

WEDNESDAY SUMMARY

ERNC2024

30.10.2024 | 9:30AM-5PM

THE ARENA

9:30am Registration
9:45am Welcome Speech
10:00am Abstracts on professional esports
11:30am Keynote Speaker Brett Abarbanel -
The Better Part of Valor(ant)

1:00pm Lunch

2:00pm Abstracts on concept and borders
3:30pm Abstracts on collegiate and
professional esports
5:00pm Close of day

CONFERENCE ROOM

9:30am Registration
9:45am Welcome Speech
10:00am Abstracts on health/injury
11:30am

1:00pm Lunch

2:00pm Abstracts on performance
3:30pm Industry talk - Personal Histories in
Esports - Julia Hiltcher, Michael O'Dell, Anna
Baumann, Jeesun Park, Graham Ashton, (tbd
Patrik Sattermon)
5:00pm Close of day

KNOWLEDGE 4

9:30am Registration
9:45am Welcome Speech
10:00am Abstracts on esports career
& inclusion
11:30am

1:00pm Lunch

2:00pm Panel - Routledge Handbook
of Esports - Seth E. Jenny, Nicolas
Besombes, Tom Brock, Amanda C.
Cote, Tobias M. Scholz, and Simon
Whitmore

3:00pm Featured speaker Anne
Mette Thourhaug - Level up your
money game
3:30pm Abstracts on inclusion &
accessability
5:00pm Close of day

STAGE

9:30am Registration
9:45am Welcome Speech
10:00am PhD workshop
11:30am

1:00pm Lunch

2:00pm Abstracts on haptic performance
3:30pm Abstracts on performance cont. &
culture
5:00pm Close of day

THURSDAY SUMMARY

ERNC2024

31.10.2024 | 9:30AM-5PM

THE ARENA

9:30am Late registration
9:45am Overview of the day
10:00am Abstracts on cognitive effects on performance
11:30am Keynote Speaker Emma Witkowski - Collisions, Context, and Coming Together: Exploring the Intersection of Traditional Sports and Esports

1:00pm Lunch

2:00pm Abstracts on culture

5:00pm Close of day

CONFERENCE ROOM

9:30am Late registration
9:45am Overview of the day
10:00am Abstracts on social factors, mobile games, game outcome/cheating & performance
11:30am

1:00pm Lunch

2:00pm Panel - Next Level Edutainment: How holistic approaches to esports in education can impact current and future learners - Joey Gawrysiak, Nikita Bair, Seth Jenny & Danielle Rourke
5pm Close of day

KNOWLEDGE 4

9:30am Late registration
9:45am Overview of the day
10:00am Abstracts on expertise & Stigma
11:30am

1:00pm Lunch

2:00pm Abstracts on coaching
3:30pm Abstracts on gambling & sustainability
5:00pm Close of day

STAGE

9:30am Late registration
9:45am Overview of the day
10:00am Abstracts on game outcome & performance
11:30am

1:00pm Lunch

2:00pm Abstracts on broadcast
3:15pm Abstracts on media & history
5:00pm Close of day

FRIDAYSUMMARY

ERNC2024

01.11.2024 | 10AM-5PM

THE ARENA

10:00am Abstracts on social factors & sustainability

11:30am Keynote Speaker Anna Baumann - Beyond the Agora: Esports and the Fractured Dream of a Unified Society - A Modern Phaedrus Revisited

1:00pm Lunch

2:00pm Industry talk - Esports Legislation: Balancing Innovation with Regulation - Cameron Vanloo, Graham Ashton, Luke Seagrove, John Jackson

3:30pm ERN AGM

5:00pm Close of day

STAGE

10-11am Abstracts on game outcome & performance

11:30am Panel - E3: Enhancing the Esports Experience - Sven Charleer, Laura Herrewijn, Simone Kriglstein, Günter Wallner and Hans Cauwenbergh

1:00pm Lunch

KNOWLEDGE 4

10:00am Abstracts on health, heart rate, & influencing factors/social factors

11:30am

1:00pm Lunch

2:00pm Abstracts on economics

3:30pm ERN AGM

5:00pm Close of day

WEDNESDAY MORNING: THE
ARENA



ERNC2024

30.10.2024 | 9:30AM-5PM

9:30am

Registration

9:45am

Welcome speech

10:00am

Updating playbour: A look into blurred work/play practices and why they matter -
Arianna Boldi and Alessandro Franzò

