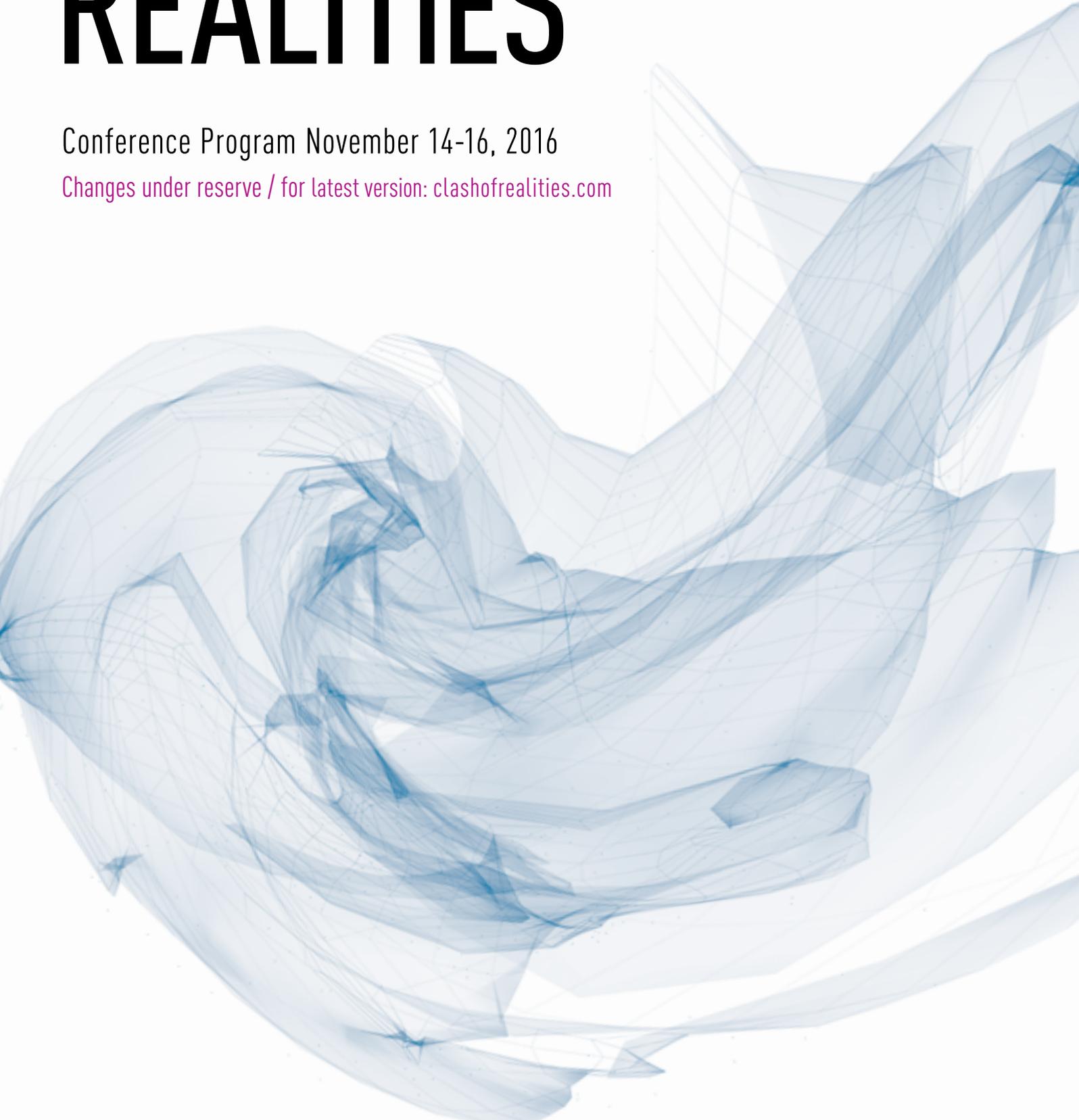# CLASH OF REALITIES

Conference Program November 14-16, 2016

Changes under reserve / for latest version: clashofrealities.com

Program
MONDAY 14 NOV — Opening

3:00 pm | 2nd FLOOR CGL

Central Registration

4:00 pm | ROOM 225 / OPEN SPACE

Pre-Event
Star Citizen – Open Development as a Disruptive Game Design Practice
Ortwin Freyermuth

Cloud Imperium Games' Star Citizen is the largest crowdfunded project to date, with over $125 million backer contributions since its crowdfunding launch in October 2012. While game development is progressing with alpha releases and constant community updates to the almost 1.6 million active "citizens", this innovative process is the subject of much community attention and also press scrutiny. The presentations will provide an inside look at the benefits and challenges of crowdfunded open development – building an international games studio and developing a AAA games project in full view of, and with the financing provided by the gamer community. What are the main lessons that can be learnt from Cloud Imperium's experiences to date for game creators who wish to engage the community's help to bring their project to reality.

