

Hour	24 APRIL	25 APRIL
8:30	Opening remarks	
9:00	<b>PANEL 1: Mythical Overview</b>	<b>PANEL 5: Mythical by Design</b>
9:00	Victor Navarro-Remesal, Beatriz Pérez-Zapata: Endless Odysseys: Modern myrioramas and literary and folkloric influences	<i>Jack Orchard: Mythtroidvanias: Mythologies and Transcultural Narrative in the Metroidvania Genre</i>
9:30	<i>Regina Seiwald: Myth, Ideology, and the Digital Realm: Video Games as Cultural Critique</i>	Magdalena Cielecka: It takes a village - impact of various production practices on dialogue structures
10:00	Stanisław Krawczyk: The Romantic Tradition and the Rationalization of Myths in Video Games	Franciszek Michalski: Deadly Brakeout – how Supergiant Games connects gameplay mechanics with story and myths in Hades (2020)
10:30	<b>Coffee Break</b>	<b>Coffee Break</b>
11:00	<b>PANEL 2: Traditional Mythologies</b>	<b>PANEL 6: Postmodern Worldbuilding</b>
11:00	Bruno de Paula: The myth of global games, national games, and the folkloresque	Daniele Monaco: Reinventing the Spirit of the Place: Representations of the Genius Loci in The Witcher 3: Wild Hunt
11:30	Ainhoa Jiménez Arranz, Salvador Gómez García, Nuria Navarro Sierra: he 84,000 Clones of Sun Wukong: The Monkey King as an Ambassador of Chinese Culture in Video Games	Leonid Moyzhes: Myths of the Zee: Sunless Sea as simulation of mythological world
12:00	Costantino Oliva: Night Parade of 100 Demons - Adapting Japanese Folklore to Game Musicking Research	Agata Waszkiewicz: The Janitor and the Old Gods: Remedy Connected Universe as Postmodern Folklore
12:30	<i>Nico Valdivia Hennig: Reimagining Indigenous Myths in Latin American Video Games: The Impact of Community Collaboration</i>	Mikołaj Pokrzepa: Posthuman myths - machines, androids and humanity in NieR: Automata
13:00	<b>Lunch Break</b>	<b>Lunch Break</b>
14:00	<b>PANEL 3: National Mythologies</b>	<b>PANEL 7: Beasts, Monsters, and Creatures</b>
14:00	<i>Aliaksandr Razhkov: Mythology of the Russo-Ukrainian War: The Influence of (Video)Games and Fantasy Literature on Political Communication</i>	Matylda Szpila: The tamed, the objectified and the folkloresque – modern depictions of kitsune in digital games
14:30	Nicholas Demetroulakos: From Chernobyl to Chornobyl: Ukrainian Identity in S.T.A.L.K.E.R.: Shadow of Chernobyl and S.T.A.L.K.E.R. 2: Heart of Chornobyl	Karol Popow: Different Myths, Different Worlds: Shifting Paradigms of Mythical Creatures and National Mythology in TRPGs
15:00	Hans-Joachim Backe: Freeing the Zone: Re-mythologization and de-mythologization in S.T.A.L.K.E.R. 2: Heart of Chornobyl	Emilia Mazur: Ludic Bestiary – a playful tool of collective imagination, from medieval manuscripts to modern game interfaces
15:30	Tomasz Majkowski, Aleksandra Prokopek, Magdalena Kozyra: What We Do In (Digital) Poland? Gothic themes as political metaphors in Werewolf	David Harold ten Cate: The Ecology of Myth in Alba: A Wildlife Adventure
16:00	<b>Coffee Break</b>	<b>Coffee Break</b>
16:30	<b>PANEL 4: Re-Reading The Classics</b>	<b>PANEL 8: Fairy Tales</b>

16:30	Natalia Kurasz: LIES OF P – NEW VIEW ON POSTHUMANISM IN CARLO COLLODI'S „PINOCCHIO”	<i>Aleksandra Mochocka : Deconstructing and reconfiguring the fairy tale narrative patterns in Slay the Princess – The Pristine Cut (2024)</i>
17:00	Robin Longobardi Zingarelli: Grieving, longing, reuniting: love and myth in Hades' Achilles and Patroclus' quest	Eryk Froń: Slay or save the princess - a case study and close reading of the game Slay the Princess
17:30	Marco Imperatore: THE CASE STUDY OF MARCUS JUNIUS BRUTUS AS A REFLECTION ON THE MYTHOLOGIZATION OF ANCIENT ROME	Victor Navarro-Remesal, Mateo Terrasa-Torres, Alberto Porta: “Gaah! Thoughts!” The divine curse of a human consciousness in the modern apologues ‘Fifteen Dogs’ and ‘Frog’s Adventure’
<b>18:00</b>	Paolo D'Indinosante : Old and New Myths in Asterix Video Games	<b>General Assembly</b>
<b>20:00</b>	<b>Conference Dinner</b>	