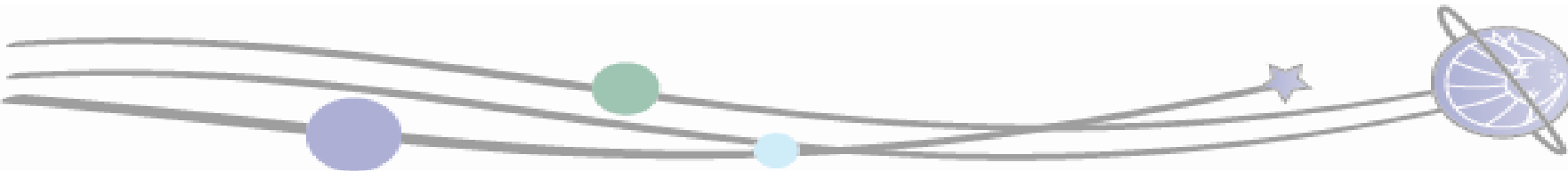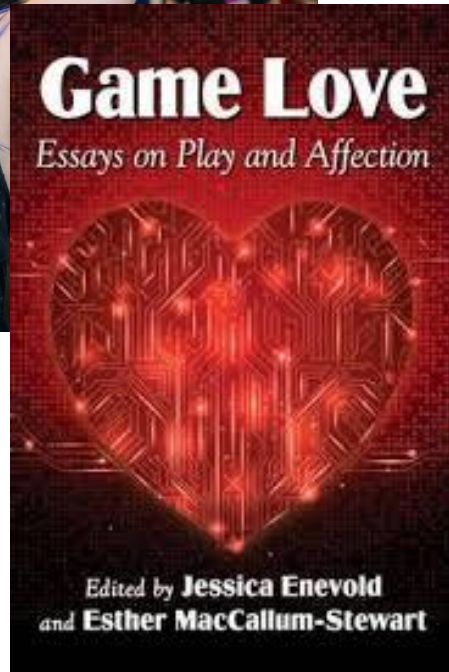# The Diverse Future of Science Fiction and Gaming – Exploring the integration of of science fiction elements in gaming and future development trends.
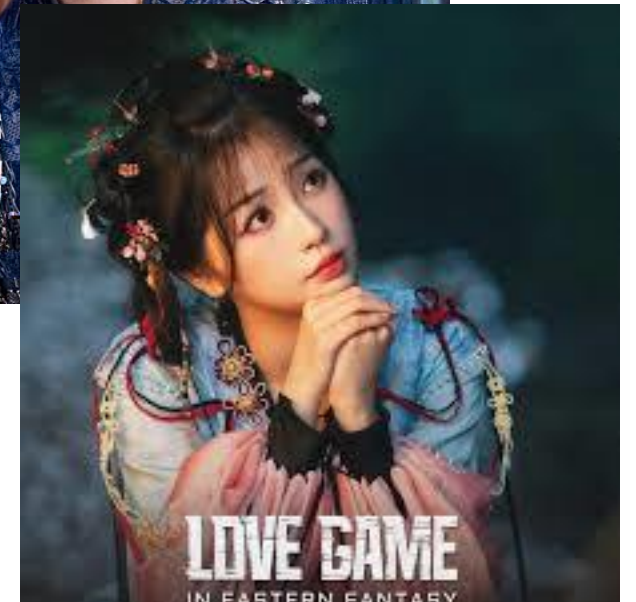

Professor Esther MacCallum-Stewart, Chair, Glasgow 2024 Worldcon and University of Staffordshire
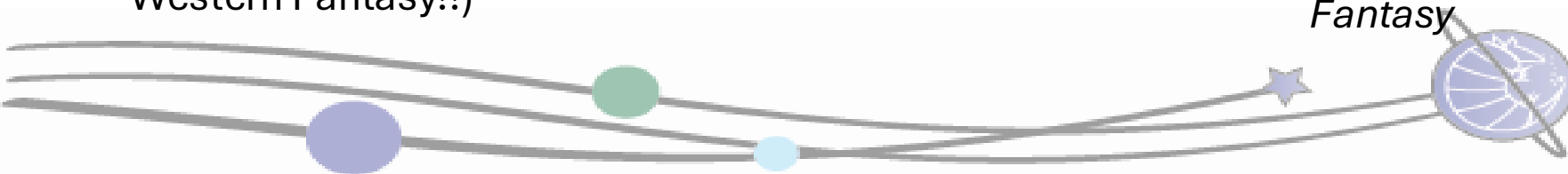
Esther MacCallum-Stewart – *Game Love* (in Western Fantasy!!)

