



Who's playing this game?_

Friday, 4th of September 2026

Institute of English Studies (Kućnicza 22)

PROGRAM

9:45-10:00 introduction

10:00-10:30 Oliwia Bieniek (UWr) — TTRPGs as need fulfilment

10:30-11:00 Jakub Nysler (UWr) — From Bystanders to Participants: Psychological Mechanisms of Player Passivity in TTRPGs

11:00-11:30 Karolina Lutek (UWr) — How popular culture shapes the image of TTRPGs players: portrayal of D&D in *Stranger Things*

11:30-12:00 Wiktoria Łubkowska (UW) — Beyond the Male Gaze: Gender and Ideology in Video Games

12:00-12:30 break

12:30-13:30 dr hab. Tomasz Z. Majkowski, prof. UJ — Games and invented traditions

13:30-14:30 lunch break

14:30-15:00 Julia Czerczuk, Julia Gońka, Agata Zapalowska, Magdalena Zmerek (AGH) — SIMSplification — Genuine Representation or Superficial Inclusivity in Avatar Creation in *The Sims 4*?

15:00-15:30 Julianna Silber (UWr) — DEX Saved the Cat: Animals as Companions and Playable Characters in Video Games

15:30-16:00 Aleksandra Dziemińska (UWr) — Non-human treatment in games: a case study of *Genshin Impact*

16:00-16:15 break

16:15-16:45 Karolina Gądor (UEK) — The Emotional Impact of *Life is Strange*: Atmosphere, Choices, and The Player's Mind.

16:45-17:15 Michał Janik (UWr) — The psychological aspects and establishing boundaries in dystopian settings

17:15-17:45 Weronika Kucharska, Martyna Obodryska (UWr) — When the Game Matures with Its Players: The Evolution of Beemoov's Dating Simulators

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