VIDEO GAME STUDIES
STUDIJE VIDEO IGARA

Thursday, 12 November 2026

Library of UKW, Bydgoszcz

PART I

TIME	SVI · AULA AB
9:30	**REGISTRATION** **9:30–10:00**
10:00	**CONFERENCE OPENING** **10:00–10:30**
10:30	**10:30–11:00 [ONLINE]** OPENING LECTURE **Prof. dr hab. Piotr Salaber**
11:00	**11:00–12:15** KEYNOTE SPEAKER **Melanie Fritsch**
12:15	**COFFE BREAK** **12:15–12:45**
12:45	*Session chair: Krzysztof Chmielewski* **12:45–13:05 Paweł Stachowiak** Between the Sacred and the Interactive: Strategies of Adaptation and Stylization of Sacred Music in Contemporary Video Game Music
13:05	**13:05–13:25 Krzysztof Chmielewski, Julia Szymańska** Music of Combat: Slavic Folk-Inspired Music and Cultural Representation in The Witcher 3: Wild Hunt
13:25	**13:25–13:50 Manojlo Maravić, Irena Čučković** Gaming by Sound: Audio Games and Experiences of Visually Impaired Players in Serbia
13:50	**13:50–14:10 Gabriel Jacek Janion** From Soundtrack to Narrative Agent: The Role of Vulgator in Priest Simulator: Vampire Show
14:10	**14:10–14:30 Tomasz Bauc** Too Small for a Pipeline? Tool-Supported Voice-Over and Localisation Workflows in Small Game Teams
14:30	**LUNCH BREAK** **14:30–15:30**

PART II

TIME	SVI · AULA AB
15:30	*Session chair: Jacek Mianowski* **15:30–15:50 Jacek Mianowski** Giving games a voice. On the intricacies of voice-over in Baldur's Gate series
15:50	**15:50–16:10 Łukasz Sikorski, Katarzyna Marak, Miłosz Markocki, Piotr Siuda** Survival, Survival Horror, and the Strategies of Fear in Video Games
16:10	**COFFE BREAK** online session set-up **16:10–16:25**
16:25	**16:25–16:45 [ONLINE] Berkay Minkara** Listening as Gameplay: Sound, Spatial Knowledge, and the Politics of Attention in Contemporary Video Game
16:45	**16:45–17:05 [ONLINE] Katarina Mitić Minić** Supervising the Dream: Meta-Music Supervision and Temporal Archiving in the Mixtape Video Game
17:05	**17:05–17:25 [ONLINE] Enja Heikkilä, Oskari Koskela, Jukka Vahlo, Kai Tuuri** The Anatomy of Fear and Horror in Valued Game Music Experiences
17:25	**17:25–17:45 [ONLINE] Dinko Jukić** Am I a Creep? The Role of Music in Life is Strange: True Colors
17:45	**17:45–18:05 [ONLINE] Tim Reichert** A Comparative Analysis of the Usage of Art Music in Films and Video Games. Fantasia (1940 and 1991) as a Case Study
18:05	**18:05–18:25 [ONLINE] Ilija Stanković** Storytelling through Music: The Narrative Use of Soundtracks in Clair Obscur: Expedition 33 and Dishonored 2
18:25	**18:25–18:45 [ONLINE] Klara Jastrzębska** Diegetic audiosphere in Bloodborne as a source of narrative and a worldbuilding method
18:45	**18:45–19:05 [ONLINE] Angel Daniel Jaimes** Is Advanced Spatial Audio in VR Worth the Effort?
19:05	**19:05–19:25 [ONLINE] Chari Smith** Sounding the Archive: Spatial Audio and Cultural Memory in Game Worlds
19:25	**CLOSING OF THE DAY** **19:25–19:35**

VIDEO GAME STUDIES
STUDIJE VIDEO IGARA

UNIWERSYTET KAZIMIERZA WIELKIEGO W BYDGOSZCZY

GAMEDEC
KOŁO NAUKOWE TWÓRCÓW GIER
Student Scientific Association of Game Designers

DIAMENTOWI SPONSORZY

AMD · wacom · rebel · FIREKRAKEN · ODD KEBAB RZEMIEŚLNICZY · nerd sirens · MR LOCK

