

To Kill or not to Kill

- and other presentations on **computer games research**

Friday November 12, 2004
MODINET's Conference Room 5.2.29a (old KUA)

PROGRAMME:

- 09.15-09.25: Welcome
- 09.25-10.05: **Gitte Stald**
Perspectives on Fascination of Death and Violence in Games
- 10.05-10.45: **Kjetil Sandvik**
Game Characters with Scruples?
- 10.45-11.00: Coffee
- 11.00-11.40: **Susana Tosca**
To Kill or not to Kill: the Butterfly Effect in Blade Runner
- 11.40-12.20: **Troels Degn-Johansson**
On Death and Destruction in Strategy Games
- 12.20-13.15: Lunch
- 13.15-13.55: **Jesper Juul**
What the Game Means: About Grand Theft Auto 3
- 13.55-14.10: coffee
- 14.10-14.50: **Charlie Breindahl**
Racing Games
- 14.50-15.30: **Jonas Heide Smith**
Games, Peacocks, and the Theory of Conflict