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

Enevold, Jessica; Hagström, Charlotte

2010

Link to publication

Citation for published version (APA):

Total number of authors:
2

General rights
Unless other specific re-use rights are stated the following general rights apply:
Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.
• Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
• You may not further distribute the material or use it for any profit-making activity or commercial gain
• You may freely distribute the URL identifying the publication in the public portal

Read more about Creative commons licenses: https://creativecommons.org/licenses/

Take down policy
If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.
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 Bjarke Liboriussen, 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

For further info, contact wirman@itu.dk or call hanna at +45 277 179 17
Espen Aarseth: Does Game Studies Hate Play Studies?
How is the field of game studies treating play? Are we even interested in play, since we are always playing at play through the lens of game artifacts? I will argue that play is very different from gaming, and might in fact be considered an independent phenomenon all together. Should we accept Schiller’s notion of play as the fulcrum of humanity? We adopt Gadamer’s dictum that when we are playing a game, the game is playing us? Hence, to play is to live and be truly oneself, but to game is to submit.

Seth Gildings: Transduction in playful techculture
Close attention to play in everyday life requires a rethinking of familiar categories: the real and the imaginary; texts and contexts; time and space; technology and culture; subjects and objects, and with videogame play in particular, the virtual and actual. This presentation will draw on very small-scale studies of videogame culture to describe aspects of the nature and constitution of the playful everyday. It will concentrate on the circulation and transformation – or transduction – of real objects and subjects through virtual and actual gameworlds.

Chad Chaterton: Place for place’s sake
Kristine Jørgensen: The Sims 2: Almost Like Everyday Life
The Sims 2 presents a world that resembles our own everyday lives. It’s an abstracted and caricatured version of it, in which the most mundane activities take on a higher power.

This presentation will be a 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 constructed representation of reality, in which people are manic 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 activities reflect familiarity with everyday life. The presentation will conclude with a discussion on 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 3000 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.