



DISCORD
ACADEMIC
RESEARCH
COMMUNITY

D/ARC @SCMS22

COMMUNITY PROGRAM



D/ARC @ SCMS

DARCMODE.ORG

An unaffiliated, curated selection of **SCMS 2022** panels of relevance to members of the D/ARC. The full SCMS programme can be viewed [here](#).

Browse by Day

Follow the links below to find panels for particular days and times*:

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* All times are in CDT (GMT-5). Convert to your timezone [here](#).

Browse by Interest

Search (Ctrl+F) for panels related to one or more of your research interests:

[GAMING](#) [FAN STUDIES](#) [LIVESTREAMING](#) [SEX WORK / NSFW SERVERS](#)

[BOTS](#) [HATE & EXTREMISM](#) [EDUCATION / TEACHING](#)



Support the work and panels of other D/ARC members, marked with a bat!



Additions & Amendments

Did we miss something? Feel free to DM any of the D/ARC @[✨Moderators✨](#) or email mods.darc@gmail.com with your suggestions or corrections! 🚀

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Day One

31 March, 9am - 10.45am

A8 Digital and Tabletop Game Technologies: Towards a Critical Engine Studies

GAMING

Arianna Gass - "First Person Shooters, Game Engines, and the Ground Truth of Embodiment in Video Games"

Casey O'Donnell - "InDesign is a Game Engine: The Poetics and Politics of 'Programming' in Non-Digital Game Design and Development"

David Parisi - "Aspirational Standardization: 'Democratizing Haptics' through the Design of Tactile Effects Editing Tools"

Kaelan Doyle-Myersdough - "A Queer OS Powered by the Apocalypse: Speculating on Feminist Platforms through Tabletop Roleplaying Game Engines"

31 March, 11am - 12.45pm

B2 Spectatorship, Audiences, and Embodiment in the Global South

FAN STUDIES LIVESTREAMING

Isabel Huacuja Alonso - "Stories Full of Songs: Fanfiction and Hindi Film Songs on the Radio Airwaves"

Salma Siddique - "The Fan as Fanatic: Devotion and Community at Amitabh Bachchan Dham"

Tupur Chatterjee - "The House Cannot Be Full: Risk, Anxiety, and the Politics of Collective Spectatorship in a Pandemic"

Hatim El-Hibri - "Livestreaming the October 17 Lebanese Uprising: Affect and Direct Address on Social Media"

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31 March, 1pm - 2.45pm

C8 Playing with Plagues: Understanding Video Games through the Lenses of Disease, Illness and Sickness

GAMING FAN STUDIES

Justin Keever - "Surviving Agency: Starving at the Edge of Humanity in *Pathologic 2*"

Kyle Moody - "*Dishonored*, Consequences, and Intentions: Propaganda and Choice in Plague Gaming with Immersive simulations"

Joshua Zimmerman - "Heal the Body Electric: Reconsidering the Idea of Sick and Toxic Computer Game Fan Communities"

C18 Gaming, VR, and Interactivity

GAMING

Aaron Doughty - "Mobilizing Blackness: Jerry Lawson, Video Game Cartridges, and the Aesthetics of Digital Play"

Andrew Kirby - "Player Agency Against Propaganda in *Bioshock Infinite*"

Tamas Nagypal - "The Paradoxes of Neoliberal Agency: Noir Interpassivity in *Black Mirror: Bandersnatch*"

Jenna Ng - "The Post-Screen"

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31 March, 3pm - 4.45pm

D8 What is Accessibility Anyways? Interrogating the meaning of and means by which playful platforms are accessible

GAMING

Brianna Dym - "Plug and Play Accessibility with Nexus Mod Manager"

Kathryn Ringland - "The Serious Business of Accessibility in Playful Community Spaces"

Malinda Dietrich - "Accessibility for all? How Pokemon 'GO' treated staying at home during the COVID-19 pandemic"

Katta Spiel - "Playing for play's sake, but not if you're neurodivergent? A look at tech research and neurodivergence"

31 March, 5pm - 6.45pm

E1 Sexy, Fluid, Scandals: The Bodily, Gender, Sex and Affect

SEX WORK / NSFW SERVERS

Amber Davisson - "Pamela, Paris, and Kim, oh my!: Leaked sex tapes and the framing of non-consensual pornography as scandal"

Daphne Gershon - "The Good, the Bad and the Awkward: Exploring the affective politics of the awkward Hollywood sex scene"

Maude Riverin - "'It's Wet Around the Edges': Gender and Fluid Constructs in Film"

Suzanne Leonard - "COVID-19's Crises of Intimacy: Sleep, Sex, and Seclusion"

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E6 Fandom and/as Lifestyle Branding

FAN STUDIES

Kalvero Sinervo, Anna Peppard & Benjamin Woo - "The Guide to Comics (Fandom): Constructing Geek Culture in Wizard Magazine"

Elizabeth Affuso - "Fandom of Lifestyles: Home Influencers, Merchandise, and Streaming Media"

