

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 Inhabitance

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





Graduate School for the Humanities Cologne Graduiertenschule der Philosophischen Fakultät

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