Esther Yu 虞书欣, *Love Game in Eastern Fantasy*

![mihoyo logo]

Videogames Industry

Worldwide Industry worth1357.87CNY / $187.7bn (2024)

Mobile phone games dominate the market

Huge growth in 'Free to Play'

Taught widely across universities (University of Staffordshire has 3500 students learning games)

Hugo Award for Best Game and Interactive Work (*Baldur's Gate 3*)
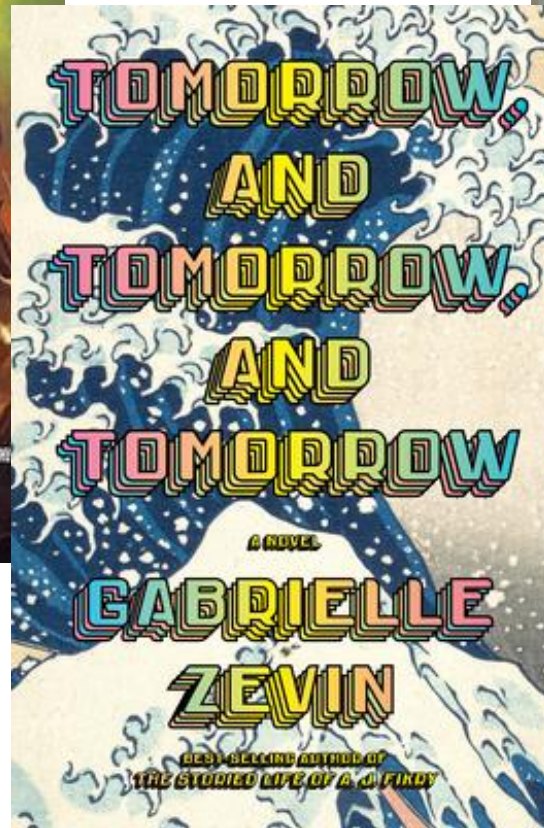
More people engage with games than visit the cinema – opening revenue for a game often exceeds box office opening weekends

The UK Games industry is bigger than the UK fishing industry!
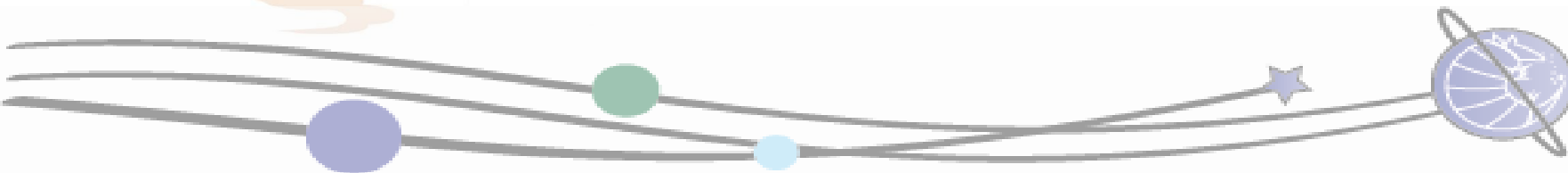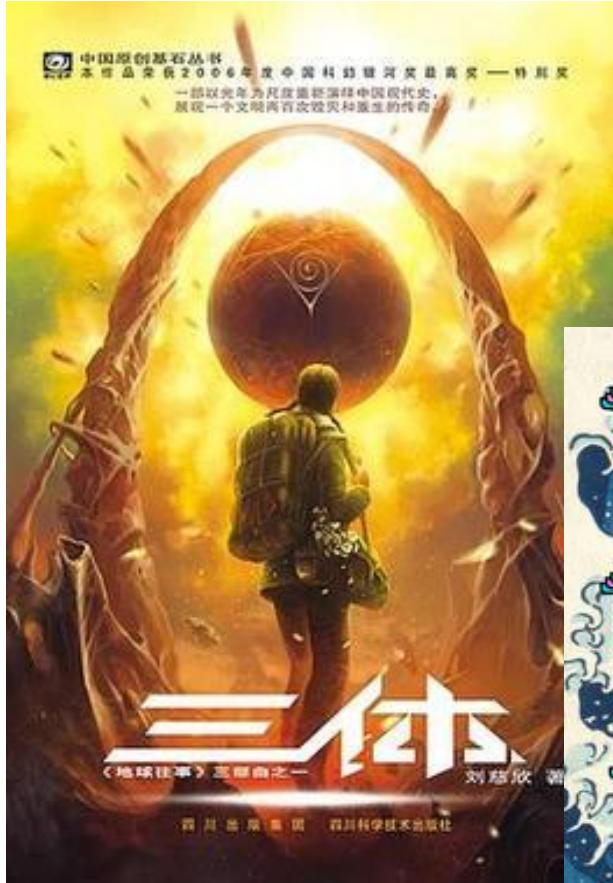
Games in Science Fiction!