6:00 pm | ROOM 225 / OPEN SPACE

Opening / Welcome 7th Clash of Realities Conference
Björn Bartholdy, Gundolf Freyermuth, Klaus Becker

6:30 pm | ROOM 225 / OPEN SPACE

Opening Keynote
Clash of Opinions: A Discussion on Games, Design, and Culture
Eric Zimmerman

To kick of Clash of Realities, we will have a Clash of Opinions - a discussion game that is also an opportunity to talk about games. Somewhere between a game show and a social card game, audience members will interrogate common conceptions and misconceptions about game design and game culture. It should be a lot of fun - but don't worry if this sounds like too much pressure - you can participate as much or as little as you want.

7:30 – 9:00 pm | ROOM 219 / OPEN SPACE

Get-Together

Program
TUESDAY 15 NOV — Summit Day

8:30 am | 2 FLOOR CGL

Central Registration – all Summits –

10:00 am | ROOM 225 / OPEN SPACE

Introduction
Björn Bartholdy, Krystian Majewski

10:15 am | ROOM 225 / OPEN SPACE

Everything
David OReilly

David OReilly will be speaking about reality, death, language and other subjects in the context of his next game Everything.

10:45 am | ROOM 225 / OPEN SPACE

Mind the gap
Daniela Kuka

Lots of commercial games promise an intensified immersive quality by high resolution, hyper-realistic, real-time 3D imagery and seemless interaction interfaces. Those high definition game worlds create both, impressive and overwhelming game experiences and an "interpassive" mode of play: Player's imaginativeness has been delegated to the game's infrastructure. On the opposite site, open world games like Minecraft provide their players with generic tools to create a game's world and story on their own. Daniela's talk covers a third route: an aesthetic strategy that designs "incomplete games" with "gaps" to be filled by the player's memories and anticipations. Following literature theory and her own experiences, your speaker will apply so called "blank spaces" to parlor games and will prove that her approach is especially helpful for designing playful future scenarios and creative design strategies.

11:15 am | ROOM 219 / OPEN SPACE

Coffee Break

11:30 am | ROOM 225 / OPEN SPACE

My hyperideal self: Identification and objectification in digital games
Nina Kiel

Heroes are usually idealised in almost every way: They are brave, clever and extremely attractive. In recent years, however, the visualisation of our virtual selves has changed drastically. The characters we play and encounter look more and more realistic, partly due to higher quality game graphics. But does this trend affect men and women equally?
In this talk we'll examine the differences between idealisation, objectification and sexualization in video game characters and discuss their possible influence on us, the players.

12:00 pm | ROOM 225 / OPEN SPACE

Look Development and Art Direction for Daedalic´s "State Of Mind"
Martin Ganteföhr, Stefan Wacker

Stefan and Martin will talk about "State Of Mind´s" unique look, decision making in art direction and teaser production.

12:30 pm | ROOM 225 / OPEN SPACE

Roundtable
Daniela Kuka, David OReilly, Nina Kiel

1:30 pm | ROOM 219 / OPEN SPACE

Lunch Break

3:00 pm | ROOM 225 / OPEN SPACE

Play it again, Sam
Michael Erlhoff

There is a strange movement between "play" and "game": a permanent virtuality. That is: **virtual** late 14c., "influencing by physical virtues or capabilities, effective with respect to inherent natural qualities" from Medieval Latin **virtualis** from virtus, "excellence, potency, efficacy," literally "manliness, manhood" (see virtue).

Aesthetics of Play (Game Development Summit)

Program
TUESDAY 15 NOV — Summit Day

The meaning of "being something in essence or effect, though not actually or in fact" is from mid-15c., probably via sense of "capable of producing a certain effect" **virtue** 1200, vertu. "moral life and conduct; a particular moral excellence," from vertu "force, strength, vigor; moral strength; qualities, abilities" **from Latin virtus** "moral strength, high character, goodness; manliness; valor, bravery, courage (in war); excellence, worth," **from vir "man"** (see **virile**).

3:30 pm | ROOM 225 / OPEN SPACE

Michael Rueger

tba

4:00 pm | ROOM 219 / OPEN SPACE

Coffee Break

4:15 pm | ROOM 225 / OPEN SPACE

tba
Colleen Macklin

tba

4:45 pm | ROOM 225 / OPEN SPACE

The Aesthetics of Choice
Klaus Gasteier

tba

Program
TUESDAY 15 NOV — Summit Day

10:00 am | ROOM 204

Introduction
Benjamin Beil, Gundolf S. Freyermuth, Hanns Christian Schmidt

10:15 am | ROOM 204

Keynote
The Potential of Procedurally-Generated Narrative in Video Games
Mark J.P. Wolf

Procedural generation is used mainly for the generation of video game spaces and places, and other kinds of game content, like non-player-characters, random events, and so forth; but to what extent can it be used to generate the narrative content of video games? This essay explores this question, as well as what aspects of narrative are important to the gaming experience.

