

Analytical strategies and methodologies for the study of virtual worlds

Ph.D. seminar: September 28th 12:00 - October 1st 13:00 2009, Roskilde University, Denmark

Plenary sessions: room 43.3.29

Group sessions: kitchen across from 43.3.29, room 43.3.11, and room 43.3.20,

September 28th:

- 12:00 Arrival, registration and sandwich
- 13:00 Welcome by Sisse Siggaard Jensen, Roskilde University
- 13:30 Thomas Kohler, University of Innsbruck, *Qualitative research in SL*
- 14:30 Greg Wadley, University of Melbourne, *Combining Second Life ethnography and laboratory studies*
- 15:30 SL voice workshop
- 17:30 Poster preparation
- 18:00 Dinner + poster session at RU

September 29th

- 8:30 Breakfast, Danhostel
- 9:30 TL Taylor, IT University of Copenhagen, *Bricolage, Play, and the Games Researcher*
- 10:30 Ursula Plesner, Copenhagen Business School, *Actor Network Theory: an inroad to the study of 'the virtual building'* (+ ANT exercise)
- 12:00 Lunch
- 13:00 Paper session 1 (group A and B in parallel)
- 15:00 Coffee
- 15:15 Paper session 2 (group A and B in parallel)
- 18:30 Dinner Snekken

September 30th

- 8:30 Breakfast, Danhostel
- 9:30 CarrieLynn Reinhard, Roskilde University, *Dervin's Sense-Making, experiments and interviews* (+ SMM exercise)
- 11:00 Sisse Siggaard Jensen, Roskilde University, *Participative ethnography and video-analysis*
- 12:00 Lunch
- 13:00 Video workshop
- 15:15 Trip to Cathedral/Viking Museum
- 18:30 Dinner Snekken

October 1st

- 8:30 Breakfast
- 9:30 Louise Phillips, Roskilde University, *How to analyse knowledge production processes in collaborative research on virtual worlds: an interdisciplinary approach combining dialogic communication theory, STS and action research* (+ exercise)
- 11:00 Closing - "What will you change about your project/paper after this course?"
- 12:00 Lunch and goodbye