DIAMENTOWY PARTNER MEDIALNY

Wise People

DIAMENTOWY PARTNER TECHNICZNY

allstage

ZŁOTY SPONSOR

CityHotel ★★★★

ZŁOTY PARTNER MEDIALNY

UNIQ SOFT
Bity Parzystości

SREBRNI SPONSORZY

TACTIC · Bydgoski Cech Siermiężny

VIDEO GAME STUDIES
STUDIJE VIDEO IGARA

Friday, 13 November 2026

Library of UKW, Bydgoszcz

TIME	SVI · AULA AB	SVI · SALA 2.24
8:30	**REGISTRATION · 8:30–8:55**	
8:55	***Session chair: Marcin Kołacz*** **8:55–9:15 [ONLINE] Kaijie Gui** Layered Variations of Boss-Battle Leitmotifs: Player Flow and Character Perception in Souls-like Games	
9:15	**9:15–9:35 [ONLINE] Kaijie Gui** Musicalizing Competition: Positive Feedback, Overtime Tension, and Post-Match Recognition in Overwatch	
9:35	**9:35–9:55 [ONLINE] Xiaoyu Song** So Far, So Closer: Navigating Emotions and Memories in Virtual Spaces Through Animal Crossing as a Digital Memorial	
10:00	***Session chair: Filip Jankowski*** **10:00–10:20 Jacek Matulewski, Julia Amtmańska, Łukasz Sikorski, Maja Cichowicz, Arkadiusz Gut** Between Real Self and Game Self: Personality Profiles and Moral Reasoning of Video Game Players	
10:20	**10:20–10:40 Marcin Kołacz** MIDI or WAV? Practice-based lessons from scoring a cross-platform educational card game	
10:40	**10:40–11:00 Filip Jankowski** Yoan Fanise's Sound (Mini)games, or the Auteur Theory Revised and Extended	
10:55		
11:00	**11:00–11:20 Jacek Matulewski, Maja Cichowicz, Łukasz Sikorski, Julia Amtmańska, Arkadiusz Gut** Are there multidimensional relationships between players' trait profiles and personality structure?	**10:55–11:15 Bartłomiej Buller** One-button fun. An analysis of rhythm-based games *Note: Hosted in the INDIE ROOM*
11:20	**COFFE BREAK · 11:20–11:50**	**11:20–11:40 Mateusz Jasek** Soundtrack not only background music *Note: Hosted in the INDIE ROOM*
11:50	***Session chair: Jakub Majewski*** **11:50–12:10 Jörg Holzmann** From Voicebank to Playable Body. Posthuman Vocality and Ludic Embodiment in Mesmerizer	
12:10	**12:10–12:30 Jakub Majewski** Binding mood and place in The Elder Scrolls: the roles of music in the open-world role-playing game	
12:30	**12:30–12:50 Gabriel Jacek Janion** Soundscapes of terror: the Silent Hill series	
12:50	**12:50–13:10 Eric Peterson** An auditory uncanny valley? Defamiliarization and acousmatic horror in the sound design of Silent Hill	
13:10	**Panel Discussion – Fear, Horror and Sound · 13:10–13:30**	
13:30	**LUNCH BREAK · SVI × Indie Games Festival · 13:30–14:30**	
14:30	***Session chair: Jagoda Kościelniak*** **14:30–14:50 Bartosz Bukatko** Red Dead Redemption 2. The Narratological Role And Reception Of The Game's Music	
14:50	**14:50–15:10 Michelle Lessard** Narrative Congruence and Player Experience in Hollow Knight	
15:10	**15:10–15:30 Zofia Waniek** An Interactive Story – The Role and Significance of Music in Action-adventure Video Games. A Case Study of "The Legend of Zelda: Breath of the Wild"	
15:30	**15:30–15:50 Jagoda Kościelniak** The Score as a Puzzle Box: Musical Foreshadowing and Fan Speculation in Undertale and Deltarune	
15:50	**SVI CLOSING · CONCERT INVITATION**	

VIDEO GAME STUDIES
STUDIJE VIDEO IGARA

UNIWERSYTET KAZIMIERZA WIELKIEGO W BYDGOSZCZY

GAMEDEC
KOŁO NAUKOWE TWÓRCÓW GIER
STUDENT SCIENTIFIC ASSOCIATION OF GAME DESIGNERS

DIAMENTOWI SPONSORZY

AMD · wacom · rebel · FIREKRAKEN · ODD KEBAB RZEMIEŚLNICZY · nerd sirens · MR LOCK