10:15am

The Qualification of Professional Esports Players under the National Labour Law:
The Japanese Example - Tsubasa Shinohara and Daisuke Kobayashi

10:30am

A Narrative Analysis of Pursuing an Esports Coaching Career: What Have we
Learnt About Professional Growth? - Laura Swettenham, Jonathan Brain,
Matthew Watson and Alessandro Quartiroli

10:45am

Leadership Verbs in Competitive Digital Teams - Sean Carton

11:00am

The Exploding Esports Industry and Academic CTE Esports Pathways - Jill
Ranucci

11:15am

Questions for speakers

11:30am-1pm

Keynote Speaker Brett Abarbanel - The Bettor Part of Valor(ant)

1pm-2pm LUNCH

WEDNESDAY MORNING:
KNOWLEDGE 4



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9:30am	Registration
9:45am	Welcome speech
10:00am	Striving for the top: What makes gamers aspire to become top E-Athletes? - Milo Reuter and Robert Hellpap
10:15am	How do esports game companions in China improve their career sustainability? - Wenling Gou and Florian Lefebvre
10:30am	Homemade: Gaming houses as prosuming hubs inside the esports ecosystem - Alessandro Franzó
10:45am	D&I: regulatory evolution and its practical applications in the esports universe - Simona Ceretta, Luca Viola and Domenico Filosa
11:00am	Queering Esports: Exploring How Esports Online Communities Foster Diversity Through a Queer Theory Lens in Video Game Narratives - Leonardo Castro, Yevhenii Lokhtin and Sameer Shukla
11:15am	Questions for speakers
11:30am-1pm	ARENA: Keynote Speaker Brett Abarbanel - The Bettor Part of Valor(ant)

1pm-2pm LUNCH

WEDNESDAY MORNING:
CONFERENCE ROOM



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9:30am

Registration

9:45am

Welcome speech

10:00am

Do video gamers move more than we think? An investigation of upper limb kinematics of video gamers according to game genre - Antoine Dupuy, Mark Campbell and Adam Toth

10:15am

Esports pre-participation screening tool: an investigation of the health of esports players - Sam Di Nicola, Connaire Delaney McNulty, Andrea Marchesi, Alex Buoite Stella and Craig McNulty

10:30am

Play to Exhaustion: Muscular Fatigue and Perceived Physical Exertion in Esports - Chuck Tholl, Lasse Hansen and Ingo Froböse

10:45am

Difference in Health Belief for Exercise between Gamers and Non-gamers: Implications for Amateur Esports Development - Xiaobo Ke and Christian Wagner

11:00am

Questions for speakers

11:15am

Break

11:30am-1pm

ARENA: Keynote Speaker Brett Abarbanel - The Bettor Part of Valor(ant)

1pm-2pm LUNCH

WEDNESDAY MORNING: STAGE

ERNC2024

30.10.2024 | 9:30AM-5PM

9:30am

Registration

9:45am

Welcome speech

10-11:15am

PhD Workshop

11:15am

Break

11:30am-1pm

ARENA: Keynote Speaker Brett Abarbanel - The Better Part of Valor(ant)

1pm-2pm LUNCH

WEDNESDAY AFTERNOON: THE
ARENA



ERNC2024

30.10.2024 | 9:30AM-5PM

2pm

Virtual as an element of the concept of sport - Rômulo Dantas Alves and Rubens Venditti Junior

3:45pm

An Even Playing Field: Retheorizing the Collision of Esports and Universities - Maxwell Foxman, Brandon C. Harris, Andrew Wilson and Amanda Cote

2:15pm

The Physical and Virtual Aspects of Esport - Mike Griffiths

4pm

Issues of Presentation: An Analysis of Program Statements of U.S. Collegiate Esports - Sabrina Sonner, Vasil A. Arangelov, Cassie Cole, Maxwell Foxman and Amanda C. Cote

2:30pm

B|Orders in Motion - Thorsten Zippan

4:15pm

Bridging esports and professional dynamics: Insights from the metaframe framework - Tobias Scholz, Pia Büßecker, Matthias Ruhland and Gian Luca Vitale

2:45pm

eSport and the play-game-sport continuum: updating the model - Chris McCutcheon, Michael Hitchens and Mitchell McEwan

