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

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2010

Link to publication

Citation for published version (APA):

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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 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
This is intended as a development of my work on game aesthetics and intended to contribute towards a PhD I am working on in the area of mixed-reality and pervasive gaming.
Anders Drachen: Patterns of Play

This is going to be about how we can use user behavior in games to define patterns for 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.