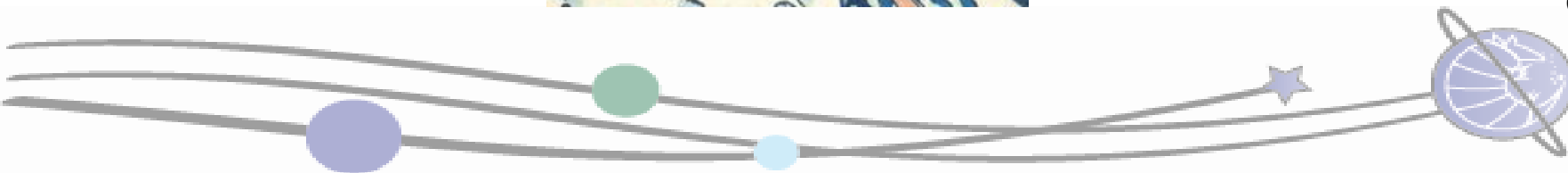‘Bleed’. The themes of games affect the themes of other media
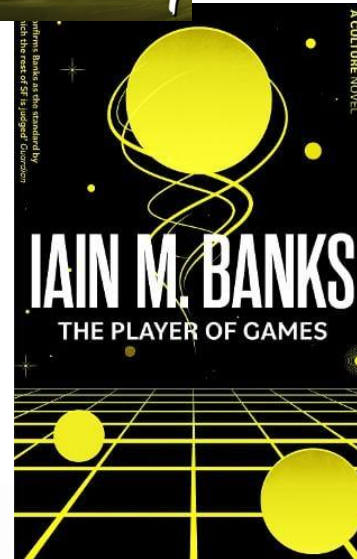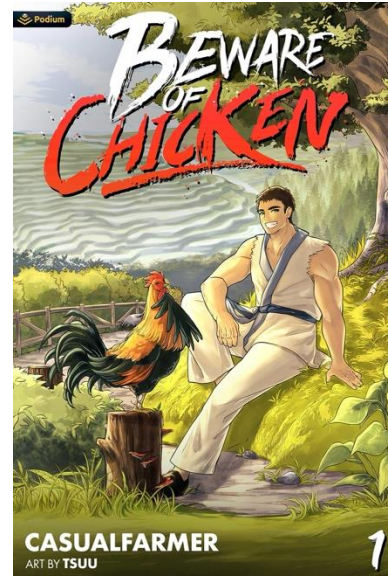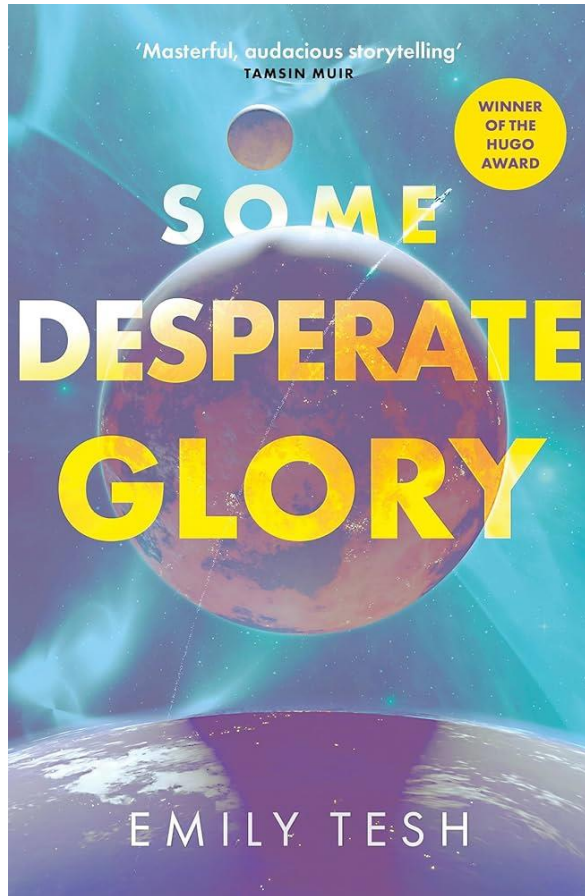
Virtual Worlds