11:00 am | ROOM 204

A Game of Playful Art – Navigating Transmedia Psychogeography
Andreas Rauscher

The question if games can be art is caught in a standoff situation. On the one hand games have gained cultural recognition by becoming part of museums, art galleries and performance festivals, on the other hand they have turned into transmedia franchises whose playgrounds are enhanced by the culture industries as well as grass-roots fandom activities. Reconsidering the concept of psycho-geography drafted by critical philosopher Guy Debord and the Situationists in mid-20th century Paris the presentation will take a road less traveled in connecting the mental maps of playing with the popular with the cartography of curated artistic activities.

11:30 am | ROOM 219 / OPEN SPACE

Coffee Break

Program
TUESDAY 15 NOV — Summit Day

11:50 am | ROOM 204

Presentation of PhD Projects (CGL, Enjmin & University of Cologne)
Hanns Christian Schmidt

Transmedial Ways of Worldmaking: Zombies, Aliens and Lego Bricks
It has been more than ten years since Henry Jenkins coined the influential term „transmedia storytelling" in his seminal publication „Convergence Culture." Since then, a lot has happened – both in the academic and the industry world, delivering a plethora of new media phenomena as well new theoretical insights to analyze them. Judging from the amount of publications which highlight a sense of space in products of modern Hollywood franchises, it could be argued that we have experienced a spatial turn in transmedial studies. This holds especially true for terms like "worldbuilding", "storyworlds" or "cinematic universes." But how are those worlds "made" – how are they produced, how are they perceived and what can we make of them from a theoretical perspective?
This short presentation will illustrate the shift from transmedia storytelling to transmedial worlds by having a look at the zombie-apocalyptic world of The Walking Dead, how the Alien-franchise creates different world versions with each new installment and how the Lego-franchises uses the notion of world building and the mashing up of building blocks to 'remake' licensed content in a very concrete way.

Lubna Odeh

An authoring tool for pervasive transmedia games
According to the traditional definition and practice playing a game is spatially, temporally and socially bounded by the so called "magic circle". During the last decade, digital technology applied to video games have broken all these boundaries. Pervasive games, for example, must cope with the player mobility inside real and virtual cities or the use of different media. The creation of such games combines game, storytelling, living performance, classical media and web design, community management and advanced marketing techniques. As a consequence, we need a new approach of pervasive transmedia game
design. In this research, we approach the topic of tools that can help designers with the creation phase. This thesis aims to define, specify and prototype an authoring tool usable for highly interactive applications such as pervasive transmedia games.

Program
TUESDAY 15 NOV — Summit Day

12:10 pm | ROOM 204

Time, Memory and Longing in Transmedial Storytelling
Susana Tosca

Time is a necessary ingredient to the telling of any story, and also key in transmedial experiences. We combine the experiential framework of McCarthy and Wright with our previous work on transmedial worlds, and argue that the dynamics of conservation, accumulation, tension and anticipation play an important role in the experience of transmedial stories. Time in transmedial narratives is about relating plots, actions, characters and places to a wider network of meanings that get revisited and expanded with each interaction. The emotional dimension of contemporary transmedial engagements over time condenses in topics such as nostalgia or desire, which intersect with the mechanics of seriality in new and unexpected ways. We will be illustrating this argument with examples from our work on transmedial stories in literature, cinema, television and computer games.

12:40 pm | ROOM 204

Presentation of PhD Projects (CGL. Enjmin & University of Cologne)
Delphine Soriano

Tools for Evaluating the Avatar Design in Player's Engagement
In this thesis, we produce measurement tools to characterize the design of an avatar and evaluate the player's engagement. These are two critical points for the design of video games and serious games. Engagement is widely studied in different research fields and it is not defined yet. The feeling of presence and the desire to pursue the game are two elements of the player's engagement. Theoretically, the feeling of responsibility is also a part of it. The player wants to live an emotional experience. This sensation can be similar to the player experience. The player and the game form a dynamic system. The graphical environment is part of this system. It maintains a dialogue with the player. Its semantic aspects keep the player engaged. A semantic analysis of the virtual environment allows us to define the graphical environment and better understand the experience of the game.

