Playing with Worlds
Worlds of Play
International Workshop, 11-12.03.2016

Program

March 11
11:30-12:00 Introduction
12:00-13:30 Panel 1: Explorations in Space
12:00-12:45 Catarina Seeger (Würzburg): Walking in the Virtual City: Alternate (De-)Constructions of Urban Space in Ingress
12:45-13:30 Krzysztof M. Maj (Krakow): Freedom Cry: On the Ways of World-building and World Inhabitation
13:30-15:00 Lunch break
15:00-16:30 Panel 2: Explorations in Time
15:00-15:45 Federico Alvarez (Cologne): Iterations in Virtual Worlds. On the "Aesthetic of Repetition" and a Temporal Paradox
15:45-16:30 Linda Lahdenperä (Jyväskylä): Time Loops in Possible Worlds. The Time Loop as a Video Game Mechanic and Narrative Trope
16:30-17:00 Coffee break
17:00-18:30 Panel 3: Acting (with) Characters
17:00-17:45 Ea Christina Willumsen (Copenhagen): Is My Avatar MY Avatar? Avatar Autonomy as a Challenge for the Concept of Gameworld
17:45-18:30 Miriam Schreiter (Chemnitz): The Death of the Other in Digital Games. The Concept of Responsibility as a Strategy of Worldmaking?
18:30-19:00 Break
19:00 Artistic Keynote:
Thomas Hawranke (Cologne)
& Feedback Laboratory

March 12
10:00-12:15 Panel 4: Realities in Transition
10:00-10:45 Kai Matuszkiewicz, Franziska Weidle (Göttingen): "Crossing the Threshold into New Worlds": Virtual Reality Worlds Beyond Narratives
10:45-11:30 Vincenzo Idone Cassone (Turin): Through the Ludic Glass. Colliding Realities in Videogames and ARGs
11:30-12:15 Dimitra Nikolaidou (Thessaloniki): A Storyworld of Darkness. Transforming the Real World into a Diverse Game Setting
12:15-14:00 Lunch break
14:00-15:30 Panel 5: Playful Epistemology
14:00-14:45 Lars de Wildt (Leuven): Playing at Belief
14:45-15:30 Sjors Martens (Utrecht): Transmedial Game Worlds. Charting the Heuristics of Playful Media Constellations
15:30-16:00 Final discussion

For participation, please register at: worlds-of-play@uni-koeln.de