games: It Is About Time and Money Toward a History of Emulation: Five Eras for Videogame Emulators
	<i>Q&amp;A: remaining 20 mins</i>	
12:40	Lunch	

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## 29th September

TIME	SCHEDULE	
13:40	<p><b>Session 9</b></p> <p><b>Jamie Wing Tung Tse</b></p> <p><b>Zhaoyin Chu, Mingshan Huang</b></p> <p><b>Nguyen Do Doan Hanh</b></p> <p><b>Haryo Pambuko Jiwandono</b></p> <p><i>Q&amp;A: remaining 20 mins</i></p>	<p><b>Beyond Mainland China</b></p> <p>Reimagining Nostalgia in Hong Kong Games: Playing with the (Un)Familiar and (In)Authentic</p> <p>Emotional Flow in Hybrid ACG Culture: A computational grounded study on Japanese players of Genshin Impact</p> <p>Affective labor and performative masculinity: Examining performances Vietnamese game streamers (WIP paper)</p> <p>The Success of Chinese Mobile Games in Indonesian Esports</p>
15:00	<p><b>Session 10</b></p> <p><b>Lulu Xiaoyi Sun</b></p> <p><b>Sophie Shuangfei Wu</b></p> <p><b>Zixuan Zhu</b></p> <p><b>Xingshuo Shuang</b></p> <p><i>Q&amp;A: remaining 20 mins</i></p>	<p><b>Chineseness</b></p> <p>From Farm to Game: Understanding Chinese Culture Through Video Games</p> <p>From Scroll to Screen: Analysing Historical Adaptations in <i>Justice Mobile</i></p> <p>The Genesis of Wuxia Gaming: Adaptation, Nationalism, Rebellion, and the Emergence of Early Gaming Communities in the Sinosphere</p> <p>The collapse of trust based on Cyber-Nationalism: A discourse study in the case of League of Legends tournament commenting community</p>
16:20	Afternoon tea	
16:40	<b>Keynote 2 : Paul Martin</b>	
17:40	<b>Closing Remarks</b>	
18:00	End of the day	

# Keynote Speaker



**Dr. Tingting Liu**

- Associate Professor -

School of Journalism & Communication  
Jinan University, Guangzhou

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“Defending Our Rights to the Female Gaze: Stories from Chinese Female Gamers and Otome Game Producers”

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Dr. Tingting Liu is an Associate Professor at the School of Journalism and Communication at Jinan University in Guangzhou, China, and also holds the position of Adjunct Fellow within the Faculty of Design, Architecture & Building at The University of Technology Sydney (UTS). Completing her PhD in Anthropology from the University of Queensland in 2018, Dr. Liu’s doctoral research garnered notable support from the Australian Government Research Training Program Scholarship and the Chinese Society for Women’s Studies (CSWS) Scholarships for Junior Feminist Scholars. Subsequent to her doctoral studies, she served as an ARC Postdoctoral Research Fellow at The Institute for Culture and Society at Western Sydney University, Australia. Dr. Liu’s academic pursuits delve deeply into media anthropology, digital games, and popular entertainment, with a specific focus on gender and sexuality issues. Her recent scholarly contributions can be found in esteemed journals such as *Information, Communication & Society*, *China Information*, *Television & New Media*, and *Feminist Media Studies*.



## **Dr. Paul Martin**

- Independent scholar -

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"Regional game studies and Chinese DiGRA"

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Paul Martin is an independent scholar currently conducting research in Japan on the uses of play and games in second language acquisition. He has degrees in Psychology and English Literature from University College Dublin and University College London, and his PhD, from Brunel University, was on space and place as means of expression in digital games. He worked for 12 years at the University of Nottingham Ningbo China, where he conducted various research projects in game studies on meaning and interpretation in games, game studies as an academic field, and games in second language acquisition. Outside of game studies he has published work on Japanese manga as well as technology in the classroom. He is particularly keen on developing game studies outside of the dominant European and American context. He co-founded the Chinese chapter of the Digital Games Research Association and served as its president from 2017 to 2022.



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Department of English Research Association  
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English Language and Literature  
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