

# AFK in Florida: The 4<sup>th</sup> Annual Philosophy of Video Games Conference

February 27–28, 2026  
Department of Philosophy  
Florida Atlantic University



FLORIDA ATLANTIC UNIVERSITY  
Center for the Future of  
Mind, AI and Society



FLORIDA ATLANTIC UNIVERSITY  
Department of Philosophy  
Dorothy F. Schmidt  
College of Arts and Letters



FLORIDA ATLANTIC UNIVERSITY  
Center for Peace, Justice  
and Human Rights  
Dorothy F. Schmidt  
College of Arts and Letters

## **Friday, February 27 (All Talks in Social Science Building [SO] 112)**

9-9:30 Light Refreshments

9:30-10:15 Luke Ford, "Waiting on the Beach: The Gamification of Leisure and the Current Possibility of Free time", The New School for Social Research

10:30-11:15 Eliya Cohen, "Beauty in Defeat: Games, Competition, and the Aesthetics of Agency", University of Utah

11:30-12:15 Dario Vaccaro, "Meaningful Gaming", University of Tennessee, Knoxville

12:30-2:00 Lunch and Poster Presentations (Performing Arts Building [PA] Atrium)

- Yente Austerlitz, "Play Seriously: Play in Plato's *Laws*", FAU
- Alex Carty, "Fictionalism and Virtual Actions: The Ironic Account", McGill University
- Cara Rei Cummings-Coughlin, "Aristotle on Dead by Daylight: Defending Ultra-Violent Video Games", Morgan State University
- Amy Gardner, "Why Girls Just Can't Have Fun: Video Game Worlds and Gendered Embodiment", Marquette University
- Caroline Hoskins, "The Moral Parity of Sexual Fantasies and Videogames", Rutgers University
- Hirbod Human, "Should Design Move from a Discipline of Form to a Discipline of Experience? Applying Somaesthetics as a Framework for Embodied Design Practice", FAU
- Jaimie McCaffrey, "An Open Wound is a Window into the World: Pathologic 2, The Theater of Cruelty and the Phenomenology of Pain", University of Kentucky
- Arwen Paredes, "Something to Care For", FAU

2:15-3:00 Zach Thornton, "Gameplay as a Separate Fiction: The Metaphysics of Ludonarrative Dissonance", Virginia Tech

3:15-4:00 Shelby Moser, "Playing with Fear: How Agency in Video Games Amplifies Emotions of Horror", University of Utah

4:15-5:15 \*\*\* Keynote \*\*\* Christopher Bartel, "Values in Games", Appalachian State University

6:00 Dinner for Presenters

## **Sat., February 28 (All Talks in Social Science Building [SO] 112)**

9-9:30 Light Refreshments

9:30–10:15 Michael Lindquist, “Chess as Sport: A Reevaluation of Diachronic Problems of Identity, Aspiration, and Ought”, Embry-Riddle Aeronautical University

10:30–11:15 Stephanie Patridge, “Feeling the Story: Frustration and Metaphor in Games”, Otterbein University/University of Iowa

11:30-12:15 Beth Barker, “Knowing How to Play a Game”, Grand Valley State University

12:15–1:30 Lunch

1:30–2:15 Robby Finley, “Metroidbrainias, Playing without Knowing, and Paradoxes of Rule-Following”, University of Maine

2:30–3:15 Rami El Ali, “When Good Systems Make Bad Games (and Bad Systems Make Good Ones)”, University of Arizona,

3:30–4:15 Karim Nader, “Putting the Games Back in Gamification”, Oakland University

4:30–5:15 Joshua Rust, “Games, Work, and the Tedium of Immortality: On the Intelligibility and Adequacy of Suitsian Utopia”, Stetson University

End of Conference, GGs

