

DIPARTIMENTO DI LINGUE, LETTERATURE E CULTURE MODERNE
Università degli Studi "G. d'Annunzio" Chieti-Pescara
Viale Pindaro 42 - 65127 Pescara



**Giornata di studi
International Workshop**

Play New Game: The Multilevel World(s) of Video Gaming in Contemporary US Culture



**giovedì 9 maggio 2024
ore 9.30-13.00
Aula De Tommaso**

I colleghi, i dottorandi e gli studenti sono invitati a partecipare

Gli organizzatori
Dott. Nicola Paladin
Dott.ssa Francesca Razzi

Il Direttore del Dipartimento
Prof. Ugo Perolino



Workshop Program

h. 9.30

Greetings

Head of the Department of Modern Languages, Literatures and Cultures Ugo Perolino
Workshop Organizers Nicola Paladin, Francesca Razzi

h. 9.45-10.30

Opening Session

Video Gaming as Intermodality: A Theoretical Approach

Chair: Francesca Razzi ("G. d'Annunzio" University, Chieti-Pescara)

Elena Lamberti (University of Bologna)

"Learning by Playing: Media Ecology, Videogames and Storytelling"

h. 10.30-11.15

Session 1

Cultural and Literary Environments in Video Game Worlds

Chair: Emanuela Ettore ("G. d'Annunzio" University, Chieti-Pescara)

Michael Fuchs (University of Innsbruck)

"The US-Mexico Border in *Call of Duty: Ghosts* and *Call of Duty: Modern Warfare 2*"

Valentina Romanzi (University of Turin)

"Play Me for a Fool: Transposing Madness and Horror from Classic American Literature to Video Games"

h. 11.15-11.30

Break

h. 11.30-12.15

Session 2

Re-telling American History through Video Games

Chair: Paola Brusasco ("G. d'Annunzio" University, Chieti-Pescara)

Nicola Paladin ("G. d'Annunzio" University, Chieti-Pescara)

"Beautiful Killers: The Celebration of the American Revolution in *Assassin's Creed III*"

Francesca Razzi ("G. d'Annunzio" University, Chieti-Pescara)

"To the Frontier and Back: Narratives of the Gilded Age Metropolis in *Red Dead Redemption II*"

h. 12.15-12.45

Q&A Session