

9 September	Computational Game Studies Track		10 September	Global track	
				Global track – Session 1 –	Cultural heritage
	Computational Game Studies - Session 1	Data Analysis	8h30	Tim Eipert and Fabian C. Moss	Towards a Generative Model of Medieval Chant
9h15	OPENING		9h	Luca Biccheri, Roberta Padlina and Frederic Goubier	Towards a Computational Ontology of Fallacies
9h30	Johan Cuda	Toward a Humanities-Oriented Methodology for Topic Modeling	9h30	Rémi Petitpierre	Computational Map Semiotics: Detecting and Encoding Cartographic Signs in Large Heterogeneous Historical Corpora
10h	Côme Parrinello	Video Games as Literary Art : The Role of the Protagonist in Narrative Games, A narrative and stylistic study.	10h	Venla Poso, Ida Toivanen and Jari Lindroos	The Longevity and Sustainability of AI in Research Infrastructure and Cultural Heritage
10h30	Coffee break		10h30	Coffee break	
	Keynote			Global track – Session 2 –	Digitalization
11h	Audrey Moutat	From Design to Immersion: Spatial Dynamics in Digital Environments	11h	Florian Wachter, Andreas Ederer, Gregor Diez, Anton Skrinjar and Stephan Schneider	A Multimodal Computational Imaging Pipeline for the Recovery of Weathered and Erased Stone Inscriptions
			11h30	Adriano Ettari and Guido Russo	MAGIC: A Computational Framework for Large-Scale Manuscript Digitization, Preservation, and Semantic Enrichment
12h	Lunch		12h	Ambra Torregrossa	In Ariosto's Creative Workshop: From Ink to the Digital Genetic Edition of the Autograph Fragments of the Orlando furioso as a Virtual Research Environment
	Computational Game Studies - Session 2	AI tools	12h30	Lunch	
13h30	Guillaume Guex	Refining the Computational Analysis of Interactive Fiction: A Hybrid Framework using Bag-of-Paths Formalism and LLMs		Global track – Session 3 –	Methods
14h	Martin Moritz and Peltonen Jaakko	Intelligence Artificielle et Jeux Vidéo	14h	François Bavaud	On the geometry of word embeddings, with applications to lexical variety
14h30	Jari Lindroos, Tanja Välsälö, Raine Koskimaa and Tero Kerttula	Towards Real-Time Analysis of Digital Game Reception	14h30	Maitrayee Mukherjee	Computing the Wayward: A Participatory Computational Method for Reading Complex Archives
15h	Coffee break		15h	Aris Xanthos et Colin Luginbühl	Executable claims for graph-based text analysis: from exploration to auditability
	Computational Game Studies - Session 3	Case Studies	15h30	Coffee break	
15h30	Harshit Kargeti	Implementing and Analyzing Settlers of Catan as a Digital Artifact: Computational Recreation and Procedural System Analysis		Global track – Session 4 –	Textual analysis
16h	John Bessai	Practicing Civic Adjudication: A MacIntyrean Model of Ethics in a Parameterized Game-Engine Micro-Prototype	16h	Simon Gabay et Jean-Luc Falcone	Computing Flaubert's gueuloir: a phonetic-driven stylometric analysis
16h30	Maxime Kremer	Video Games as Prosopographical Networks and Geographic Information Systems for Early Medieval History: Crusader Kings III and the Digital Historian	16h30	Regina Guzaerova and Elena Hamidy	Negotiating Ethics and Aesthetics: Linguistic and Literary Perspectives on the Facebook Corpus of Russian-Language Authors
17h	End of day 1		17h	Jan Jokisch et Antonio Rojas Castro	Evaluating Network Analysis in Drama: A Gold-Standard Assessment of Scenic Co-Presence
			17h30	CLOSING	
19h	Restaurant (optional)				