



A Montreal Game Studies Symposium: *Guitar Hero: Playing at Playing Guitar*

A video game does not have to tap a prevailing moral panic to engage scholarly critique. Our case in point this year is *Guitar Hero*. This immensely popular game combines familiar features of digital game play, music play and fan culture to produce an intriguing new media form that challenges game studies, music studies and digital culture studies scholars to think again about issues of gameplay, interface and embodied play, performance and spectacle, player culture and game audiences, game design and markets, musicality and authenticity, sound simulation, play and the magic circle, cognition and skill, and nostalgia and cultural fantasy.

Everyone is invited to attend the event and no prior experience with the game is necessary. If you do play GH or GH2 and would like to participate in the symposium competition then please contact Bernard Perron (perronb@total.net) who will sign you up. Any other questions can be directed to the organizers, Bart Simon (simonb@alcor.concordia.ca) and/or Bernard Perron (perronb@total.net).

Presenters:

Bernard Perron and Bart Simon:
Guitar Hero and Game Studies: Let's Rock!

Jonathan Sterne, Communications and Art History, McGill:
The Meaning of Music is in Play

Dominic Arsenault, Comparative Literature, Université de Montréal:
Simulation et réalisme d'une guitare sans cordes

Cindy Poremba, Humanities, Concordia:
She Rocks! Destabilizing Mastery in Guitar Hero

Ben Curtis and Rob Purungao, Sociology and Anthropology, Concordia
Audience, Performance and Experience

GH2

Date:
Friday, January 26th
1-5pm

Location:
Hall Building Room 1120
Concordia University
1455 de Maisonneuve Blvd.W., Montreal