

<b>Philosophy of Games Workshop Program</b>			
<b>Utah Valley University - Room TBA</b>			
<b>Friday Oct 14</b>	<b>Talk</b>	<b>Speaker</b>	<b>Commentator</b>
10:00 AM	An Analysis of Callois' Classification of Games	Ivan Davidov	Thi Nguyen
11:00 AM	Videogames and Imaginative Identification	Stephanie Patridge	Christopher Bartel
	<b>LUNCH</b>		
2:00 PM	Kantian Aspects	Francisco Javier Lopez Frias	Mariam Thalos
3:00 PM	The Compatibility of Artworks and Games	Daniel Conrad	Brock Rough
4:00 PM	Ontology and Transmedial Games	Christopher Bartel	Stephanie Patridge
<b>The University of Utah - Room TBA</b>			
<b>Saturday Oct 15</b>	<b>Talk</b>	<b>Speaker</b>	<b>Commentator</b>
10:00 AM	Gamification and the Lusory Attitude	Michael Goerger	Bill Morgan
11:00 AM	The Game is a Lie: Video Games as Algorithmic Works	Shelby Moser	Christopher Yorke
	<b>LUNCH</b>		
2:00 PM	Endless Summer: What Kinds of Games Will Suits' Utopians Play	Christopher Yorke	Shaquan Foster
3:00 PM	Why Gamers are not Performers	Andrew Kania	Zach Jurgensen