Federico Alvarez Igarzábal

Time and Virtual Space in Video Games
The video game belongs to the family of the moving images and, as such, it is a time-based medium. This brief presentation will provide an overview of my research project, which focuses on the temporal structures of video games by combining two approaches: The formal analysis of these structures and cognitive scientific theories of time perception. Just as it is necessary to study the human hand and its particular traits in order to understand the choices made in the design of a video game controller, the study of the human mind and perceptual apparatus is crucial to the analysis of the audiovisual layer of video games. The importance of virtual space within this context is due to the close connection between temporal perception and the perception of space. The virtual spaces of video games, along with the objects and characters within them, provide the cues needed to make chronological sense of what is happening in the game world during the interaction with it. When players observe the game world, plan ahead, learn new skills, or manage resources, their sense of time is always engaged playing a central role.

1:00 pm | ROOM 204

Playing (with) Star Wars
James Newman

Star Wars has provided a rich source of material for videogame developers for over twenty years. Moreover, where once we may have played the 'videogame of the film', even a cursory examination of the podrace sequence from Episode I: The Phantom Menace (1999) or the action in the Geonosian droid factory in Episode II: Attack of the Clones (2002) reveals an altogether synergistic and symbiotic relationship. The LEGO Star Wars series of videogames goes further still in taking characters, sets and scenarios from Episodes I-III and reworking them as virtual building bricks and minifigures. The immateriality of these bricks belies their plasticity as the game reconfigures the Star Wars franchise in a playful and playable manner which simultaneously disrupts and reveres the canonical integrity that is most jealously guarded by creators and fans alike.

Program
TUESDAY 15 NOV — Summit Day

10:00 am | ROOM 211

Introduction
André Weßel, Angela Tillmann

10:15 am | ROOM 211

Play in the Age of Computing Machinery
Miguel Sicart

Why do we play with computers? Almost from the outset of the information age and the widespread use of computers in society, we have played with them, making games, but also simulations, toys, and playgrounds. What this shared history shows is that at the heart of the information age there is a playful soul that can help us make this computable word a bit more human.

11:15 am | ROOM 219 / OPEN SPACE

Coffee Break

11:30 am | ROOM 211

Smack talk, teamwork, and playing for keeps: weighing in on some bodies that matter in the serious pursuit of E-sports
Emma Witkowski

The past 5 years have seen eSports explode into legacy sport spaces and conversations: traditional sports celebrities are investing in established franchises, major eSports competitions draw six-figure prize pools and reach millions of viewers, and sports media broadcasting has gotten on board with ESPN even launching an online vertical dedicated to eSports. These recent headlines are fascinating marks on the history of eSports. Such sway from legacy sports, tied to ongoing community support, and the staging of eSports will certainly come to affect how we—the fans—can engage with competitive computer gameplay/players. But just as importantly, a deeper consideration of how players and teams do professional play is brought on by such growth. This talk will address the changing eSports ecosystem from the perspective of players and the liveliness of their practice – how they play, how they think of performance, and what it means for them to play to win.

Program
TUESDAY 15 NOV — Summit Day

12:15 pm | ROOM 211

Beyond the Multi-player: Exploring Sociality in Single Player Videogames
Kelly Boudreau

From massively multiplayer online games to social network games, digital games offer a broad range of opportunities for sociality and social interaction. When thinking about sociality and games, rarely do single-player games come to mind, and if they do, it is often in juxtaposition with multi-player games. Yet, it could be said that all human interactions – with other people, objects and spaces – are social in nature. From this perspective, this talk will discuss different aspects of sociality in single-player games including player engagement with AI, the game's environment, narrative, and play context all which shape a player's social understanding of a game. In doing so, we can consider how playing single-player games are social within themselves, and how they inform other types of social videogame play.

1:00 pm | ROOM 211
Workshop Overview / Summary

1:30 pm | ROOM 219 / OPEN SPACE
Lunch Break

3:00 pm | ROOM 108 (ifs)

Pokémon Go – An Anthropological Perspective on being a Pokémon Trainer
Christian Toth

This submission aims to address the thin line of how the augmented reality is blurring into our unaugmented reality on the example of Pokémon Go. This is particularly interesting from an anthropological point of view, for it tells us more about how we perceive and integrate multiple realities through digital media. Its predominantly social construction of gamers becoming trainers allows them to develop a new identity that is both individual and collective. Individuality is created by customization and by location, for example where you go to search for Pokémon. Collective Identity is created by identifying yourself and others with being a Pokémon trainer, bringing a social element into the game that makes Pokémon Go somewhat of a Digital Live Action Role-Playing Game. Educational and anthropological implications will be discussed.