Fiona Harborak - "Now Viral: The Cross-Platform Branding Practices of Cos-Influencers"

Suzanne Scott - "The Dark Side of Luxury Fan Tourism: The Star Wars Galactic Starcruiser and Storyliving by Proxy"

Day Two

1 April, 11am - 12.45pm

G6 Resituating Fandom: New Media, New Era

FAN STUDIES

CarrieLynn D. Reinhard & Krysten Stein - "'I would make COVID go away, but keep Wednesdays off so I could watch TV': COVID-19, Mental Health, and Fandom"

Megan Condis & Ben Alfonsin - "Enlisting Disney Fans in the Society of Explorers and Adventurers"

Anne Kustritz - "'There are Many Forms of Resistance': Independence and Ephemera in Transmedia Fan Production"

Bobby Schweizer - "Fans Finding Fandom Through the #homemadeDisney Video Trend"

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G18 Bots, Trolling, and Activism: Exploring Organized Discourses in Digital Spaces

BOTS **FAN STUDIES** **GAMING**

Andrea Acosta - "'Verify You Are Human': On Bots and Minoritarian Being in Digital K-Pop Fandom"

Jacqueline Land - "Finally Some Representation: Indigenous Television Audiences, Digital Presencing, and Failure on Native Twitter"

Dylan Caskie - "Altar of CRTs: *Super Smash Bros. Melee*, Nostalgia, and Gaming Utopia"

Rainer Dalton - "'Caller, you're on the Air': Exploring the Trolling Metagame & Ludic Space within Wham City Comedy's *Cry of Mann*"

G19 Embodiment and the Audience

FAN STUDIES

Leah Steuer - "The Neurodivergent Audience: Assimilating Disability Aids through ASMR"

Meredith Ward - "Isolation, Listening and Video Cultures Online: Empty Music Videos and Coping with the COVID-19 Lockdowns"

Muxin Zhang - "Situating the Fan Gaze: Idol Surveillance and Fandom Image-Making in the Fancam Era"

Marsha Cassidy - "Affect and the Covid Body on Screen"

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1 April, 1pm - 2.45pm

H6 The Culture Wars, Fandom, and White Supremacy

FAN STUDIES HATE & EXTREMISM

Anthony Danner - "'America is in dire need of true heroes...': Playing the white masculine crusader at the Capitol insurrection"

Linda Howell - "The Serpent Mother: White Women, White Supremacy, and the Beautiful Evil"

Mel Stanfill - "'Teaching white kids they're bad because they're white': Antifandom of Critical Race Theory as Fandom of Whiteness"

Christina Wurst - "'I only mind because it's forced diversity': The intersection of pop cultural critique and white supremacist ideology"

Day Three

2 April, 9am - 10.45am

K1 Streaming Platforms: Curation, Consumption, and Convergence

LIVESTREAMING

Dianne Burgess & Kirsten Stevens - "We're going to need a bigger ident: Netflix original films and the myth of content convergence"

James Gilmore - "Alienation and controlled consumption on Disney+"



David Kocik - "'Even if it's deleted I will remember!': Appeals to Liveness in Podcast Streaming on Twitch"

Mike Van Esler - "The Deep Library: Emerging Media Business Models in the Streaming Era"

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K5 Stream Queens: Remediating Horror across Platforms

LIVESTREAMING FAN STUDIES

Dana Och - "Technologies of Evil: Television Horror across Platforms"

Genevieve Newman - "From Paranormal to Parasocial: YouTubers, Twitch Streamers, and Online Horror Communities"

Riana Slyter - "Revamp of the Vampire Slayer: Representations of Gender in BBC's *Dracula*"

Matt Smith - "Remediating the Slasher for the Modern Streaming Audience: Netflix's *Fear Street* & 21st Century Gender Politics"

K21 Transing Cinema and Media Studies (Roundtable)

GAMING

Eliza Steinbock - The Riotous State of Trans Visual Culture

Eriq Zhang - Aesthetic Labor in Trans Women's Surgery Vlogs

TJ Billard - Toward a Trans Critique of Media Representation

Bo Ruberg - Trans Game Studies

micha cárdenas - Poetics of Trans Ecologies

2 April, 11am - 12.45pm

L1 Universal Design for Learning: Inclusive Course Design and the Media Studies Classroom (Workshop)

EDUCATION / TEACHING

Nicole Hentrich & Bridget Kies

L3 **Between Fans of Color and Fan Objects of Color**

FAN STUDIES

Dayna Chatman - "Intra-Fandom Wars: Navigating K-Pop Fandom While Black"

Emily Rauber Rodriguez - "Space Guatemala and Baby Yodito: Imagining Latinx Identities in Star Wars"

Erika Chung - "Navigation and Negotiation of Identity and Values: Women of Color Comic Book Fans"

Matt Griffin - "'Fill our hearts with tolerance': Progressive politics in Marvel's brand management"

L8 **The Multimedia Multiverse: Studies of *Magic: The Gathering***

GAMING

Jan Švelch - "Theorycrafting Upcoming Metagames: Exploring the Role of Card Previews in *Magic: The Gathering*"

