



ABOU BEKR BELKAID UNIVERSITY - TLEMCEN FACULTY OF LETTERS AND LANGUAGES LLC RESEARCH LABORATORY TEAM 5 - ALIHN



PROGRAMME

PRESIDED BY DR MERWAN MESSAOUDI

(9:00) Welcome Speech by the President of the Event Dr Merwan MESSAOUDI

(9:10) Official opening note

Prof Ghouti HADJOUI
Dr Abbassia BENSAID AMROUN
Prof Abdelhakim OUALIDADA
Prof Latefa SARI MOHAMMED
Prof Wassila HAMZA REGUIG MOURO

[SESSION 1] Workshop 01: Representation and Identity in Video Games

Chairpersons: Dr Souad BAGHLI BERBAR and Dr Omar RAHMOUN

- (9:30 9:40) The Allure of the East in (Neo)Orientalist Videogames

 By Dr Souad BAGHLIBERBAR University of Tlemcen
- (9:40 9:50) Gamifying Civilization: Prospects and Challenges By Dr Zeyneb YOUSFI - University of Tlemcen
- (9:50 10:00) Beyond the Male Gaze: The Transformation of Female Protagonists in Video Games

By Dr Dr Hidaya ZENNAKI-ATTAR - University of Tlemcen

- (10:00 10:10) The Writer is Dead, Long Live the Player: Player Identity, Agency and Meaning in Emergent Narratives

 By Ms. Amina BOUCIF- University of Tlemcen
- (10:10 10:20) Video Games as a Platform for Human Experiences: Human Connectedness Between Player and Character in Life is Strange (2015)

 By Ms. Imene KHALED-University of Tiemcen
- (10:20 10:30) INFERNO: A Modern Take on a Classic Descent





By Ms. Chaimaa REHAILI - University of Tlemcen

[SESSION 1] Workshop 02: Gamification, Education, and Player Psychology Chairpersons: Dr Zakarya AMEUR-SAID and Dr Kamila GHOUALI

• (9:30 - 9:40) Enhancing Learning through Ludified Gamification: Stimulating Engagement and Behaviour in Education

By Prof. Abdelkader BENSAFA - University of Tlemcen & Mr. Mohammed El Amine NICHANE - University of Tlemce

• (9:40 - 9:50) The Ethical Concerns about Video Games: A Narrative Persuasion Perspective

By Dr Imane LABIAD - University of Tlemcen

- (9:50 10:00) A Glance on the Informational Content of Video Games; The Case of the "Assassins's Creed" Video Game Series in a Language Classroom ByDrFASLAMohammedAziz-SalhiAhmedUniversityCentreofNaama
- (10:10 10:20) Cons of Video Games on Developing Pejorative Slang, Criminality Tactical Skills, and Aggressiveness for Adults in General and for Kids in Particular By Dr Ahmed ZEGHAR Oran 2 University Mohamed Ben Ahmed
- (10:20 10:30) Players and Avatars: The Proteus Effect on Gamers
 By Mr. Imad DALIAHMED University of Mostaganem



COFFEE BREAK

[SESSION 2] Workshop 03: Narrative, Storytelling, and Philosophy in Video Games

Chairpersons: Dr Merwan MESSAOUDI and Dr Youcef Zineddine MOSTEFAQUI

- (11:30 11:40) The Role of Al in the Future of Video Games: A Narratological Approach

 By Dr Merwan MESSAOUDI University of Saida
- (11:40 11:50) Exploring the Role of Environmental Storytelling in Selected Video Games

By Dr Youcef Zineddine MOSTEFAOUI - University of Saida

• (11:50 - 12:00) From Steam to Screen: Assassin's Creed: Syndicate and the Neo-Victorian Sci-Fi Revival of the 19th Century

By Dr Badra MENOUER - University of Tlemcen

• (12:00 - 12:10) The Last of Us: A Case Study in Video Game Adaptations and Transmedia Storytelling

By Ms. Nesrine BELMIMOUN - University of Tlemcen

- (12:10 12:20) Deconstruction Through an Altered State of Consciousness in Videogames: Hellblade: Senua's Sacrifice

 By Mr. Ali BENOUDA University of Tlemcen
- (12:20 12:30) Mimesis in Video Games: An Integrated Approach Towards the Study of The Green Knight

By Mr. Mohammed Abderrahmane DJEBBAR - University of Skikda

- (12:30 12:40) The Burden of Choice: Analyzing the Psychological Effects of Moral Dilemmas in Choice-Based Video Games Compared to Linear Narrative

 By Ms. Djihene BENDAHOU-University of Tlemcen
- (12:40 12:50) The Role of Narrative Video Games in Psychological Self-Discovery By Ms. Basma MERABET – Saida University

[SESSION 2]: Online Workshop

Chairperson: Dr Meryem MENGOUCHI Ep Diab

Google Meet Link: https://meet.google.com/tug-eaut-cxs

 (11:30 - 11:40) The Potent of Videogame as a Skillset Shaper Among Youngsters: A Sociological Approach

By Dr SELLAM Latifa - University of Saida

• (11:40 - 11:50) This War of Mine: Interactive Narrative of Empathy in Video Games By Dr Radhia MEDDAHI - University of Chlef & Dr Fethia BRAIK - University of Chlef





- (11:50 12:00) Pixels and Chains: Slavery Portrayal in the Realm of Video Games By Dr Seyf Eddine GUETTAIA - University of Tlemcen
- (12:00 12:10) The Impact of Video Games on Student's Class Performance: A Balanced Approach

By Ms. Minh AYAD - University of Constantine 1 - Frere Mentouri

• (12:10 - 12:20) Exploring the Impact of Video Games on EFL Learners' Linguistic Performance in Secondary Education

By Ms. Bakreti Siham - University of Tlemcen

• (12:20 - 12:30) Video Games and Identity Construction: Communities, Profanity, and Cultural Exposure

By Dr. Kamel NASRI - University of Saida

• (12:30 - 12:40) Language, Stereotypes, and Cultural Narratives: A Critical Analysis of the Red Dead Redemption Series

By Dr Otmane Abdelkader DRISSI – University of Saida (12:40 – 12:50) غرس الهوية الوطنية By Dr Nacera CHIADI - University of Tlemcen

(12:50 - 13:20) Q&A - Debate

(13:30) Closing Ceremony

Scientific Committee:

- Dr Merwan MESSAOUDI (President of the study day)
- Prof Wassila HAMZA REGUIG MOURO
- Prof Ilhem SERIR
- Prof Daoudi FRID
- Prof Faiza HADDAM
- Dr Souad BAGHLI BERBAR
- Dr Omar RAHMOUN
- Dr Meryem MANGOUCHI eps BIAD
- Dr Zevneb YOUSFI
- Dr Youcef Zineddine MOSTEFAOUI
- Dr Zakarya AMEUR-SAID
- Dr Sara BENSAHLA TANI
- Dr Kamila GHOUALI

Organising Committee:

- Dr Merwan MESSAOUDI
- Prof Wassila HAMZA REGUIG MOURO
- Dr Souad BAGHLI BERBAR
- Dr Omar RAHMOUN
- Dr Meryem MANGOUCHI eps BIAD
- Dr Zakarya AMEUR-SAID
- Dr Kamila GHOUALI
- Dr Samir BRAIRI
- Ms Khadidja RAHOUI
- Ms Imene KHALED
- Ms Chaima REHAILI
- Ms Maha MESSAOUDI
- Mr Mohammed El Amine BOUGUETTAR