Program
TUESDAY 15 NOV — Summit Day

3:00pm | ROOM 211

Möglichkeitsräume? Dimensionen des Raums im Onlinerollenspiel
Arne Schröder

Die Debatten in den Game Studies zur Bedeutung des magic circle haben eine vermeintlich klare Trennung zwischen Spiel und Nicht-Spiel in Frage gestellt. Besonders anschaulich sind die Übergänge zwischen sozialen Räumen im Spiel und der Alltagswelt außerhalb des Spiels in Onlinerollenspielen.
Im Vortrag werden am Beispiel des MMORPGs World of Warcraft verschiedene Dimensionen der Räumlichkeit im Spiel hinsichtlich ihrer sozialen Bedeutung diskutiert und Verschränkungen der unterschiedlichen Raumformen aufgezeigt. Die Perspektiven der Spieler_innen lassen erkennen, welche Vorstellungen und Erwartungen an die Raumstruktur im Spiel existieren – vom spielerischen Zuhause über Schutzräume vor Einflüssen aus der Alltagswelt bis zur politischen Öffentlichkeit.

3:00 pm | ROOM 109 (ifs)

This Moral of Mine. Digital Games and the Reflection of Moral Action
André Weßel

For several years now, digital games have been included in formal and non-formal educational contexts, usually with the aim to promote spatial imagination or complex logical thinking and problem solving. However, their potential in terms of possibilities for promoting ethical reflectivity and moral decision-making has been little studied, and the issue has barely reached practical application. Since especially during the last decade, moral decisions have become a part of an increasing number of digital games, questions arise about how these scenarios can be used in learning environments. Based on an empirical study, the possibilities of digital games to reflect moral action will be investigated by means of the development of a research setting which may also serve as a model for teaching learning arrangements simultaneously.

3:45 pm | ROOM 219 / OPEN SPACE
Coffee Break

Program
TUESDAY 15 NOV — Summit Day

4:00 pm | ROOM 211

Alt Ctrl Play – Partizipation in digitalen Sozialräumen
Angelika Beranek, Sebastian Ring

Erfolgreiche Partizipationserfahrungen im Bereich digitaler Spielwelten können, wenn sie richtig begleitet werden, dazu beitragen, dass junge Menschen eine höhere Bereitschaft haben, sich auch an anderen (beispielsweise politischen) Prozessen zu beteiligen und zu aktiven Akteurinnen und Akteuren in unserer Gesellschaft zu werden. Die Möglichkeiten zur Partizipation in und mit Spielen werden durch zwei Faktoren bestimmt: auf Seiten der Spielenden durch deren Interessen, Motivation und Kompetenzen, auf Seiten der digitalen Spiele durch deren Strukturen. Unser Augenmerk liegt auf diesen Strukturen. Wie können Spielehersteller dazu beitragen, ein partizipationsfreundliches Produkt zu entwickeln und wie können pädagogische Fachkräfte die vorhandenen Möglichkeiten nutzen? Hierfür entwickeln wir ein Stufenmodell der Partizipation in digitalen Spielwelten.

4:00 pm | ROOM 109 (ifs)

Playing friends? Findings from a longitudinal study on friendships & social support among online gamers
Johannes Breuer

One of the most common concerns in the discussion about online games is that playing online can displace offline relationships and, consequently, detrimentally affect (offline) social support. However, there has been little empirical evidence supporting these causal claims. We will present data from a longitudinal analysis on the relationships between gaming- and non-gaming-related friendships and social support among a representative sample of social online players (i.e., people who play online video games with others). The results indicate that social online video game play is not related to perceived social support – neither cross-sectionally nor longitudinally. These results challenge the long-held claims of the social displacement hypothesis and suggest that social online video game play does not have negative real-world consequences on players' offline friendships or levels of social support.

Digital Games as Social Environments (Media Education & -Ethics)

Program
TUESDAY 15 NOV — Summit Day

4:00 | ROOM 108 (ifs)

Digital Rights of Users in Online Games und Social Networks
Michael Lanzinger

We live in a world, where the digital blends with reality. In online games and social networks we are able to virtually start a new life and be the judge of what people can know of us. But while this is the incentive for many to invest time and resources in the creation of an online Persona, most do not think of the information they give away besides their controlled content. The question remains what are the digital rights of users, while using and participating in online games and social networks. Is it the content they produce when being online and if so, are they the ‚owners' of this content? This lecture tries to share some light of what (digital) rights the users have on said content.

5:00 | ROOM 109 (IFS)

Otherness and The Failure of Sociocultural Proxy Conflicts in Games
Arno Görgen

Killing orcs, splicers, supermutants, leapers is a mainstream obstacle in digital games. In "Otherness and The Failure of Sociocultural Proxy Conflicts in Games" Arno Görgen discusses how NPC-social groups are reduced to opposable Others. Given, that games often implement backstories in which the same social groups suffer tragic fates, ludonarrative dissonances emerge between their reduction to obstacles within the game mechanics and their narrative construction as vulnerable and stigmatized groups.

