



8:55-9:00 a.m. **Welcome & Territorial Acknowledgement:** **Ann De Leon** (University of Alberta), **Ashlee Bird** (University of Notre Dame), **Wendi Sierra** (Texas Christian University) and **Naithan Lagace** (University College of the North).

9:00-10:10 a.m. **Panel 1:** Chair/Discussant: **Wendi Sierra**

- **Daniel Goldie-Furlong** (Independent scholar, type designer/Japan): *Pokémon Legends: Arceus*, the Ainu of Japan and the “Wajin Worldview”
- **Ben Quail** (University of Glasgow): “I am Turok!” – The Nintendo 64 and Indigenous Representation
- **Wendi Sierra** (Texas Christian University): Unnecessarily Native: A Brief Survey of Forgotten Games
- **Fiona Schönberg** (novelist, narrative designer/ Germany) & **Miriam Scuderi** (Johannes Gutenberg Universität of Mainz): Bless their Honest Hearts - Interrogating the Propagation of ‘Missionary Narratives’ in *Fallout: New Vegas*
- **Vanessa Wanick** (Winchester School of Art, University of Southampton) & **Guilherme Xavier** (Pontifical Catholic University of Rio de Janeiro): Reimagining Farming Video Games Systems Through Indigenous Food Production Practices

10:10-11:10 a.m. **Panel 2:** Chair/Discussant: **Ann De Leon**

- **Joshua Fitzgerald** (Churchill College): Cage of Empires: Razing the “Aztecs,” Conquistador Affordances, and the Trappings of Playing Out the Spanish Conquest
- **Ann De Leon** (University of Alberta): Fighting (with) the Patriarchy? Representations of Aztec Culture and Women in *Yoapan* and *Aztech: Forgotten Gods*
- **Edgar Martin Del Campo** (Software developer, Independent Scholar/ San Antonio, Texas): *Jaguar King: A Mesoamerican Game of Conquest*
- **George Sieg** (Southwestern Indian Polytechnic Institute, Albuquerque, New Mexico): Colonization via Simulation: The Non-Civilizational Historical Model of *Civilization* and Its Distortions

11:10 a.m. -12:10 p.m. **Panel 3:** Chair/Discussant: **Naithan Lagace**

- **Phillip Michael Alexander** (Miami University in Oxford, OH): Slaying Dragons: Institutional Racism, Cultural Appropriation and the Tauren in *World of Warcraft*
- **Nicholas Villeneuve** (Arizona State University): (Non-)Indigenous Representations and Commercial Tensions in *Shadow of the Tomb Raider* (2018)
- **Daniela Atencio & Claudio Rossi** (Universidad de los Andes, Colombia): Expeditions in Latin America: Representation of Stereoscapes in/and the Quechua Culture in *The Shadow of the Tomb Raider* (2018)
- **Nico Valdivia-Hennig** (University of California, Riverside): Where is the Forest? Indigenous-Futuristic Tensions and Representations of Nature in *Mulaka* and *Aztech: Forgotten Gods*

12:10-1:10 p.m. **Panel 4:** Chair/Discussant: **Ashlee Bird**

- **Jordan Clapper** (Washington State University): “Post-post-apocalyptic future”: Neon Native Genre-bending and the Indigenous Game Scene
- **Maxence Terrollion** (University of Quebec at Montreal), **Florian Lebret** & **Lucas Aguenier** (Laval University): Cultural Industries or Cultural Revitalisation? Video Games in Indigenous Context
- **Ariann Rousu** (Artist, Native Dancer Metaverse project): *Native Dancer*: Fostering Native and Indigenous Communities in the Metaverse
- **Maya Chacaby** (York University, Glendon), **Robin O’Loughlin** (Lakehead University, Thunder Bay), & **Audrey Gilbeau** (Executive Director, Nookiiwin Tribal Council): Learning Anishinaabemowin Through Virtual World Learning Environments

1:10-1:15 p.m. **Wrap up:** A final thank you to all participants.