16:00-17:30 – Session 7

- T. Majkowski, A. Prokopek, M. Kozyra, (Jagiellonian University) "Pan Twardeusz: CD Projekt Red and Polish Mandatory Canon"
- R. Walczak (Uniwersytet Kazimierza Wielkiego) "Secondary worlds intertextuality and embedding: literary phenomena and narratological devices in Polish game *Rex and the Wizards*"
- J. Goh (University of Santo Tomas) ""I was called here by humans who wish to pay me tribute": Remapping the Gothic and Horror Iterations of *Castlevania: Symphony of the Night* (1997) in Videogame Discourse"

Full program here:

Organizers

Conference organizers: **Laura Goudet** (University of Rouen and Academic Institute of France) and **Clément Personnic** (Montreal University)
Program chairs: **Joleen Blom** (Tampere University) and **Emma Reay** (University of Southampton)

Vandalizing the Classics: Subversion, Parody and Satire in Video Game Adaptations of Literature

16-17 May, 2024
Université de Rouen, France
Maison de l'Université—Salle des Conférences

Games and Literary Theory 2024

Program

Thursday 16th of May, 2024

9:00 – Registration
9:15 – Welcome
9:30-11:00 – Session 1

- J. Gutiérrez Carrera (Tampere University) "'If not for Bassanio, maybe I would've married you instead!': Character Changes in an Adaptation of Shakespeare's The Merchant of Venice in the MMORPG Mabinogi"
- D. Ten Cate. (Utrecht University) "Genre Repetition as Subversive Adaptation in *Elsinore* and *80 Days*»
- R. S. Abatangelo (University of Malta - Institute of Digital Games) "Going off script: Playing Shakespeare in Life is Strange: Before the Storm»

11:15-12:45 – Session 2

- S. Mukherjee (Centre for Studies in Social Sciences, Calcutta) "Jules Verne and Indian Independence: Remediating Postcolonial Science Fiction in Videogames"
- N. Valdivia Hennig (University of California Riverside) "Cross cultural chronicles Guaman Poma Meets Machiavelli in Pixel Art"
- P. D'Indinosante (Sapienza University of Rome - University of Silesia) "Playing (Jungle) Books, Going Wild(e): Playful Irreverence in Video Game Adaptations of Kipling and Wilde"

12:45-14:15 – *Lunch*
14:15-15:45 – Session 3

- B. Pérez Zapata (Universitat Pompeu Fabra) "Storyteller: playful and subversive variations on universal literature"
- H.-J. Backe (University of Copenhague) "Narrative / Puzzle / Game On Ludo-Narrative Agency Poetics"
- A. Waszkiewicz (The John Paul II Catholic University of Lublin) "What Does It Matter In the End: Interactivity and the Literary Resonance in Video Games Adaptations"

Friday 17th of May, 2024

9:00-10:30 – Session 4

- L. Moyzhes (Charles University) "Forbidden to forbid lack of affordances for creating stories of forbidden love in *Warhammer 40 000: Rogue Trader* and *Dragon Age: Inquisition*"
- R. Longobardi Zingarelli, (Brunel University London/University of Malta) "Attempted subversion: Transgender features and characters in *Hogwarts Legacy* and *Cyberpunk 2077*"
- P. Sidhu (University of Sidney) "Playing with rules and Boundaries: Adapting George Orwell's *Animal Farm* into a *Dungeons & Dragons* One-Shot"

11:00-12:30 Session 5

- A. Mochocka, (Kazimierz Wielki University) "Gaming illuminated manuscripts in *Inkulinati* and *Pentiment*"
- B. Dupont & H. Sellier (KU. Leuven -The Seed Crew) "Burn a book – Kill a poem – Plunder Goethe. A biblioclast's look into the history of media imaginary"
- M. Fuchs (Institute of Culture and Aesthetics of Digital Media) "Text-based Role-Play in the 13th Century"

12:30-14:00 – *Lunch*
14:00-15:30 – Session 6

- S. Chatterjee (University of Delhi) "Reshaping narratives Redefining Legends: A Comparative Analysis of *Raji*: An Ancient Epic and Devīmāhātmya"
- A. Klęczar (Jagiellonian University) "Sing of Zagreus, o Muse. The subversion of mythological and literary tradition of ancient Greece and Rome in *Hades*"
- B. Pérez Zapata (Universitat Pompeu Fabra) "Fidelity as subversion: *La Abadía del Crimen* in the context of microcomputer adventure games"