

PLAY16

CREATIVE GAMING FESTIVAL

NOVEMBER 2-6, 2016 | HAMBURG

LET'S GET
PHYSICAL
GAME AND
BODY

[www.
play16.de](http://www.play16.de)

The illustration depicts a surreal landscape. At the bottom, a city is composed of numerous white, three-dimensional rectangular blocks of varying heights. A small black figure with a long red cape stands on one of the taller blocks, reaching upwards with its arms. Above the figure, a large, translucent pink hand reaches down from the top of the frame. The background features a blue sky with a crescent moon and stars, and stylized purple and blue mountains. The overall style is minimalist and geometric.

LET'S GET PHYSICAL GAME AND BODY

How are game characters controlled? Why do we almost always play games sitting down and what is the ultimate virtual-reality experience? How are the body and physical movement represented in games and what role does sexuality play in this? You will find the answers to these questions at the **PLAY - Creative Gaming Festival**.

Program Highlights: PLAY Show, PLAY Exhibition, Creative Gaming Award, Workshops and Advanced Education, PLAY Conference, Performances, PLAY Lab, Theme Day Theater and Games, Family Day, Escape the Room and visits to Development Studios.

PLAY for Everyone! PLAY is a festival designed for Game Lover's, Game Players, Indie Game Developers, Media Artists, School Children and Students, Teachers and Pedagogic Professionals, Researchers, Branch Professionals as well as all those who want to play and learn about digital games.

PLAY in the Heart of Hamburg: Kunsthaus Hamburg/ Museum für Kunst und Gewerbe / Zentralbibliothek/ Haus73 / Rathaus / Bigpoint/ Gängeviertel



PLAY16 is an event by Initiative Creative Gaming e.V., jaf – Verein für medienpädagogische Praxis Hamburg e.V. in co-operation with spielbar.de, the initiative by Bundeszentrale für politische Bildung/bpb for computergames, and JIZ – Jugendinformationszentrum Hamburg der Behörde für Schule und Berufsbildung.

PLAY16 is working together with Hamburgische Bürgerschaft, Kompetenzzentrum Kultur- und Kreativwirtschaft des Bundes and Museum für Kunst und Gewerbe.

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