

WORKSHOP ON THE PHILOSOPHY OF GAMES

Preliminary schedule (8/27/2020) all times EDT

Saturday, 24 October

- 10:00 – 10:40 **Eliya Cohen** (Princeton University), “A New Moral Controversy in Video Games: Microtransactions and Loot Boxes”
- 10:40 – 11:20 **Tad Bratkowski** (McKendree University), “Piracy vs. Preservation: Ethics vs. Video Game Aesthetics”
- 11:20 – 12:00 **A. G. Holdier** (University of Arkansas), “‘Roll Initiative’: Make-Believe, Striving Games, and Cognitive Perspectivalism”
- 2:00 – 2:40 **Alexandre Declos** (College de France), “Rules, Code, and Ontology”
- 2:40 – 3:20 **Christopher Yorke** (James Bey Eeyou School), “A Suitsian Critique of Pike’s Local Essentialist Account of Sport”
- 3:20 – 4:00 **Jonathan Weinberg** (University of Arizona), “Calling Fouls in Philosophy”

Sunday, 25 October

- 10:00 – 10:40 **Karl Egerton** (University of Hertfordshire), “A Framework for Player Engagement with Games: Formal Reliefs and Representation Checks”
- 10:40 – 11:20 **Eva Dadlez** (University of Central Oklahoma), “Beyond Setting the Table: Tabletop RPGs and Aesthetic Improvisation”
- 11:20 – 12:00 **James Garrison** (Baldwin Wallace University), “Political Correctness as a Game”
- 2:00 – 2:40 **Landon Schurtz** (Tulsa Community College), “The Distinctive Nature and Appeal of Roleplaying Games”.
- 2:40 – 3:20 **Francisco Javier Lopez Frias** (Rock Ethics Institute), “Psychoanalyzing the Grasshopper: Society, Work, and Repressed Play in Bernard Suits’ Riddle Concerning the Good Life”

Free and open to all who pre-register: bartelcj@appstate.edu



**American Society
for Aesthetics**

Organizers: Christopher Bartel and Mark Silcox

Advisory Committee: Eva Dadlez, Zach Jurgensen, Shelby Moser,

C. Thi Nguyen, Stephanie Patridge, John Sageng

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