

# DIGITAL GAMES AS CULTURAL AND LITERARY NARRATIVES

American Studies Departments of Turkey  
Joint Graduate/Undergraduate Conference 2024  
16-17 May, 2024

## CONFERENCE PROGRAM

Day 1 – 16 May 2024

[Zoom Link](#)

9:30-10:15	<p style="text-align: right;"><b>Welcoming Remarks</b></p> <p><b>Ufuk Özdağ</b>, Chair, Hacettepe University Department of American Culture and Literature <b>Atilla Silku</b>, Chair, Ege University Department of American Culture and Literature <b>Uğur Ömürgönülşen</b>, Director, Hacettepe University Graduate School of Social Sciences</p>
10:15-11:00	<p style="text-align: right;"><b>Keynote Address</b> Chair: <b>Ufuk Özdağ</b>, Hacettepe University</p> <p><b>Yavuz Kerem Demirbaş</b>, Marmara University, Istanbul, Türkiye</p>
Session 1 11:00-12:00	<p style="text-align: right;"><b>Postmodern Narratives in Video Games</b> Chair: <b>Deniz Aras</b>, Atatürk University</p> <p><b>Zehra Ahmetoğlu</b> (METU): The Maze of <i>Alan Wake</i> - A Derridean Approach <b>Hasret Sarı</b> (METU): Metafictional Gaming: Narrative Techniques and Self-conscious Writing in <i>Alan Wake 2</i> <b>Bora Yeniay</b> (Ankara University): The Deliberate Choice of Not-Being Immersive: The Narration of <i>The Stanley Parable</i> as a Critiquing Mirror</p>
12:00-13:00	Lunch Break

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Session 2  
13:00-14:00

## War and Military in Video Games Chair: Hasine Şen Karadeniz, İstanbul University

**Yağmur Akkaya** (Çanakkale 18 Mart University): Exploring the Nexus of Criminality, Militarization, and Representation in *the Mass Effect* Series  
**Muhammed Serdar Yaruk** (TOBB ETU): Blurred Lines: The Portrayal of War and Violence in *Spec-Ops: The Line*  
**Ahmet Bilge İnem** (Hacettepe University): Beyond the Textbooks: Unraveling Historical Narratives in *Hearts of Iron IV*

Session 3  
14:00-15:00

## Capitalism, the American Dream, and Cultural Reflections in Games Chair: Atilla Silkü, Ege University

**Güneş Ersoy** (Ankara University): The Cake Is A Lie: An Examination of *Portal 2*  
**Furkan Buğra Kumaş** (Hacettepe University): *Grand Theft Auto IV* and the American Dream  
**Ataberk Korkmaz** (Boğaziçi University): Recontextualizing within Restrictions of Game Localization: A Case Study of Capcom's *Ace Attorney Series*

15:00-15:30

Coffee Break

Session 4  
15:30-16:30

## Politics and Gender in Video Game Storytelling Chair: Meldan Tanrısal, Hacettepe University

**Lily Connolly** (The University of South Florida): Creative Fiction and Political Discourse in Interactive Storytelling  
**Aylin Pekanık** (Hacettepe University): A Stranger Among Her Kind: Wicked Witches and Institutionalized Magic in Video Games  
**Hannah Trammell** (University of Knoxville, TN): That Funny Feeling in Adventure Games: Attention, Curiosity, Nostalgia, and Solitude in *RealMyst* and *Paradise Killer*

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9:30-10:30

## Keynote Address

Chair: Cem Kılıçarslan, Hacettepe University

**Mateusz Felczak**, SWPS University, Warsaw, Poland

Session 5  
10:30-11:30

## Community and Social Dynamics in Gaming

Chair: Daniel Johnson, Bilkent University

**Berfin Emekli** (Ankara University): A Farming Simulator Embraces Nature: *Stardew Valley*

**Mert Ali Kaygusuz** (Boğaziçi University): *Life Is Strange*: A Revitalization of The American Literature's Canon and Myths Within the Medium of Digital Games

**Emine Beyza Patat** (Boğaziçi University): The Theme of Sacrifice in *Life is Strange* and The Double-Edged Sword of the Final Decision

Session 6  
11:30-12:30

## Psychological Narratives in Games

Chair: Merve Sarıkaya Şen, Başkent University

**Zehra Sude Keçeli** (Ankara University): Exploring Trauma through the Lens of *OMORI*: Narrative Analysis

**Deniz Saka** (Social Sciences University of Ankara): How *Hellblade: Senua's Sacrifice* Presents Literary Qualities in Many Aspects

**Réka Törzsök** (University of Debrecen): Beyond the Frontlines: Exploring Morality, Survival and Narrative in *This War of Mine*

12:30-13:30

Lunch Break

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Session 7  
13:30-14:10

## Gender Bias and Incels in Video Games

Chair: Nilsen Gökçen Uluk, Dokuz Eylül University

**İlayda Acar** (Hacettepe University) White Anglo-Saxon Paroxysm in Online Gaming: Increasing Numbers of Incels in Online Games  
**Nadin Angel Mazmanlıoğlu** (Haliç University): Gender Stereotypes, Sexism, and the Portrayal of Women in Video Gaming

Session 8  
14:10-15:10

## Exploring Narrative Choices in Games

Chair: Saman Hashemipour, Haliç University

**Erdeniz Çökren** (Ankara University): Power of Meta-narrative: A Study on Dynamics of meta-narrative in *The Elder Scrolls*  
**Ahmet Tuğrul Çüngür** (Hacettepe University): *myhouse.wad*: Where is the Start Button?  
**Osman Kamış** (Istanbul University): Divine Intervention in the Narration

15:10-16:00

Coffee Break

Session 9  
16:00-17:00

## Environmental Narratives in Post-Apocalyptic Settings

Chair: Şenol Bezci, Ankara University

**Rahmi Doğukan Candan** (Boğaziçi University): All Tides Recede: Irony of Rebirth in Environmental Items of *Fallout New Vegas*  
**Furkan Erciyas** (Kocaeli University): Exploring the Post-Apocalyptic Frontier: *The Last of Us* and the Evolution of American Culture through Digital Narrative  
**Sena Begüm Giray** (Bilkent University): Deciphering the Apocalypse: Environmental Storytelling and Narrative Construction in *The Last of Us Part I*

Session 10  
17:00-18:00

## Ethical Considerations in the Gaming Landscape

Chair: Tanfer Emin Tuñç, Hacettepe University

**Zübeyde Azra İçen** (Dokuz Eylül University): Choice and Consequence: Ethical Reflections in *Undertale*  
**Şevval Tufan** (Hacettepe University): From Tools to Companions: New Animal Turn in Video Games  
**İbrahim Yiğit Yılmaz** (Boğaziçi University): The Escape to American Wilderness: *Firewatch* and Lacanian Fantasy Space

18:00-18:30

Concluding Remarks