4:30pm

Transferable Skills from Esports to International Business Environments: An Intercultural Management Perspective - Tobias Michael Scholz and Charissa Tan

3pm

Esport Studies in Higher Education: A Content Analysis of Validated Course Curricula in the United Kingdom - Michael Scott, Carina de Assuncao, Mark Lestrangle and Rory Summerley

4:45pm

Questions for speakers

3:15pm

Questions for speakers

5pm

Close of day

3:30pm

Where Esports Collides with the Olympic Movement: History, Globalization, Governance, and Future Trajectories - Seth Jenny and Nicolas Besombes



WEDNESDAY AFTERNOON:
KNOWLEDGE 4



ERNC2024

30.10.2024 | 9:30AM-5PM

2-3pm	An Open Discussion with the Editors, Authors, and Reviewers of the Routledge Handbook of Esports - Seth E. Jenny, Nicolas Besombes, Tom Brock, Amanda C. Cote, Tobias M. Scholz, and Simon Whitmore	4:15pm	Access & Identification with Esports by Sex & Gender Identity - Kyle Nolla
3pm	Featured Speaker Anne Mette Thourhaug - Level up your money game	4:30pm	Modern Controls: An Autoethnography of Motor Impairment, Controls, and Fighting Game Accessibility - Rory Summerley
3:15pm	Featured Speaker Anne Mette Thourhaug - Level up your money game	4:45pm	Questions for speakers
3:30pm	"Four Asians and One American" - Import Player Discourse in North American Professional League of Legends - Tina Sang	5pm	Close of day
3:45pm	Making Sense of Bodies: Deconstructing the Idealized Body in Esports Toward Inclusive and Equitable Practices - Tom Legierse		
4pm	Accessible Sport and "Wheelchair Romance": 1980s Pinball and Arcade Tournaments for People with Disabilities - Matt Knutson		

WEDNESDAY AFTERNOON:
CONFERENCE ROOM



ERNC2024

30.10.2024 | 9:30AM-5PM

2pm	Investigating the effect of physical exercise on esports performance in first-person shooter gamers - Di Tang, Kim-Wai Raymond Sum and Ruisi Ma	3:30-4:45pm	Personal Histories in Esports - Julia Hiltcher, Michael O'Dell, Anna Baumann, Jeeseun Park, Graham Ashton, (tbd Patrik Sattermon)
2:15pm	Relationship between esports performance and physical activity intervention - Oliver Szabella, Lili Kassay and Attila Szabó	5pm	Close of day
2:30pm	The development of physical training plans for esports athletes a strategic study into the esports performance coaching - Cameron Vanloo		
2:45pm	Investigating the Construct of Luck and its Impact on Performance in Professional Apex Legends - Callum Clark		
3pm	Questions for speakers		
3:15pm	Questions for speakers		

WEDNESDAY AFTERNOON: STAGE

ERNC2024

30.10.2024 | 9:30AM-5PM

2pm	Sitting for Success: A Randomized Controlled Study Comparing Chair Design on Video Gamer Muscle Stiffness and Performance - Joanne Donoghue, Hallie Zwibel and William Werner	3:30pm	EFFECTIVENESS IN ESPORTS: AN INTEGRATIVE MULTILEVEL REVIEW - Christian Städter and Sebastian Raetze
2:15pm	Hands On: Steering Wheel Haptic Feedback Influences Sim Racing Performance - Ciara Murphy, Mark Campbell, Fazilat Hojaji and Adam Toth	3:45pm	Esports in a Cultural Collision: Examining the Rise of Esports Organizations in the MENA Region - Mohammed Mohammed, Mikko Merilainen and Lobna Hassan
2:30pm	The influence of the mechanical click properties of a gaming mouse on click performance and users' perceived performance in first person shooter video games - Arthur Lynch, John Joyce, Adam Toth and Mark Campbell	4pm	Reconfiguring gaming masculinities through the esports jersey: an object-based analysis - David Cumming
2:45pm	DEVELOPMENT OF A FRAMEWORK FOR MULTIGAMING ORGANIZATIONS TO OPTIMISE E-SPORT PLAYER PERFORMANCE, WITH SPECIFIC REFERENCE TO COUNTER-STRIKE: GLOBAL OFFENSIVE - Leon van der Linde, Pieter Blignaut and Pieter Potgieter	4:15pm	The power of idol culture in Chinese League of Legends fandom - Mo Jia
3pm	Questions for speakers	4:30pm	Questions for speakers
3:15pm	Questions for speakers	4:45pm	Questions for speakers
		5pm	Close of day

