

***SYMPOSIUM***

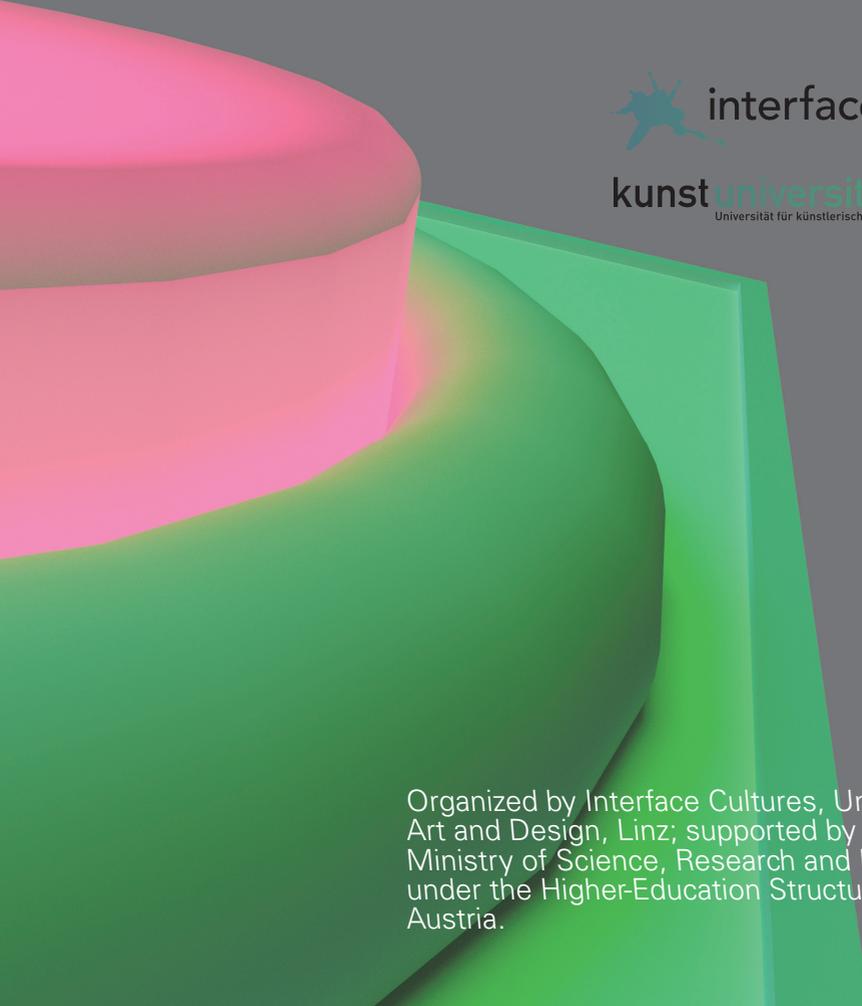
***2016-11-15 9:30-20:00***

***KUNSTUNIVERSITÄT LINZ***

***AUDIMAX, DOMGASSE 1***

09:30	<b>INTRODUCTION</b> Christa Sommerer	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. <b>FREE ENTRY</b>
09:45	<b>AN EVOLUTIONARY PERSPECTIVE ON PLAY, ART, AND TECHNOLOGY</b> Tiago Martins	
10:30	<b>GAMES AS INTERVENTION EXPERIMENTS</b> Margarete Jahrmann	
11:15	<b>CO-LOCATED GAMES AND THE VALUE OF PLAY</b> Jeremiah Diephuis	<b>EXHIBITION TRACK</b>
12:00	Lunch Break	
13:00	<b>GAME INDUSTRY</b> Samuel Moser	<b>ABSOLUTELY NO LIZARDS</b> Game installation aimed at discovery by Philipp Bernecker, Sam Bunn, Julia Nüßlein, Christian Resch and Federico Tasso
13:45	<b>POSITIVE IMPACT GAMES</b> Peter Purgathofer	<b>DANDE</b> Playful and participatory city exploration by Dr. Wolff and Gabriela Gordillo
14:30	Coffee Break	<b>SHOPPING MILL</b> Artistic purpose-tailored game interface by Oliver Lehner
15:00	<b>PRODUCTIVE GAMING</b> Ulrich Brandstätter	<b>SUAN</b> Playful art installation by Qian Xu
15:45	<b>CREATIVE GAMES</b> Hideaki Ogawa	<b>FOREVER LOOPS</b> Productive game / software toy by Marlene and Ulrich Brandstätter
16:30	Coffee Break	<b>SENSEPARATION</b> Playful multi-site installation by Karin Guminisky, Christoph Anthes, Marlene Brandstätter, and many more
17:00	<b>DISCUSSION, CONCLUSION AND GAME LOUNGE</b>	<b>RULE#1</b> Playful, bittersweet construction toy by Tiago Martins
20:00		

**CONFERENCE TRACK**



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