

PLAYING WITH WORLDS

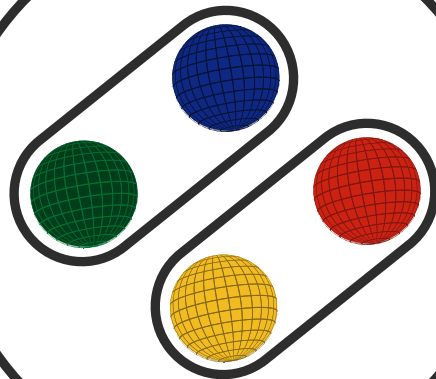
WORLDS OF PLAY



International
Workshop



a.r.t.e.s. Graduate School for
the Humanities Cologne
Aachener Str. 217
50931 Köln



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

Organizers: Philipp Bojahr, Michelle Herte,
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a.r.t.e.s.
Graduate School for
the Humanities Cologne
Graduiertenschule der Philosophischen Fakultät

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 Emma Fraser (Manchester): Playing in Ruin Space: Imagining the End of the City in Video Games

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

11:30-12:15 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