5:00 | ROOM 108 (ifs)

„okay, jetzt laden wir grad Biome n bisschen" – Diskurse von Gameplayern in gesprächsanalytischer Sicht
Ute Barbara Schilly

Ein Phänomen der heutigen mediatisierten Welt ist das Spielen von Computerspielen in Formaten wie etwa „Let's Play" auf YouTube. Besonders bemerkenswert ist dabei ist die große Anzahl von Rezipienten, die diese Spiele im Prozesse des Gespielt-Werdens verfolgt, und zwar ohne auf das Spiel selbst Einfluss nehmen zu können: Ihre Rolle besteht lediglich darin, einer anderen Person, dem eigentlichen Player, beim Spielen zuzusehen. Ein ausschlaggebender Faktor, warum ein so großes (Fan-)Publikum das Spielen Anderer rezipiert, scheinen die

nahezu unaufhörlich erfolgenden Kommentierungen der Gameplayer im Akte des Spielens zu sein. Diesen „Gesprächen" der Gameplayer widmet sich der vorliegende Beitrag: Mit der Methode der linguistischen Gesprächsforschung wird exemplarisch offengelegt, welche Charakteristika die kommunikative Praxis der Digital-Spieler in der Interaktion mit dem Spiel einerseits und dabei gleichzeitig mit dem anonymen Publikum andererseits aufweist.

5:00 | ROOM 211

Spielung: Die aktuelle Flüchtlingskrise spielerisch verstehen und fühlen?
Eric Jannot, Matthias Uzunoff, Niels Boehnke

Weltweit sind aktuell 60 Mio. Menschen auf der Flucht. Mit der Spielung stellen wir die Frage, wie dieses leidvolle Schicksal mit den Mitteln des behandelt werden kann. Spiele sind ein vollwertiges Medium und müssen sich auch mit ernsten und politisch kontroversen Themen auseinandersetzen, um ihrem emanzipatorischen Anspruch gerecht zu werden. Dabei gilt es, die Gradwanderung zwischen Unterhaltung und kritisch reflektierender Auseinandersetzung zu meistern.
In diesem Spannungsfeld erspielen wir zusammen mit dem Autor und Entwickler Eric Jannot sein Mobile Game „Cargo – The Hidden Fleet". In der Rolle des Schleusers schicken wir Menschen über das Mittelmeer. Vergleichbar dem hochgelobten Schreibtischtäter-Spiel „Papers, please", thematisiert das Spiel Flucht und Migration, ohne zu belehren, aber mit moralischen Implikationen.

Digital Games as Social Environments (Media Education & -Ethics)

Program
TUESDAY 15 NOV — Summit Day

3:00 pm | ROOM 204

Introduction
Lisa Gotto, Simone Stewens

3:15 pm | ROOM 204

Mind-Game Films and Productive Pathologies
Thomas Elsaesser

A few years ago, I developed a theory about why a certain type of cinema, which deliberately misleads and disorients audiences had become popular, especially among audiences who are also gamers. I called them 'mind-game films' and argued that they were indicative of several features: the films break certain narrative rules, in order to draw attention to the existence of these rules as 'rules of the game' i.e. arbitrary and agreed upon; the films actively solicit the cooperation of the spectators, thereby empowering them to speculate as well as to calculate; and the films often have protagonists who would seem handicapped or dysfunctional in ordinary life, but who prove themselves specially adept in exceptional situations. I shall look at a few examples and propose some further hypotheses.

3:45 pm | ROOM 204

The Games that Play People: The Facts in the Case of D. Cronenberg
Bernd Herzogenrath

In his talk, Herzogenrath shows how film expands the notion of 'game' (e.g. Huizinga) by undermining the distinction between the realm of the game and reality. By focusing on David Cronenberg's Videodrome and eXistenZ, I argue that these films prefigure (and go beyond) the idea of the 'pervasive game.'

4:15 pm | ROOM 219 / OPEN SPACE

Coffee Break

4:45 pm | ROOM 204

Abu Goat
Rembert Hueser

In 2014, the winner of the E3 Goat Simulator map creation contest was announced: Abu Goat! "Enjoy roaming ancient Egyptian ruins as a mummified goat in this user submitted map […]. In addition to headbutting unsuspecting tourists into oblivion, take on a precariously placed Tyrannosaurus Rex" (www.gamepedia.com). (Let's also not forget the U.F.O. that is flying around sucking in pyramids.) Why does messing around with this mythical landscape of Pharao Ramesses the Great and the 1960s gets more and more pleasurable the longer one plays it? I will rebuild the logic of this cineludic landscape with a short comedy film from 1921 and industrial films from the late fifties and sixties.