Games Development

Games as a test or trial for a hero to succeed

Storylines reflect ‘quests’ or think about ideas like ‘cheating’

Virtual worlds like Three Body Problem explore the potential for science and development with ‘everyday’ readers.

Science Fiction that is inspired by Games

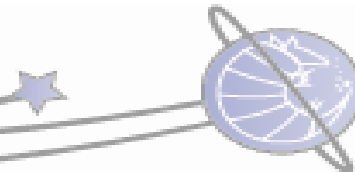Games provide familiar narratives to readers or viewers.

Not a new concept in writing, but new readers do not always recognize this!
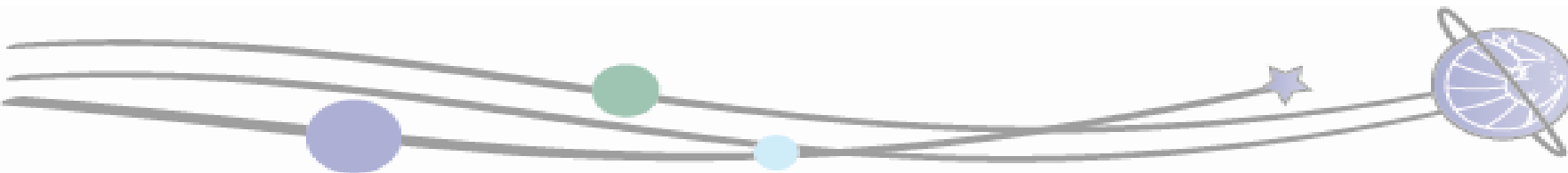
Many authors play games to be inspired

Fan writing provides a new way into publishing

Popular with Hugo Award winners!!!

A good indicator of reading trends

Roleplaying Games and Emergent Practice

Player Communities

Growing industry in player events

Boardgames industry in UK $1499 / 10849.54Y million by 2030

Much of this is through secondary products like boardgame cafes, fan meetups, 'Comicon' style events

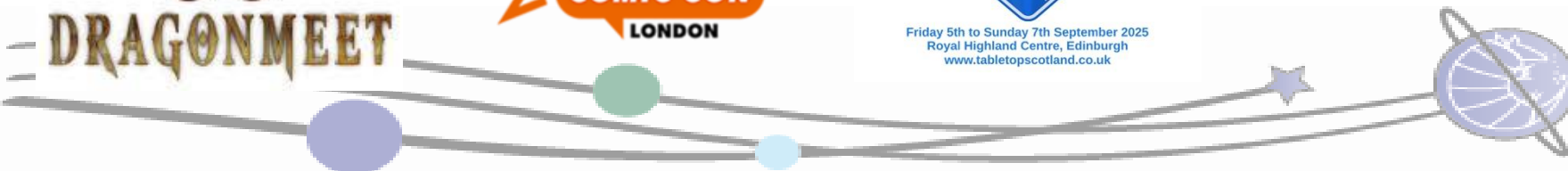Huge independent design community of small developers

