

Players as producers
2016-11-15, 9:30 - 20:00
Audimax, Domgasse 1

The symposium on players as producers is meant to stir more theoretical discussions in the field of game studies and media theories with leading experts. Topics include values in games, serious games, games and art, the current state of the video game industry, productive and free-form games, as well as societal effects and impacts of video games.

Admission free, no registration needed



[Program](#)

SPEAKERS

- Christa Sommerer (*introduction*)
- Tiago Martins (*an evolutionary perspective on Play, Art, and Technology*)
- Margarete Jahrmann (*games as intervention experiments*)
- Jeremiah Diephuis (*co-located games and the value of play*)
- Alexander Seifert (*gaming industry & Austria*)
- Peter Purgathofer (*positive impact games*)
- Ulrich Brandstätter (*productive gaming*)
- Hideaki Ogawa (*creative games*)

DEMOS & ARTWORKS

- *Absolutely no lizards* (Philipp Bernecker, Sam Bunn, Julia Nüßlein, Christian Resch, and Federico Tasso)
- *DANDE* (Or Wolff and Gabriela Gordillo)
- *Forever loops* (Marlene and Ulrich Brandstätter)
- *Rule#1* (Tiago Martins)
- *Senseparation* (Karin Guminsky, Christoph Anthes, Marlene Brandstätter, and many more)
- *Shopping Mill* (Oliver Lehner)
- *Suan* (Qian Xu)