

“The Train Parable”: Exploring Identity Through Play

The Train Parable invites participants on an unraveling journey through memory, decision-making, and interactive storytelling at the intersection of roleplay, agency, and cultural identity. This research-driven, gamified workshop challenges players to navigate historical and personal narratives through a shifting game-based framework, where each choice—and each absence of choice—matters.

Through play, discussion, and collective reflection, participants will uncover the unseen forces shaping perceptions and identity in virtual spaces and beyond.

Workshop Format

- A hands-on, interactive session involving roleplay and structured gameplay
- Participants will explore narrative agency through a multi-stage experience
- Team-based activities and facilitated discussions for deeper reflection



Submission Guidelines

To participate, please fill [the form](#) to secure your spot. We have a *limit of 20 participants*, and the form will close automatically once the limit is reached.

! Important Notice for Registered Participants: If you register but later realize that you will *not* be able to participate, please notify us as soon as possible at gamelab@kbtu.kz. This will allow us to offer your spot to someone on the waiting list.

Accessibility

- A videogame playable via PC (keyboard/mouse controls) - all equipment provided by the organizers of the workshop
- Discussion in English
- No prior gaming experience is required

For questions or further details, contact: gamelab@kbtu.kz