THURSDAY MORNING: THE
ARENA



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31.10.2024 | 9:30AM-5PM

9:30am	Late registration
9:45am	Overview of the day
10:00am	You Can't Do It: The Aversive Effects of Negative Self-Talk on Individual Performance in Esports - Axel Berard, Reynald Brion and Paolo Berbudeau
10:15am	A Multidisciplinary Approach of Esports Performance in Professional LoL Players - Clément Thillier, Nicolas Besombes, Nounagnon Frutueux Agbangla and Damien Vitiello
10:30am	Cognitive correlates of First-Person Shooter gaming: A cross-sectional study of Counter-Strike players - Eleanor R. A. Hyde, Robert Schmidt, Daniel J. Carroll and Claudia C. von Bastian
10:45am	A Systematic Review on Stressors and Coping Strategies among Esport Players - Oliver Leis, Benjamin T. Sharpe, Vincent Pelikan, Julian Fritsch, Adam R. Nicholls and Dylan R. Poulus
11:00am	Unveiling the Cognitive Dynamics: Assessing Reaction Times of Elite FPS Players through Pre-Recorded Game Footage - Yu Fang
11:15am	Questions for speakers
11:30am-1pm	Keynote Speaker Emma Witkowski - Collisions, Context, and Coming Together: Exploring the Intersection of Traditional Sports and Esports

1pm-2pm LUNCH

THURSDAY MORNING:
KNOWLEDGE 4



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31.10.2024 | 9:30AM-5PM

9:30am	Late registration
9:45am	Overview of the day
10:00am	Trends in game behaviour between experts and novices in a survival game - Espen Wilner Sjoberg
10:15am	Expert video game domain knowledge and decision-making: Applying the Critical Decision Method to Esport Players - Charlie Smith, Peter Howell, Martina Navarro and Brett Stevens
10:30am	Sim Racer Expertise Affects Attention Allocation when Racing - John M. Joyce, Mark J. Campbell, Fazilat Hojaji and Adam J. Toth
10:45am	Organisational Stigma of the United Kingdom Esports Industry from an External Audience - Joshua Lindsey
11:00am	From Consoles to Campuses: Understanding Intergenerational Perceptions of Collegiate Esports - Vasil A. Arangelov, Andrew J. Wilson, Amanda C. Cote and Maxwell Foxman
11:15am	Questions for speakers
11:30am-1pm	ARENA: Keynote Speaker Emma Witkowski - Collisions, Context, and Coming Together: Exploring the Intersection of Traditional Sports and Esports

1pm-2pm LUNCH

THURSDAY MORNING:
CONFERENCE ROOM



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31.10.2024 | 9:30AM-5PM

9:30am	Late registration
9:45am	Overview of the day
10:00am	The Rise of Mobile Esports in Indonesia - Haryo Pambuko Jiwandono
10:15am	Champion or Cheater?: Where Worlds Collide in Competitive Game Play - Michele King and Zephaniah Ansah
10:30am	Harnessing Commitment: The Social Dynamics of Team-Based Esports - Tobias Scholz, Christopher Grieben and Nepomuk Nothelfer
10:45am	Predictive Analytics for League of Legends: A Deep Learning Approach for Identifying Critical In-Game Performance Metrics - Fazilat Hojaji, Adam Toth and Mark Campbell
11:00am	Does biofeedback training improve the performance of esports players?; Development of training methods based on gaze movements and cortical theta-alpha activity - Inhyeok Jeong, Naotsugu Kaneko, Donghyun Kim, Ryogo Takahashi, Seitaro Iwama, Mayu Dohata, Junichi Ushiba and Kimitaka Nakazawa
11:15am	Questions for Speakers
11:30am-1pm	ARENA: Keynote Speaker Emma Witkowski - Collisions, Context, and Coming Together: Exploring the Intersection of Traditional Sports and Esports

