

PLAY15

PLAY Conference Program

Thursday, 17th September 2015, 9 am to 6 pm

Day 1: Digital Games as Systems

Time	Program	Place
08:30 – 09:00 am	Arrival and Registration	Chamber of Commerce <i>InnovationsCampus</i> (HKIC) 2 nd floor
09:00 – 09:30 am	Opening of PLAY Conference Address of Welcome: <ul style="list-style-type: none">• Adrian Ulrich, Head of IT-, Media- and Creative Industries Department of Chamber of Commerce, Hamburg• Matthias Uzunoff, Department for Target Specific Offers at bpb – Federal Agency for Civic Education• Vera Marie Rodewald & Christiane Schwinge, PLAY Conference Program Chair, Initiative Creative Gaming	Auditorium Chamber of Commerce <i>InnovationsCampus</i> (HKIC) 2 nd floor
9:30 – 10:30 am	Keynote “Digital Games as Systems” <i>Aki Järvinen, Ph.D (FI)</i> Playdemic Limited	Auditorium Chamber of Commerce <i>InnovationsCampus</i> (HKIC) 2 nd floor



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10:30 – 12:30 pm	Digital Games in Analogue Systems – Bringing Computer Games to the Street (Workshop I) <i>Dr. Judith Ackermann (GER)</i> University of Siegen playin' siegen – International Urban Games Festival	Political Systems in Digital Games – Civic Education with Mobile Games exemplified by Utopolis (Workshop II) <i>Dr. Ralf Nemetschek & Silke Zimmermann (GER)</i> Nemetschek Stiftung	WS I room 1.09 WS II room 4.07 Chamber of Commerce <i>InnovationsCampus</i> (HKIC)
12:30 – 1:30 pm	Break During lunch break the café on the ground floor of the <i>InnovationsCampus</i> welcomes you.		
1:30 – 3:30 pm	Game Design as System Design – Digital Games as Society's Mirror (Workshop III) <i>Stefan Wacker (GER)</i> Lead Artist at Daedalic Entertainment	Break the System Video Game – Playing with Games! (Workshop IV) <i>Andreas Hedrich (GER)</i> Initiator of the initiative Creative Gaming e. V.	WS III room 1.09 WS IV room 4.07 Chamber of Commerce <i>InnovationsCampus</i> (HKIC)
4:30 – 6:00 pm	PLAY Show “Playing with the System. Systemic Perspectives on Digital Games” With all speakers of PLAY Conference (day 1) Hosted by Uke Bosse		<i>Terrace Hill</i>
Afterwards	Opportunity to visit the exhibition at the <i>Alsterdamm School of Visual Arts</i> Evening program: <ul style="list-style-type: none">• Poetry Slam (<i>Nachtasyl</i>)• Live Let's Play op Platt (<i>Ohnsorg Theater</i>)• PLAY at Night (<i>Terrace Hill</i>)		



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Day 2: Play with Feelings

Time	Program	Place
08:30 – 09:00 am	Arrival and Registration	Chamber of Commerce <i>InnovationsCampus</i> (HKIC) 2 nd floor
09:00 – 09:30 am	Welcome Address Review of the first day of PLAY Conference with Nele Heise, Conference Rapporteur	Auditorium Chamber of Commerce <i>InnovationsCampus</i> (HKIC)
09:30 – 10:30 am	“Life is Strange?” - Panel discussion with Raoul Barbet and Michel Koch (FR), hosted by Uke Bosse <i>DONTNOD Entertainment, Game Directors of “Life is Strange”</i>	Auditorium Chamber of Commerce <i>InnovationsCampus</i> (HKIC)
10:30 – 12:30 pm	Perceive or act? - Atmosphere and flow as different approaches to digital games (Workshop V) <i>Dipl. Cultural Scientist Christian Huberts (GER)</i>	WS V room 1.09 WS VI room 4.07 Chamber of Commerce <i>InnovationsCampus</i> (HKIC)
	How are you, Mario? - Emotions and Artificial Intelligence in Digital Games (Workshop VI) <i>Prof. Dr. Martin V. Butz & Fabian Schrodtr (GER)</i> Computer Science, Cognitive Modeling, Eberhard Karls Universität Tübingen	



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12:30 – 1:30 pm

Break

During lunch break the café on the ground floor of the *InnovationsCampus* welcomes you.

1:30 – 3:30 pm

Can a Video Game Make You Cry? - What Game Analysis and Game Design Can Learn from Emotion Theories (Workshop VII)

Felix Schröter, M. A. (GER)

Research Assistant at Institute for Media and Communication at University Hamburg, field of work Media Science

Passion or addiction? - Game addiction in a framework of love (Workshop VIII)

Rune Kristian Lundedal Nielsen (DK)

PhD Fellow, Center for Computer Games Research, IT University of Copenhagen

WS VII room 1.09

WS VIII room 4.07

Chamber of Commerce
InnovationsCampus (HKIC)

4:30 – 6:00 pm

PLAY Show “Play with Feelings. Emotions and Digital Games”

Terrace Hill

With all speakers of PLAY Conference (day 2)

Hosted by Uke Bosse

Afterwards

Opportunity to visit the exhibition at the *Alsterdamm School of Visual Arts*

Evening program:

- LEVEL1 (*Terrace Hill*)
- PLAY at Night (*Terrace Hill*)

