

CODING MEDIEVAL WORLDS 3: PROGRAMME

SATURDAY 25 FEBRUARY (DAY ONE)

Event	Time	Notes
Introductions	13:00	
Panel 1: Medievalisms and Soundscapes	14:00	<i>Panel discussion with Prof. Mariana Lopez and game producer Clio Montrey. Chair: Jafeth van Elten.</i>
Break 1	15:00	
Offers & Responses	15:30	
Keynote 1: A Fireside Chat with Tanya Short	17:00	<i>Fireside chat discussion with Tanya X. Short of Kitfox Games, in discussion with historian Tess Watterson.</i>
Break 2	18:00	
Breakout 2	18:30	
Day 1 plenary	19:45	
Close of Day	20:00	

21:00 Evening hangout & scavenger hunt

SUNDAY 26 FEBRUARY (DAY TWO)

Event	Time	Notes
Reconvene	13:30	
Panel 2: Representing Medieval Space	14:00	<i>Panel discussion with historians Acer Lewis, Maria Vargha, and Madeline Sterns. Chair: James Baillie.</i>
Break 3	15:00	
Breakout 3	15:30	
Break 4	17:30	
Keynote 2: Pentiment	18:00	<i>With game narrative designer Zoe Franznick. Chair: Sarah-Nelle Jackson.</i>
Reports from groups	19:30	
Feedback/Next Steps	20:00	
Close of Day	20:30	

Evening drinks/chatter session 21:00-23:59.