Rachel Guldin & Brandon Harris - "'Who wouldn't want to summon dragons and trolls?': Constructing communities at Friday Night Magic"

Calvin Liu - "Gathering UNderstanding: Subcultures, Hierarchies, and Norms"

Matt Knutson - "Wasn't in the Cards: The Proto-Esport of Professional Magic"

L19 **On Writing Historiographies of Game Studies: Scholars Reimagine the Field (Roundtable)**

GAMING

Kishonna L. Gray - "Finding a Way In When Games Studies Pushes You Out"

Christopher A. Paul - "Beyond Basic: Pushing Past Our Limitations"

Jennifer deWinter - "Culling the Histories of Game Studies"

Alison Harvey - "Disciplinarity, Regionality, and Game Studies"

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L21 Affective Labor(s) & Politics on Social Media

FAN STUDIES **SEX WORK / NSFW SERVERS**

Jacqueline Ryan Vickery - "Doing Homework and Other 'Favors' for Survival: TikTok, #DarkHumor, and the Gendering of #SchoolShooting Memes"

Addie Shrodes - "Reaching for Radical Joy: Archives of Anti-Hate Feelings in LGBTQ+ YouTube Reactions"

Alora Paulsen Mulvey & Jessalynn Keller - "Brooms, Brunch, and Ballots: Popular Feminism, Instagram, and Feminized Electoral Politics"

Mikayla Knight - "#SeggsEd: Biased Algorithms, Digital Sex Work, and Youth Sex Education on TikTok"

2 April, 1pm - 2.45pm

M19 Create-o-Bots: Automated and Digitized Creative Labor

BOTS **GAMING**

Eric Freedman - "Cheating Death: The Visual Logic of Pandemic Culture in Playable Media"

Brandon Green - "'If It Were Any Easier, The Script Would Write Itself': Screenwriting Software and the Politics of Automation"

Jacqueline Johnson - "Kookadoodle: *The Drew Barrymore Show*, Pandemic TV, and the Instability of a Medium"

Justin Rawlins - "Forging a Future Method: Black Boxing, 'the Method,' and Speculative Screen Acting in US Cinema"

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M21 Praxis What You Preach: Tactics and Strategies for Critical Media Pedagogy on the 21st Century College Campus (Workshop)

EDUCATION / TEACHING

André Seewood, Brad Limov, Zizi Li & Vivienne Tailor

Day Four

3 April, 11am - 12.45pm

Q5 "It's All Connected": Complicating Digital Fan Labor through Platform Studies

FAN STUDIES GAMING

Lesley Willard - "(Play)Testing the Limits: Steam, Fan Labor, and the Precarity of Video Game Work"

Melanie Kohnen - "Affective Labor Meets Machine Learning: Industry-Fan Relationships in Algorithmic Brand Cultures"

Anastasia Salter & Bridget Blodgett - "Unspeakable Games, Epic v. Apple, itch.io, and the Search for a Feminist Game Platform"

Lauren Rouse - "It's Hard Out Here: OnlyFans, Cosplay, and Exploitative Platform Economics"

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3 April, 1.15pm - 3pm

R9 Opacity, Community, Discovery: Structures of Queer Visibility in Videogames

GAMING

Ryan Rose Aceae - "Archives, Not Empathy Games: Monstrosity and Glitching in The Black Trans Archive"



PS Berge - "'THERE IS NO ESCAPE': Roguelike Romance and Queer Discovery in Hades"

Cass Zegura - "Beyond the Edge: Modding and the Code/Representation Nexus"

Jack Murray - "Funny Little Beans: Queer Structures and Orienting Affect in Multiplayer Games"

R20 New Approaches in Fandom Studies: Discourse, Celebrity, Ethnography

FAN STUDIES

Corrine Jones - "Headfirst, Fearless (Taylor's Version): Taylor Swift, Fans, and the Feminist Politics of Refusal"

Hilde Van de Bulck & Jan Van den Bulck - "'Keep sharing your voice, your struggles, your pain': Fans on Val Kilmer's Throat Cancer"

Susan Noh - "Anime Fansubbing in the Age of Simulcast Streaming: Contemporary Motivations and Strategies for Survival"

Mandy Elizabeth Moore - "All Aboard the S.S. Minty: A New Materialist Approach to Fandom Shipping Practices"

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3 April, 3.15pm - 5pm

S3 Adjusting the Margins: Identifying Overlooked Creative Labor

GAMING

Katherine A. Johnson - "Once Upon a Time in Hollywood Stunting: The Industry's Story about Stunt Work"

Taylor Woodhouse - "Esports, Now In Color: Arcades, Accessibility, and Athletes of Color in Competitive Video Gaming"

Ari Purnama - "'My Camera Department Should Look Like a Neighborhood': Diversity and Inclusion Efforts in the Cinematography Profession"

Deron Overpeck - "The Right to See All the Top Pictures: Independent Exhibitors' Drive to Regulate the U.S. Film Industry, 1954-1960"