

Freitag | 9. Mai 2008 | 18.00 Uhr
Audimax der Universität Potsdam
Am Neuen Palais 10 | Haus 8

Friday | May 9, 2008 | 6 pm
Lecture Hall of the University of Potsdam
Am Neuen Palais 10 | Building 8

OPEN WORLDS PANEL

Keynote **Richard Bartle**
(University of Essex)

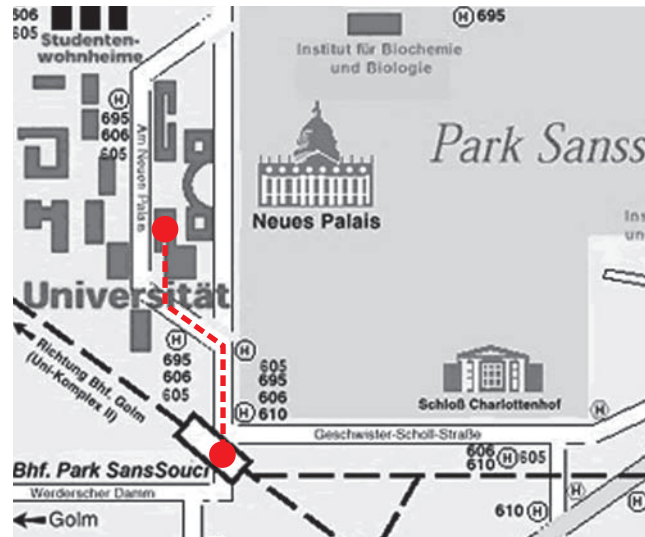
Podium | Panel Frank Campbell (Mindark) |
Mirko Caspar (Metaversum) | Dirk Weyel
(Frogster Interactive Pictures) | **Moderation**
| **Presentation** Ulrich Weinberg (Hasso
Plattner-Institut) | **Begrüßung | Reception**
Petra Müller (Medienboard
Berlin-Brandenburg) | Dieter Mersch
(Universität Potsdam)

Mit anschließendem Empfang | Eintritt frei |
Get together | Free entry

Für Besucher der **Deutschen Gamestage**
gemeinsame Anreise von der Urania am
Freitagnachmittag | Visitors of the German
Gamedays are accompanied from the Urania
on Friday afternoon

Ort | Location

Universität Potsdam, Campus „Am Neuen
Palais“, Haus 8 | University of Potsdam,
Campus "Am Neuen Palais", Building 8



●- - - ● ausgeschildert | signposted

Adresse | Address: Am Neuen Palais 10,
14469 Potsdam

www.gamephilosophy.org
info@digarec.net



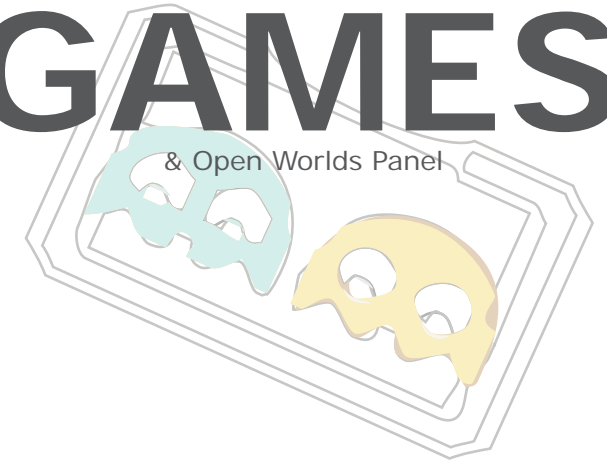
medienboard
Berlin-Brandenburg GmbH

digarec
Forschungsnetzwerk Computerspiel
Digital Games Research Network

3. Internationale Konferenz |
3rd International Conference

The PHILOSOPHY of COMPUTER GAMES

& Open Worlds Panel



Keynotes **Richard Bartle** |
Ian Bogost | **Jesper Juul**

Donnerstag, 8. Mai bis Samstag,
10. Mai 2008 | Thursday, May 8,
to Saturday, May 10, 2008

Universität Potsdam |
University of Potsdam

Donnerstag, 8. Mai | Thursday, May 8

Opening

9:30 Keynote **Ian Bogost** (Atlanta): „The Phenomenology of Videogames“

Ethics | Politics

11:00 **Anders Sundnes Løvlie** (Oslo): „The Rhetoric of Persuasive Games: Freedom and Discipline in America's Army“
Kirsten Pohl (Giessen): „Ethical Reflection and Emotional Involvement in Computer Games“

12:30 Mittagspause | Lunch break

14:00 **Niklas Schrape** (Potsdam): „Playing with Information: How Political Games Can Encourage the Player to Cross the Magic Circle“
Christian Hoffstadt | **Michael Nagenborg** (Tübingen): „The Concept of War in the World of Warcraft“

ActionSpace

16:00 **Bjarke Liboriussen** (Odense): „Landscape and Avatar“
Betty Li Meldgaard (Aalborg): „Perception, Action and Game Space“
Yara Mitsuishi (Montreal): „Difference at Play: A Derridean Analysis of the Constitution of Identities in Videogame Play“

22:00 A MAZE. **Kick Off Party**
103club | Berlin | Meeting Point:
21:00h | S Park Sanssouci

Freitag, 9. Mai | Friday, May 9

ActionSpace

9:30 **Stephan Günzel** (Potsdam): „Interaction and Space in Computer Games“
Mattias Ljungström (Potsdam): „Remarks on Digital Play Spaces“

Kaffeepause | Coffee break

11:00 **Charlene Jennett** | **Anna L. Cox** | **Paul Cairns** (London): „Being in the Game“
Souvik Mukherjee (Nottingham): „Gameplay in the Zone of Becoming: Locating Action in the Computer Game“

12:30 Mittagspause | Lunch break

14:00 **Dan Pinchbeck** (Portsmouth): „Trigens Can't Swim. Intelligence and Intentionality in First Person Game Worlds“
Robert Glashüttner (Vienna): „The Perception of Videogames: From Visual Power to Trancendental Interaction“

Kaffeepause | Coffee break

16:00 **Gordon Calleja** (Copenhagen): „The Binary Myth“
Olli Leino (Copenhagen): „A Sketch for a Model of Four Epistemological Positions Toward Computer Game Play“

18:00 **Open Worlds Panel**
Keynote **Richard Bartle**
Presentation **Ulrich Weinberg**
Participants **Richard Bartle** | **Frank Campbell** | **Mirko Caspar** | **Dirk Weyel**

Empfang | Get together

Samstag, 10. Mai | Saturday, May 10

The Magic Circle

9:30 Keynote **Jesper Juul** (New York): „Who Made the Magic Circle? Seeking the Solvable Part of the Game-Player Problem“

Kaffeepause | Coffee break

11:00 **Bernard Perron** | **Dominic Arseneault** (Montreal): „The Magic Circle(s) of Gameplay“
John Richard Sageng (Oslo): „Can Avatars Act?“

12:30 Mittagspause | Lunch break

14:00 **Britta Neitzel** (Siegen): „Metacommunication and Metalepsis in Play and in Computer Games“
Eduardo H. Calvillo G. | **Paul Cairns** (London): „Pulling the Strings: A Theory of Puppetry for the Gaming Experience“

Kaffeepause | Coffee break

16:00 **Michael Liebe** (Potsdam): „There is no Magic Circle: On the Difference Between Computer Games and Traditional Games“

Abschlußdiskussion | Final discussion