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B.Comm. in Media and Communication Studies (Minor: English Studies)

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Research Interests:

- Game Studies
- Interactive Narratives
- Platform Studies
- Digital Media Cultures and User Practices
- Science, Technology and Society (STS)

Refereed Journal Article:

Li, J., **Lin, J.**, & Li, M. (2026). "Be the REAL Wukong": Cross-media cheating affordance and cultural justification in *Black Myth: Wukong*. *Cogent Arts & Humanities*. [Revise and accept after external review]

Conference Paper Presentation:

Lin, J. & Gekker, A. (2026, October 7-10). *Gaming beyond: Reconfiguring script through collective prompting practices in LLM-mediated character interaction*. Paper to be presented at the Annual Meeting of the Society for Social Studies of Science (4S): *TechnoPower · Technoscientific Futures*, Toronto, Canada.

Li, M. & **Lin, J.** (2026, September 19-20). *Who speaks for the lost culture? Playable ruins, historical traces, and the politics of absence in video games*. Extended abstract to be presented at the Chinese Digital Games Research Association Conference (CDiGRA), Wuhan, China.

Li, J. & **Lin, J.** (2025, November 20-23). "Be the REAL Wukong": Cross-media cheating affordance and cultural justification in *Black Myth: Wukong*. Paper presented at the 111th Annual Convention of the National Communication Association (NCA), Denver, Colorado, United States.

Lin, J. (2025, June 30-July 4). *Rewriting the script: Navigating cybernetic dynamics and ethical expression in modular narrative games—The case of Storyteller*. Extended

abstract presented at the Digital Games Research Association Conference (DiGRA), Valletta, Malta.

Lin, J. (2024, July). *Embodiment of User-Generated Content in Electronic Game: A Case Study of the Party Game Eggy Party*. Extended abstract presented at the Digital Games Research Association Conference (DiGRA), Guadalajara, Mexico.

Li, M., & **Lin, J.** (2024, July). *"You Can Be Sexy AND Powerful!": Gender Presentation in Video Games Using Genshin Impact as an Example*. Extended abstract presented at the Digital Games Research Association Conference (DiGRA), Guadalajara, Mexico.

Lin, J., & Chen, J. (2024, May). *Escaping from Fantasy: Fans' Spiritual Fulfillment in Para-Social Interaction with Idols on Lysn Bubble*. Paper presented at the Interdisciplinary Conference in the Humanities and Social Sciences: Empowering Emerging Researchers (ICCS), Zhuhai, China.