



DRAFT AGENDA of the GAMING HORIZONS final day
All sessions will be recorded and made available through the Gaming Horizons website at: <https://www.gaminghorizons.eu/>

Time	Presenters	Title
11:00- 11:15	Carlo Perrotta, Leeds university, Project coordinator	Introduction to the Gaming Horizons project
11:15- 11:35	Marcello Passarelli, Francesca Dagnino, Jeffrey Earp, CNR-ITD	Literature review on the role of digital games in society
11:35-12:00	Donatella Persico, CNR-ITD; Mata Haggis, NHTV; Carlo Perrotta, Univ. of Leeds	Interviews with experts and informants
12:00-14:00	Game Jam and lunch	
14:00-14:15	Mata Haggis, NHTV	Manifesto for European Video Games: Foundational Statements
14:15-14:30	Mata Haggis, NHTV	Manifesto for European Video Games: Manifesto: Actions
14:30-14:45	Chris Bailey, univ. of Leeds.	Scenarios for the cultural expansion of games
14:45-15:00	Viola Nicolucci	External contribution: Experiencing mental illness through the lens of a video game
15:00- 15:30	Closing session	Discussion

Details

Date: 29/1/2018

Time: 11:00- 15:30

Location: NHTV Breda University of Applied Sciences

[Monseigneur Hopmansstraat 1, 4817 JT Breda, The Netherlands](#)

N.B. because only a few people were able to attend, this event was organised as an online conference. Sessions took place in front a small audience and were recorded by a professional video crew. Titles and soundtrack will be added in postproduction and the videos will be uploaded to YouTube and the Gaming Horizons Websites by the end of February.

Tweets (and photographs) from the day are shown below

Gaming Horizons Retweeted



Mata Haggis @MataHaggis · Jan 29

Very exciting to be wrapping up the [@gaming_horizons](#) main research deliverables today... But there is so much more to be done on these themes.

[@carloper](#) kicks off with an introduction to the work.



Retweet icon 2

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Gaming Horizons @gaming_horizons · Jan 29

Psychotherapist Viola Nicolucci talking about the thoughtful representation of mental illness in Hellblade : Senua's Sacrifice.



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Gaming Horizons Retweeted



Chris Bailey @mrchrisjbailey · Jan 29

Me and Bones now watching @MataHaggis talk about the @gaming_horizons project's Manifesto for European Video Games #gaminghorizons



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Gaming Horizons Retweeted



Carlo Perrotta @carloper · Jan 29

According to the literature that we analysed the academic discourse on #gaming is moving towards treating excessive use as a disorder. #gaming_horizons

