With the digitalization of gambling and gaming, the lines of inquiry are more likely to cross over various systems raising questions about their distinctive natures and overlaps. The four-day Summer Interactive Symposium - Research 2.0 will be the first symposium and training event to address the convergence and difference between two traditions of game research: gambling studies & gaming studies.

Three main questions will be at the heart of debates and discussions:

1. What is driving the new online gambling and digital gaming economy: from community-driven designs to marketing strategies?
2. How can gambling and gaming be one and the same once digitalized and online: from panoptical spaces, to online casinos & MOBAs?
3. What is the role of live data recording in shaping online gambling, digital gaming, and online play: the looping effect of big data, from design to experience?

This event aims to (a) build bridges between the fields of gambling and gaming; (b) promote the cross-fertilization of ideas in a convivial and interactive space; (c) build research capacity through workshops customized for online data; (d) build networks and partnerships.

Scientific Committee
- Jean-Michel Costes, Observatoire des Jeux
- Magali Dufour, University of Sherbrooke
- Francine Ferland, Centre de Réadaptation de Québec
- Ingo Fielder, University of Hamburg
- Martin French, Concordia University
- Sylvia Kairouz, Concordia University
- Chantal Robillard, Concordia University

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PRELIMINARY PROGRAMME

OPENING CONFERENCE – June 8th, 2015

This session examines how the digitalization of gambling and gaming brings about changes in the respective fields of study by comparing their rich and heterogeneous realities. The session seeks to explore the impact of the translation of gambling and gaming onto the Internet; their links, points of convergence, and potential differences at the epistemological, theoretical, and methodological levels, as well as the impact of their digitalization on the parameters framing the supply and demand of online gambling and digital games, their structure, and the experience of the players.

POLITICAL ECONOMY OF ONLINE GAMBLING AND DIGITAL GAMING - June 9th, 2015

This session examines the driving forces behind the new online gambling and digital gaming economy: from community-driven designs to marketing strategies: How are the gambling operators, digital game industry, and indie developers repositioning themselves to meet new markets and global competition? What has been borrowed from gambling or gaming design and programming to create new play experiences through digitalization; possibly bringing gambling and gaming closer? Where does the gambling start: from play money to hard crash, from game currency to micropayments?

LOOPING EFFECT OF BIG DATA: FROM GAME DESIGN TO GAME PRACTICES – June 10th, 2015

This session discusses the role of live data recording in shaping online gambling and digital gaming, as well as online players’ practices: How are operators and industries using live data recording to shape their product? How do regulators use them to police gambling operators? How does this tailoring of online gambling and digital gaming affects players’ practices and sustains their game consumption? What is needed to collect such information and give it meaning? What are their advantages and pitfalls in understanding online gambling and gaming practices?

HANDS-ON WORKSHOPS - June 9th-10th, 2015

This series of workshops offers hands-on exercises in quantitative and qualitative online data analysis. Participants will have the opportunity to (1) manipulate big data as well as texts from interviews, blogs, field notes, images and behavioral observations; (2) develop the skills for data interpretation respectful of the context in which they were collected.

ARE ONLINE GAMBLING & DIGITAL GAMING ONE AND THE SAME - June 11th, 2015

This session confronts online gambling and digital gaming from the perspectives of various stakeholders. Researchers from gambling and gaming studies, clinical researchers, as well as a gambler, and a gamer will debate about four questions: (1) What is driving the new online gambling and digital gaming economy? (2) How can gambling and gaming be one and the same once digitalized and online? (3) What is the role of live data recording in shaping online gambling and digital gaming, as well as online play practices? (4) How the translation of gambling and gaming to an online platform contributes or not to sustaining game consumption?

PRELIMINARY PROGRAM AT A GLANCE

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday, June 8</th>
<th>Tuesday, June 9</th>
<th>Wednesday, June 10</th>
<th>Thursday, June 11</th>
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<tbody>
<tr>
<td>AM</td>
<td>Registration</td>
<td>Political Economy</td>
<td>Looping Effect</td>
<td>One and the Same</td>
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<td>Lunch</td>
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<td>Disconnecting</td>
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<tr>
<td>PM</td>
<td>Opening Conference</td>
<td>Hands-on Workshop</td>
<td>Hands-on Workshop</td>
<td>Departure</td>
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<tr>
<td>Evening</td>
<td>Poker Night</td>
<td>Team Work</td>
<td>Game Night</td>
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