1pm-2pm LUNCH

THURSDAY MORNING: STAGE

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31.10.2024 | 9:30AM-5PM

9:30am	Late Registration
9:45am	Overview of the Day
10:00am	How Could They Win? Redefining Win Prediction for Esport Narratives - Alan Pedrassoli Chitayat
10:15am	REPORTING ESPORTS SAMPLES: A SCOPING REVIEW - Christian Städter
10:30am	The scope of Relational Frame Theory in understanding performance behaviour - Tanuj Kohli
10:45am	Questions for speakers
11:00am	Questions for speakers
11:15am	Break
11:30am-1pm	ARENA: Keynote Speaker Emma Witkowski - Collisions, Context, and Coming Together: Exploring the Intersection of Traditional Sports and Esports

1pm-2pm LUNCH

THURSDAY AFTERNOON: THE
ARENA



ERNC2024

31.10.2024 | 9:30AM-5PM

2pm

Where playing collides with neoliberalism -
Rômulo Dantas Alves and Rubens Venditti
Junior

5pm

Close of day

2:15pm

Fashion's opportunity to achieve brand
engagement through eSports - Francesco
Sorbino and Emanuela Prandelli

2:30pm

Mapping the Terrain of South Korean
Esports Research: A Systematic Review -
Yaewon Jin and Matúš Matúš Adamkovič

2:45pm

Unveiling Cultural Signatures in Esports:
An Ethnographic Study of Chinese
International Students' Identification
Practices in League of Legends - Dan
Zhao and Mo Jia

3pm

Questions for speakers



THURSDAY AFTERNOON:
KNOWLEDGE 4



ERNC2024

31.10.2024 | 9:30AM-5PM

2pm

Knowledge agenda esports: performance enhancement (The Netherlands) - Dion Bulkens and Willem-Paul Wiertz

3:30pm

Shut up and take my money: Is esports spectating associated with spending on gambling and gambling-like activities? - Joseph Macey and Topias Mattinen

2:15pm

"It's not the be-all and end-all of life": An Interview Study on Stressors and Coping Strategies among Esport Coaches - Oliver Leis, Michael G. Trotter, Dylan R. Poulus and Laura D. Swettenham

3:45pm

The gambling gateway: Can esports titles onboard players to gambling behavior? - Topias Mattinen, Joseph Macey and Juho Hamari

2:30pm

Mind the Gap: Exploring Wellbeing, Mental Techniques and Relationships in Esports vs. Sports Coaching - Joanna Znosko, Zuzanna Hejduk-Mostowy and Dominika Wilczyńska

4pm

Inclusion of loot boxes and paying for competitive advantages in esports - Leon Y. Xiao

2:45pm

Teaching football tactics with EA FC - Enrico Strock

4:15pm

Sustainability in Esport Teams: Exploring the Role of Regional Affiliation on Team Identification and Consumer Behavior - Se Jin Kim

3pm

Using Generative AI to Increase Coaching Accessibility in Rural High Schools - Michael Cassens

4:30pm

Greening the Game: A Survey of Environmental Sustainability Initiatives in Esports and Gaming - Dr. Julia Hiltcher

3:15pm

Questions for speakers

4:45pm

Questions for speakers

5pm

Close of day

THURSDAY AFTERNOON:
CONFERENCE ROOM



ERNC2024

31.10.2024 | 9:30AM-5PM

**2-
3:30pm**

Next Level Edutainment: How holistic approaches to esports in education can impact current and future learners - Joey Gawrysiak, Nikita Bair, Seth Jenny, and Danielle Rourke

5pm


Close of day

THURSDAY AFTERNOON: STAGE

ERNC2024

31.10.2024 | 9:30AM-5PM

2pm	Exploratory Proposal: Streaming Engagement in Esports–A Study on Age and Gender Differences in Viewer Behavior - Bradford Harris	3:30pm	The early history of esports media: The contribution of user-made ‘fragmovies’ - Espen Wilner Sjoberg
2:15pm	An Augmented Experience - Does the use of Augmented Reality in esports events enhance the viewing experiences for the spectators? A case study of League of Legends Worlds events - Radoslaw Grzegorzewski	3:45pm	Identifying the transmedia object of esports fandom - Josh Jarrett and Josh Wales-Ferguson
2:30pm	Communicative Appropriation of Digital Sports. An Explorative Analysis of Chat Communication in Esports Using the Example of the Paris Major Blast 2023 - Judith Ackermann, Lisa Triebe, Lara Zimmermann and Tobias Scholz	4pm	Esport and spectacularisation: How does the mediatised practice of video games fit into the logic of production? Case study of Rainbow Six Siege - Anna Rivière
2:45pm	Questions for speakers	4:15pm	Chatlog Analyst: Leveraging LLMs for preliminary big data analysis in esports environments - Tony Bergholtz, Alan Akandzhi and Tobias Scholz
3pm	Questions for speakers	4:30pm	Questions for speakers
3:15pm	Early history of Esports in Czechia and Slovakia - Martin Paučin and Michal Kabát	4:45pm	Questions for speakers
		5pm	Close of day



