

Press Information

PLAY19 surrenders to monsters in November

The international Creative Gaming Festival announces its motto, date and location

Hamburg, May, 07th 2019 They lurk under beds, manifest inner fears, block the path with brave warriors or simply enjoy eating cookies: monsters can be horrible, fascinating, dreadful and best friends all at the same time. PLAY19, the international Creative Gaming Festival in Hamburg, this year invites its visitors to jointly yield to the monsters. Under the motto “Of Monsters and Games” PLAY19 concerns itself from the 14th to 17th of November with why humans need monsters at all and what different roles monsters play in computer and video games.

Workshops, stage shows, talks, an open development lab and playable games exhibition, among many other formats, make up the most important program components. In both festival venues, the Markthalle and Barlach Halle K, guests can give their fantasy free reign as together they develop monstrous games, discuss the significance of monsters in games, capitulate to the monsters and celebrate together.

“Monsters call for courage”, so Christiane Schwinge, Artistic Director of PLAY19. “And with just this sort of confidence, the PLAY19 team lines up to celebrate with its guests, in exciting and entertaining formats, digital games in culture, society and education. PLAY is a courageous festival: It is subversive and dares to bring together people from the most different of backgrounds. For only together can we face the monsters!”

Once again, the renowned international Creative Gaming Award is part of the festival program. An international jury and the public will recognize the most creative new games. Developers may submit their projects from the 1st to the 30th of June 2019.

In the coming months further details and program points will be revealed. The primary source for current information is our Website under <http://www.playfestival.de>. PLAY19 cordially invites all enthusiastic gamers to help shape the future of gaming from November 14th to 17th in Hamburg.

PLAY19 - Creative Gaming Festival is an event produced by the Initiative Creative Gaming e.V. and jaf - Verein für medienpädagogische Praxis Hamburg e.V. in cooperation with spielbar.de, the platform of the Bundeszentrale für politische Bildung/bpb on the Subject of Computer Games, Behörde für Schule und Berufsbildung Hamburg and JIZ - Jugendinformationszentrum Hamburg (BSB).

Supported by HAW Hamburg - Fakultät Design, Medien, and Information offering a Master's Degree in games, the BürgerStiftung Hamburg

PLAY19

CREATIVE GAMING FESTIVAL
NOVEMBER 14-17, 2019 | HAMBURG

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Background:

Since 2007 the PLAY Festival has united the areas of media art, discourse and education with the digital game culture. Its primary focus is the creative application of digital games - inventing, building, tinkering, modifying, programming, dancing, discussing - everything is allowed! PLAY19 is the Festival for games lovers, gamers, Indie game developers media artists school children and students, teachers and educators, researchers and people from the Games sector as well as all who want to learn and play digital games.

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