DIAMENTOWY PARTNER MEDIALNY

Wise People

DIAMENTOWY PARTNER TECHNICZNY

allstage

ZŁOTY SPONSOR

CityHotel

ZŁOTY PARTNER MEDIALNY

UNIQ SOFT
Bity Parzystości

SREBRNI SPONSORZY

TACTIC

FESTIWAL INDYKÓW 4.0

Friday, 13 November 2026

Library of UKW, Bydgoszcz

ENG

TIME	INDIE ROOM · ROOM 2.24	WORKSHOPS · ROOM 1.34
9:30	**REGISTRATION · 9:30–10:00** + Mölkky tournament sign-ups	
10:00	**OPENING · INDIE GAMES FESTIVAL 4.0**	
10:25	**10:25–10:50 Łukasz Sikorski** Game Development. Dreams vs. Reality	**10:25–11:25 WORKSHOP** **Paweł Kalka** How to run long RPG campaigns without burning out? *Jak prowadzić długie kampanie w erpegach i się nie załamać?* *Room 1.34*
10:55	**10:55–11:15 Bartłomiej Buller [SVI]** One-button fun. An analysis of rhythm-based games	
11:20	**11:20–11:40 Mateusz Jasek [SVI]** Soundtrack not only background music	
11:45	**11:45–12:15 Jacek Mianowski** What stories do wargamers tell?	**11:25–13:25 WORKSHOP** **Aiden Gawron, Kinga Karbowiak, Zuzanna Golema** More than an outfit: How to tell a characters story with the use of an outfit? *Więcej niż outfit: Jak opowiadać o postaci za pomocą stroju?* *Room 1.34*
12:20	**12:20–12:50 Laura Kszczanowicz** Companions to Die For–or Without: Design Mechanics	
12:55	**12:55–13:25 Mikołaj Dereszewski** Deep Dive – technical design for VR experiences	
13:30	**LUNCH BREAK · SVI × Indie Games Festival · 13:30–14:30** We encourage you to make use of the 30% discount at Odd Kebab, code: “indyk”	
14:30	**FENCING SHOW · 14:30–15:30** Pokaz Szermierski *Room 2.24*	**MÖLKKY TOURNAMENT · 14:30–15:30** *Outdoors – in front of the building* *(al. Powstańców Wielkopolskich side)*
15:30	**15:30–15:55 Jakub Majewski** A world told through booze: the alcohols of the Elder Scrolls	**15:30–18:00 WORKSHOP** **Liami Chleborowicz** Nanolarp – An hour is enough *Nanolarp – Godzina wystarczy* *Room 1.34*
16:00	**16:00–16:25 Filip Jankowski** Who Are the Game Auteurs? Delving into the Collective Game Authorship	
16:30	**16:30–16:55 Laura Śniegocka** Not Just a Social Construct: Games as Scaffolding	
17:00	**17:00–17:30 Wojciech Becla** Sprezzatura in Game Development – What Can We Learn from Italian Fashion?	
17:35	**17:35–18:00 Bartłomiej Grzegorzewicz** Darkness That Isn't Dark: How Lighting Shapes the Representation of Night in Video Games	
18:05	**18:05–18:30 Jagoda Kościelniak** The Aesthetics of Fear in Post-Socialist Video Game Spaces	
18:35	**18:35–19:00 Aleksandra Mochocka** On Art, Deception, and Play Beyond the Boundaries of Games	
19:00	**CLOSING OF THE DAY · SEE YOU TOMORROW!**	

VIDEO GAME STUDIES
STUDIJE VIDEO IGARA

UNIWERSYTET KAZIMIERZA WIELKIEGO W BYDGOSZCZY

GAMEDEC
KOŁO NAUKOWE TWÓRCÓW GIER
Student Scientific Association of Game Designers

DIAMENTOWI SPONSORZY

AMD · wacom · rebel · FIREKRAKEN · ODD KEBAB RZEMIEŚLNICZY · nerd sirens · MR LOCK

