



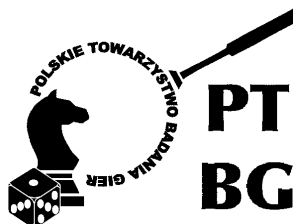
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2nd INTERNATIONAL CONFERENCE

Culture-Generative Function of Games

Game in the Education, Media and Society

Poznań, 25 – 26 November 2006

The Game Research Association of Poland Main Board and GRAP Centre at the Institute of Applied Linguistics of Adam Mickiewicz University in Poznań have the honour to present the 2nd International Conference of the "Culture-Generative Function of Games." The enormous interest raised by the previous conference, which is going to result in a two-volume publication, has confirmed the interdisciplinary character of ludology as game-focused studies. As the overall conclusion drawn from the conference has confirmed, games (including computer games) have become rooted in the contemporary culture and constitute a phenomenon infiltrating nearly all spheres of human life. Following are a few among the questions which remain open:

What was the meaning of games in the past, and what is it today?

What are the prospects for games to be applied to a broadly understood education?

Would it be possible and, more importantly, justified, to create a stand-alone game research methodology?

Can game studies evolve exclusively from theories developed by social sciences and humanities?

In what direction does ludology develop in Poland and abroad?

The above issues, together with many other, which concern the position of games in science, education and culture, and especially in multimedia, constitute our proposed discussion objects. We are looking forward to hear voices of media experts, glottodidactic experts, linguists, theorists of literature, historians, philosophers, culture researchers, sociologists, psychologists and psychiatrists, pedagogues, computer experts, economy experts, lawyers and representatives of other disciplines, including sciences. We also invite game authors and journalists.

Suggested discussion topics:

Game research methods and directions of ludology development.

Language and communication games in the foreign language teaching, education, pedagogy and e-learning.

Linguistic, literary and cultural game inspirations.

Interactive narratives: communication in computer and role-playing games.

Historical evolution of games.

Sociological and psychological aspects of games.

Modern technologies used in games.

New types of games and their place in culture.

The image of games in media and in the public opinion.

Applications:

Please submit your applications including the personal information, paper title and abstract, to the conference website <http://gry2.konferencja.org>. The application deadline is **September 20, 2006**.

Participation costs:

The conference fee (covering the organizational costs and conference proceedings) is 200 PLN. Students – 50 PLN. For the GRAP members the fee is 190 PLN and 40 PLN (the membership fee for the year 2007 included.) The payments should be to the following account: ILS UAM: WBK S.A. oddział w Poznaniu 77 1090 1362 0000 0000 3601 7903, with a special instruction '*Subkonto: 249.30.758 "Konferencja"*.' The payment deadline is **September 20, 2006**. Please send the payment note to the address of the Institute. Conference participants can organize the accommodation and meals on their own or make use of recommended facilities.

The conference proceedings are planned to be published.

Conference Organizational Committee:

Prof. Waldemar Pfeiffer; Dr. Augustyn Surdyk; Dr. Paweł Hostyński; Dr. Jan Stasieńko; Dr. Agnieszka Dytman-Stasieńko; Dr. Jerzy Szeja; Michał Mochocki, MA; Dominika Urbańska-Galanciak, MA; Agata Zarzycka MA.