The Way You Make Me Feel: Play as Ludic Sins and Mixed Emotions

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Monday 11th January 2010
LUDIC ASPECTS OF EVERYDAY LIFE

IT University of Copenhagen, Cube 4A05
Rued Langgaards Vej 7, DK-2300 Copenhagen

Timetable

10.00 - 10.15 Hello and welcome (incl. coffee and pastries)
10.15 - 10.45 Jaakko Stenros, University of Tampere
10.45 - 11.15 Jessica Enevold and Charlotte Hagström, University of Lund
11.15 - 11.45 Dan Dixon, University of the West of England
11.45 - 12.15 Espen Aarseth, IT University of Copenhagen

Lunch break

13.00 - 13.30 Seth Giddings, University of the West of England
13.30 - 14.00 Chad Chatterton, IT University of Copenhagen
14.00 - 14.30 Kristine Jørgensen, University of Bergen

Coffee break (incl. coffee and snack)

14.45 - 15.15 Anders Drachen, IT University of Copenhagen
15.15 - 15.45 Bjørke Liboriusen, University of Southern Denmark alumni
15.45 - 16.15 Douglas Wilson, IT University of Copenhagen

Games  
Analog: Fuck You, It's Art, Game Studies Card Game, Dominion
Digital: Left 4 Death 2, Wii

20.00 Dinner in the city (offered by the IT University of Copenhagen)

The seminar is organised in collaboration between
Center for Computer Games Research, IT University of Copenhagen and
Play Research Group, University of the West of England

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mixed
intended to contribute towards a PhD I am working on in the area of
game aesthetics and "pervasive" games (scare quotes intentionally left in).

Everyday life is accepted by players. It is an abstracted and caricatured version of it, in which the most mundane activity takes on a higher power.

This presentation will be an preliminary analysis of how empirical players interpret the gameworld in The Sims 2, with specific focus on how everyday life compares to that of the real world. I will pay attention to how the players see the world presented as a corrupted representation of reality, in which people are manacled and irrational beings without self-consciousness. In this reality, the player has the world as his experimental playground, but at the same time the mundane activity reflect familiarity with everyday life. The presentation will conclude with a discussion about why this presentation of everyday life is accepted by players.
Anders Drachen: Patterns of Play

This is going to be about how we can use user behavior in games to define patterns of play. I will use a case study from Tomb Raider: Underworld, where we analyzed the behavior of about 1300 players, finding that 97% follow one of four specific patterns.

Bjarke Liboriussen: Plug and Play Capitalism: Notes on the Business Language of Globalisation

As the title indicates I won’t be presenting a full-fledged paper but comment on the discourse surrounding IT-driven globalisation: how (individual) creativity and playfulness is tied in with IT-driven sophistication of supply-chains, outsourcing, etc. Thomas L. Friedman’s “The World is Flat” provides the main example and I take a look at related business best sellers as well.


What can we make of the game-like qualities of our everyday social practices? Can we transmute these game-like practices into full-blown, formalized games? For what purposes? In this presentation, Doug takes a look back at three conference games he designed with the Copenhagen Game Collective. All three games employ features of certain social practices in the hopes of satirizing those same practices. Whether or not the three games ultimately succeed, the intentions behind them – however naive – might help inspire alternative and useful approaches towards design.