DIAMENTOWY PARTNER MEDIALNY

Wise People

DIAMENTOWY PARTNER TECHNICZNY

allstage

ZŁOTY SPONSOR

CityHotel ★★★★

ZŁOTY PARTNER MEDIALNY

UNIQ SOFT
Bity Parzystości

SREBRNI SPONSORZY

TACTIC · Bydgoski Klub Szermierczy

FESTIWAL INDYKÓW 4.0

Sobota, 14 Listopada 2026

Biblioteka UKW, Bydgoszcz

PL

CZAS	INDIE HALL · AULA AB	WARSZTATY I PANELE
9:30	**REGISTRATION · 9:30–10:00**	
10:00	**10:00–10:25 Paweł Schreiber** Kiedyś to w grach nie było polityki, a dzisiaj wszędzie na siłę wciskają	**10:00–11:00 WARSZTAT** **Dawid Trawczyński** Warsztat projektowania zagadek do gier typu escape room **GRUPA 1** *Sala 1.34*
10:30	**10:30–10:55 Michał Mochocki, Jakub Gamrot, David Brokowski** Branżowe koła studenckie – czy przyda się nowa formuła organizacyjna?	
11:00	**11:00–11:25 Mariusz Jarotek** „Kto to testował?" – czyli jaki realny wpływ ma QA na grę	**11:00–12:00 WARSZTAT** **Dawid Trawczyński** Warsztat projektowania zagadek do gier typu escape room **GRUPA 2** *Sala 1.34*
11:30	**11:30–11:55 Franciszek Budzbon** Wjazd sankami na pierwszym treningu, czyli Polski Piłkarz Simulator	
12:05	**12:00–12:25 Agnieszka Sobejko** Czyj jest ten głos? Prawna ochrona głosu aktora w erze AI i gier komputerowych	**12:05–12:55 PANEL** **Ewa Maria Szczepanowska & Paweł Miechowski** Przyszłość edukacji game developmentu w Polsce – od kół naukowych do trwałej współpracy międzysektorowej *Sala Pamięci Bydgoszczan*
12:30	**12:30–12:55 Wojciech Magierski** Projektowanie proceduralne w Concept Art	
13:00	**KONKURS · 5 MINUTE KILLER TALKS · 13:00–15:00**	
15:00	**PRZERWA OBIADOWA · 15:00–16:00** Zachęcamy do skorzystania z 30% zniżki w Odd Kebab, kod: "indyk"	**15:00–16:00 WARSZTAT** **Maksymilian Karpiński, Aleksandra "Nem" Niedźwiecka & Wiktoria Figura** Kanapka z masłem czyli jak NIE przygotować się do jama *Sala 1.34*
16:00	**16:00–16:30 Mateusz Witczak** Steam: Kto strzeże strażników?	**16:00–17:40 WARSZTAT** **Aleksandra Lubak** Dialogi w kodzie – programowanie narracji interaktywnej w Ink *Dialogues in Code – Interactive Dialogue Design with Ink* *Sala 1.34*
16:35	**16:35–17:05 Jakub Miszewski** Psalmy Khryptonoskich urwisk: o lokalizacji kulturowej, języku nostalgii i tym, jak brzmi RPG na przykładzie polskiego wydania Mörk Borga	
17:10	**17:10–17:40 Jan Chmielowski 杨道** Biopolityka cyber-higieny z chińską charakterystyką	
17:45	**OGŁOSZENIA · 5 MINUTE KILLER TALKS · 17:45–18:15**	
18:15	**ZAKOŃCZENIE FESTIWALU INDYKÓW 4.0 · ZAPRASZAMY NA AFTER-PARTY**	

VIDEO GAME STUDIES
STUDIJE VIDEO IGARA

UNIWERSYTET KAZIMIERZA WIELKIEGO W BYDGOSZCZY

GAMEDEC
KOŁO NAUKOWE TWÓRCÓW GIER
Student Scientific Association of Game Designers

DIAMENTOWI SPONSORZY

AMD · wacom · rebel · FIREKRAKEN · ODD KEBAB RZEMIEŚLNICZY · nerd sirens · MR LOCK

DIAMENTOWY PARTNER MEDIALNY

Wise People

DIAMENTOWY PARTNER TECHNICZNY

allstage

ZŁOTY SPONSOR

CityHotel ★★★★

ZŁOTY PARTNER MEDIALNY

UNIQ SOFT
Bity Parzystości

SREBRNI SPONSORZY

TACTIC · Bydgoski Cech Szermierczy