5:15 pm | ROOM 204

Serial Games. On the Philosophy of Difference and Repetition in Moving Images
Lorenz Engell

As has already been shown by L. Gotto, by S.Denson and A. Jahn-Sudmann and others, computer gaming is deeply based on seriality and practices of serialization, as it is true for gaming in general as well as for capitalist production, distribution and invention of commodities (1). The contribution goes back into the history of seriality and discusses three philosophical concepts of seriality (Cavell, Deleuze, Wittgenstein) (2). Since seriality can also be found in media like television and film, the contribution suggests to discuss the relation of these different serialities in different media of the moving image as another (meta-)series, especially accordimng to Wittgenstein (3). Moving Images hence shape our concept of seriality and can be read as philosophy of difference and repetition (4). Finally, the idea is to short-circuit seriality, intermediality, and creativity of the moving image (5).

Cineludic Aesthetics (Film and Games Summit)

Program
TUESDAY 15 NOV — Summit Day

11:00 am | ROOM 103 & 104 (ifs)

Introduction
Björn Bartholdy, Corinna Kamphausen

11:15 am | ROOM 103 & 104 (ifs)

ESL TV Speaker: Chris Müller, Managing Director ESL Sports, Cologne
Chris Müller

Gamers hungry for fame have always tried their hardest to beat the Highscore, they are constantly looking for competition and clash against one another, increasingly surpassing their limits – exactly therefore was the ESL (Electronic Sports League) founded in the year 2000.
With the help of the Internet, unaffected by geographical boundaries, eSports has experienced a massive boom and keeps impressing teenagers and adults alike on a worldwide scale. After growing massively in a digital environment over the last couple of years, no it's the time for eSports to conquer the mainstream.
eSports becomes sports, the question is not "if" but "when"!

12:00 pm | ROOM 103 & 104 (ifs)

The eSports Media World – SPORT1 as a compass for eAthletes
Marcus Meyer

eSports is a global mass phenomenon. We use the potential of SPORT1 as leading 360°-Multimedia sports platform in Germany and offer this booming sport a real home – whether on TV, online, mobile, radio or social media. With Primetime Live Streaming on Free TV we create an attractive, high-reach sports environment for the sport itself and also for the growing number of fans and advertisers.

12:45 pm | ROOM 103 & 104 (ifs)

Prolonging TV 2.0?
Marc Lepetit

"Prolonging TV 2.0?"- TV in 2016 – this is the programme in the era of diversification. Many viewers with many interests on many platforms. And how do program-me makers deal with it? This event is about the innovative approaches, classical craft or even the question of whether one necessarily has to address each audi-ence with each programme. What approaches make sense? Which technologies restrict? What is successful? And what innovations do we need to jump onto, hoping to make many viewers aware of the programme? Is "Content King" – or is it the well-known "stick of dynamite, who just kills many fish"? Are we successful with targeted campaigns – or is it the wide aligned mass campaign that makes no difference in the approach?

Program
TUESDAY 15 NOV — Summit Day

1:30 pm | ROOM 219 / OPEN SPACE

Lunch Break

3:00 pm | ROOM 103 & 104 (IFS)

We do it live – Graphics for the Moment
Ulrich Krüger

Since 2012 SRF apply Augmented Reality in various SRF TV Programmes.Visual ways of telling the story with virtual graphics in studio productions.

3:45 pm | ROOM 103 & 104 (ifs)

RTLII
Christian Nienaber

tba

4:30 pm | ROOM 219 / OPEN SPACE

Coffee Break

5:00 pm | ROOM 103 & 104 (ifs)

A Syfy Original Sensation: Halcyon – the world's first Hybrid Virtual Reality TV-Show
Elmar Krick

The scene is virtual, the crime is real. Halcyon is a procedural detective show that unfolds across multiple planes of reality. With episodes alternating between broadcast, the web, and virtual reality, Halcyon is Law & Order meets Black Mirror. A story from a future that seems closer to reality every day.

5:45 pm | ROOM 103 & 104 (ifs)

Final Discussion & Summary

Program
TUESDAY 15 NOV — Summit Day

3:00 pm | ROOM 107 (ifs)

Introduction
Martin Lorber

3:15 pm | ROOM 107 (ifs)

Game(play) preservation
James Newman

At a time when there are more gaming platforms and titles available than ever before, it might seem unlikely to claim that videogames are disappearing. Material and digital deterioration renders hardware and software unusable while retail and marketing practices create a discourse of perpetual innovation, supersession and obsolescence. The loss of this material denies future generations access to their cultural heritage and robs the next generation of developers historical reference material. As Lowood et al (2009) put it, we must act 'before it's too late'. But, what form should this action take? And what is it we are seeking to preserve? In this paper, I ask what is the object of videogame preservation and in proposing a 'documentary approach' alongside more traditional software-based strategies, I consider the location and importance of play in this work.