Crowdfunding a popular way to gather revenue for a potential game

University of Staffordshire
Heritage via Haptic Technology and Augmented Reality

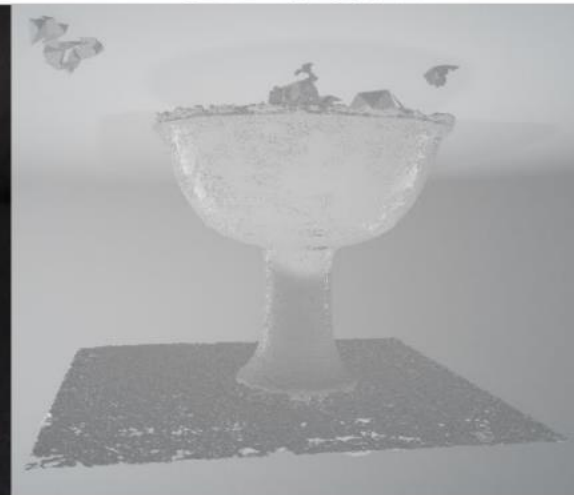'Augmented Reality on Memory Retention for History and Heritage Education' – Jennifer Challenor (2025)

'Exploring the Intersection of Virtual Reality and Haptic Technology to Aid the Interpretation and Interaction with The Thornhill Collection of East Asian Ceramics' – Emma Fallows (2024)

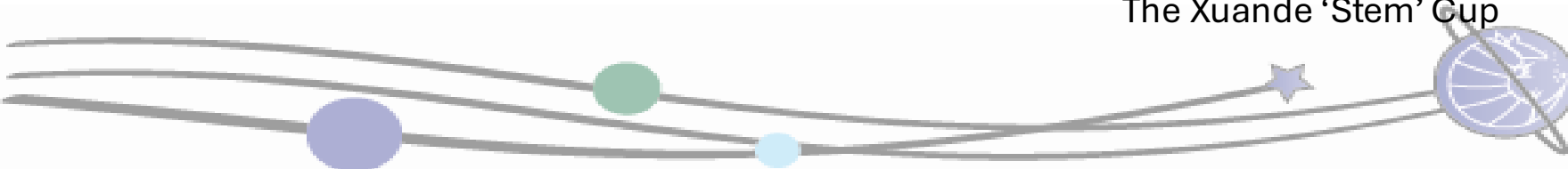The Xuande 'Stem' Cup

University of Staffordshire
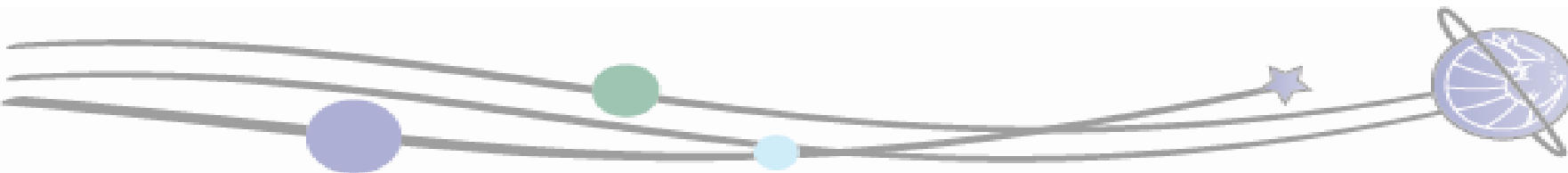# Natural Language Processing / AI / NPCs

Developing responses to humans with AI interfaces

Develop the ability of videogame characters to respond naturally

Avoids scripting

Game players want natural conversation

Enables nuance and tone in NPC (non-player character) interaction

Thank-you for listening! ☺