

**Program Swiss Game Studies Day (Impact Hub Bern, 24.02.2018)**

10h00-10h30 Press Start : Introduction to the *Swiss Game Studies Day*  
Welcome / Project / Address Book / Goals

10h30-13h00 Stage 1

*Swiss Game Center: goals and next activities*  
Rigamonti, Maurizio (Fribourg)

*Digital Game Archiving : The case of the Bruno Bonnell fund at the Bolo Museum*  
Yannick Rochat & Selim Krichane (UNIL Gamelab, Lausanne)

*Mapping a local history of videogames in Switzerland : The Swiss Games Showcase project*  
David Javet (UNIL Gamelab, Lausanne)

(Pause)

*The impact of action video games on cognition*  
Bavelier, Daphne (Geneva – Skype Call)

*Serious games as an adjuvant therapy for impulse-control disorder*  
Rigamonti, Maurizio (Fribourg)

*Emotional Challenge in Digital Games*  
Mekler, Elisa & Bopp, Julia Ayumi (Basel)

13h00-14h00 : Pause

14h00-17h00 : Stage 2

*Playable Design at HEAD*  
Stanley, Douglas Edric & Mathieu, Alexia (HEAD, Geneva)

*An Overview of the projects and researches at the ZHdK Gamedesign*  
Bauer, René (ZHDK, Zurich)

*UNIL & EPFL & Gamelab : Conferences & exhibits & publications*  
Yannick Rochat (UNIL Gamelab, Lausanne)

(Pause)

*Ludic Society and Neuro-Games: From hybrid games to experimental systems.*  
Prof. Dr. Margarete Jahrmann, Subject Area Game Design ZHDK (Zurich)

*Analysing Video Game Discourses: the case of the “Camera”*  
Selim Krichane (UNIL Gamelab, Lausanne)

17h00 : Game Over