



**Bristol Digital Game Lab Postgraduate Work-in-Progress Workshop**  
**In person**  
**11:00-17:00, Friday 23 February**  
**Location: Beacon House, room 4.04, University of Bristol**

### Programme

<b>Timeslot</b>	<b>Presenter</b>	<b>Title</b>
11:00-11:30	<i>Arrival and welcome</i>	
11:30-11:50	Dody Chen UCL	The Visibility of Chinese Game Localisers on Chinese Social Media
11:50-12:10	Jemma Stafford Leeds	Crouching Button, Hidden Typo: The Impact of Localisation on Player Reception in ZH-EN RPG titles
12:10-12:30	Yunke Deng UCL	Mapping accessible video gaming for visually impaired players in China
12:30-12:50	Xuancheng Yu UCL	Video Game Subtitling for the Deaf and Hard-of-Hearing in Mainland China
13:00-14:30	<i>Lunch</i>	
14:30-14:50	Anyi Liu Bristol	Privacy in Metaverse Gaming—study on privacy infringement in virtual reality game and governance patterns
14:50-15:10	Weiwei Yi Glasgow	How free is free-to-play: Regulating dark pattern designs in video games
15:10-15:30	Maria Sameen Bristol	Illuminate the Shadows: Unmasking Dark Patterns in Video Games
15:30-15:50	Edward Knight Bristol	Exploring progression in the Video Game Sector: An Analysis of Inclusiveness and Transformations within Games and the Gaming Industry from 2014-2024
15:50-16:10	<i>Break</i>	
16:10-16:30	Will Price Bristol	Philosophizing History in the <i>SoulsBorne</i> Games
16:30-16:50	Yifan Liu Bristol	Adapting Greek Mythology into Video Games
16:50-17:00	<i>Wrap up</i>	