

## Symposium for Screen Studies

November 9th 2007  
Elvin Hall, Institute of Education  
University of London  
London WC1H 0AL

# Computer Games, Film Theory and the Future of Screen Studies

Over the last decade computer and video games have moved into the mainstream of popular culture. Figures like Lara Croft, James Bond, Harry Potter and King Kong leap from the big screen to the games console and back again. Certain games do incorporate narrative or cinematic conventions, yet games are played and this has ramifications for the analysis of representation, spectacle, meaning or genre.

During this symposium leaders in the emerging field of Game Studies from across the UK will examine the relationship of computer games to film. Participants will consider the applicability of Film and Media Studies approaches to games analysis, and discuss the place of computer games in the Screen Studies curriculum.



Photo credits: Shot in Second Life at the Alt-Zoom machinima theatre.

**Fee:**  
£10.00 Standard, Free for Concessions  
(Students/Unemployed)

**For further information go to:**  
<http://playhouse.wordpress.com/gamefilm-event-9112007/>  
**Or email:** d.carr@ioe.ac.uk

**To book a place at this event please go to:**  
[http://igrs.sas.ac.uk/events/conference/conf\\_vidgames1.htm](http://igrs.sas.ac.uk/events/conference/conf_vidgames1.htm)  
**Or email:** igrs@sas.ac.uk



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