4:00 pm | ROOM 107 (ifs)

What is needed to preserve games in a sustainable way
Andreas Lange

Clearly computer games have become integral to our culture. Closely related to this, but not as obvious is the issue of their preservation. In his paper Andreas Lange presents the current state of affairs when it comes to preservation, which has been achieved mainly by the zeal and devotion of members from the gaming and the emulator community. On the basis of these findings he addresses current weaknesses as well as problems that may occur in the nearer future. He develops a scenario that could help keeping computer games playable for coming generations.

Program
TUESDAY 15 NOV — Summit Day

4:45 pm | ROOM 107 (ifs)

Preserving Games from Concept to Creation
Stefan Serbicki

Much of the game preservation conversation presently is focused on emulation. Amazing successes have been achieved in that domain, and today it is possible to play many games designed for obsolete hardware on current PCs. But, what if you wanted to do more than just play an old original version of a game? You will need much more than an executable and the physical or emulated hardware it was designed for. The requirements now include producing archives containing source code, art and audio, associated tools, and self-contained development environments. These archives become valid for ports to new hardware, remakes, asset reuse, design and artistic reference, and for emulation. Collecting, maintaining, and making this material accessible presents new challenges (technical, legal, and organizational). These we shall discuss in this presentation.

5:30 pm | ROOM 107 (ifs)

Save the Games – How Academia, Museums, and the Industry could work together (Panel discussion)
Andreas Lange, Fabian Weichert, James Newman, Martin Lorber, Stefan Serbicki

Program
WEDNESDAY 16 NOV — Main Conference Day

8:45 am | 2nd FLOOR CGL

Central Registration

9:45 am | ROOM 225 / OPEN SPACE

Welcome & Introduction
*Klaus Becker, Marc Jan Eumann, Ute Berg, Gundolf S. Freyermuth,
Björn Bartholdy, Katharina Tillmanns*

10:15 am | ROOM 225 / OPEN SPACE

Worlds Apart? Game Worlds Versus Other Imaginary Worlds
Mark J.P. Wolf

This essay examines some of the ways that video game worlds differ from ima-
ginary worlds in other media, particularly looking at such things as interactivity,
narrative, world structure, and the overall experience of the audience.

11:15 am | ROOM 219 / OPEN SPACE

Coffee Break

11:30 am | ROOM 225 / OPEN SPACE

Everything and You
David OReilly

David OReilly will be speaking about reality, death, language and other subjects
in the context of his next game Everything.

12:15 pm | ROOM 225 / OPEN SPACE

Town Hall Talk
David OReilly, Eric Zimmerman, Mark J.P. Wolf

1:00- 2:30 pm | ROOM 219 / OPEN SPACE

Lunch Break

Program
WEDNESDAY 16 NOV — Main Conference Day

2:30 pm | ROOM 225 / OPEN SPACE

Cinema and Game Spaces: Disorder, Disorient, Disrupt
Thomas Elsaesser

Elsaesser's ideas for this talk circle around various concepts, some of which are as yet only loosely connected with each other. As the title suggests, contingency plays a certain part, but so does causality. Are our models of causality hardwired, or mainly a function of the technologies we have to hand as we try to model the world, whether through stories and games, or algorithms and data-dumps? Is disorder merely the order whose pattern we have yet to discover, or is disorder more fundamental to the workings of the world (and of ourselves), making order only the proverbial tip of the iceberg? Why do artists tend to think that disorienting viewers is a value in and by itself? And why do we stubbornly cling to linear narratives, when neither our brains nor our computers function that way?

3:15 pm | ROOM 225 / OPEN SPACE

Panel
Colleen Macklin, Emma Witkowski, Maike Groen, Susana Tosca

4:00- 4:30 pm | ROOM 225 / OPEN SPACE

Coffee Break

4:30 pm | ROOM 225 / OPEN SPACE

Play, games, and the good life
Miguel Sicart

Play is not a childish activity, a pastime or entertainment that helps us structure our leisure hours. Play is a mode of being in the world, a creative appropriation of places and things to express our being. Play is also a moral activity, an exploration of what is morally acceptable or possible. At the heart of homo ludens there is a moral being that playfully explores the limits of this and all possible worlds.

5:15 pm | ROOM 225 / OPEN SPACE

Systems and Sensibilities: Stories from Serious Games
Colleen Macklin

Legendary game designer Bernie DeKoven once said, "all play in public is political." If this is the case, where are the games that are changing policy, perception, and ultimately, politics? This session will look at specific instances of public and private play and the games and playful activities that have had political impact. We'll look at all kinds of games, digital, nondigital, serious, and not-so-serious. We'll explore the reasons why some games succeed and some games fail at changing the world.

6:00 – 10:00 pm | ROOM 225 / OPEN SPACE

Get Together

Main Conference Day