FRIDAY MORNING: THE ARENA

ERNC2024

01.11.2024 | 10AM-5PM

10:00am

Exploring the Social Factors Impacting Top Performance in Tier 1 Valorant Players: An In Depth (Pilot) Study - Youenn Rocaboy

10:15am

Lessons Learned by a Middle-Aged Noob on the Interdisciplinary Value of Playing Esports - Brian McCauley

10:30am

Identification of Legal Risks within the Video Games and Esports Industry under International Law - Tsubasa Shinohara

10:45am

Esports towns in China: Business strategy analysis - Zhengyang Li, Qi Peng and Nicolas Scelles

11:00am

Questions for speakers

11:15am

Questions for speakers

11:30am-1pm

Keynote Speaker Anna Baumann - Beyond the Agora: Esports and the Fractured Dream of a Unified Society - A Modern Phaedrus Revisited

1pm-2pm LUNCH

FRIDAY MORNING: KNOWLEDGE 4

ERNC2024

01.11.2024 | 10AM-5PM

10:00am

Comparing heart rate and heart rate variability in a sports vs action-adventure game - Sarah C Cregan, Adam J Toth and Mark J Campbell

10:15am

From Courts to Computers: Collegiate Stakeholders Perceptions of Fair Play and Competition in Esports and Traditional Athletics - Sara Van Wickler, Alexander Engel, Sawyer Goodwin, Briana Romfo and Ethan Valentine

10:30am

Exploring the reliability of the KovaaK's aim trainer and the effects of caffeine on the shooting performance of first-person shooter esports players - Ethan Rogers, Neil King, Daniel Johnson, Michael Trotter and Ben Desbrow

10:45am

The Psychophysiological Outcomes of Elite League of Legends Players During Practice and Competition - Craig McNulty, Mitchell Nicholson, Dylan Poulus, Remco Polman and Vince Kelly

11:00am

Toxicity in Online Games: The Prevalence and Efficacy of Coping Strategies - Julian Frommel and Regan Mandryk

11:15am

Questions for speakers

11:30am-1pm

ARENA: Keynote Speaker Anna Baumann - Beyond the Agora: Esports and the Fractured Dream of a Unified Society - A Modern Phaedrus Revisited

1pm-2pm LUNCH

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10-11:15am

E3: Enhancing the Esports Experience -
Sven Charleer, Laura Herrewijn, Simone Kriglstein, Günter Wallner and Hans
Cauwenbergh

11:30am-1pm

ARENA: Keynote Speaker Anna Baumann - Beyond the Agora: Esports and the
Fractured Dream of a Unified Society - A Modern Phaedrus Revisited

1pm-2pm LUNCH

FRIDAY AFTERNOON: THE ARENA

ERNC2024

01.11.2024 | 10AM-5PM

2-3:30pm

Esports Legislation: Balancing Innovation with Regulation - Cameron Vanloo, Graham Ashton, Luke Seagrove, John Jackson

3:30-4:30pm

ERN AGM

5pm

Close of day

FRIDAY AFTERNOON:
KNOWLEDGE 4



ERNC2024

01.11.2024 | 10AM-5PM

2pm

Esports World Cup Touristic Impact - Leandro Becka and Marcos Antón

**3:30-
4:30pm**

ERN AGM

2:15pm

Esports for the Common Good - Examining German Esports Fundings and their Stakeholders - Jana Möglich

5pm

Close of day

2:30pm

From Circuit to Franchise: A Case Study of the Economic Evolution of the North American League of Legends Championship Series - Parth Naidu and Peter Varga

2:45pm

Financial Sustainability in Esports through Regulation: Lessons from Football - Cem Abanazir

3pm

Esports in the Urban Imaginary: London's Place in the Political Economy of the League of Legends World Finals - Josh Jarrett and David Murphy

3:15pm

Questions for speakers

