

INFORMATION

Information / Contact:
www.trans4mator.net
info@trans4mator.net

Registration / Tickets:
www.gessnerallee.ch, tickets@gessnerallee.ch
+41 (0)44 225 81 11

32 CHF for the conference pass (all 3 days)
16 CHF for single day
16 CHF per performance / game

PLAY - a festival of performative plays and games:
DER POLDER - DAS GAME / NEURO-X
YET ANOTHER WORLD / Extraleben
HEDGE KNIGHTS / machina eX
WIR WÜRDEN HIER SEIN / Invisible Playground
INVISIBLE ZÜRICHS / zURBS

Venue:
Gessnerallee Zürich
Gessnerallee 8
CH - 8001 Zürich

How to get there by public transport:
Tram 3 & 14 / bus 31 / Stop: Sihlpost
Tram 2 & 9 / Stop: Sihlstrasse

Parking
If you park at the Gessnerallee parking garage you will pay less.
Just present your parking ticket at our box office and you will get a voucher of CHF 5.- which is then recompensated when paying the parking.

rePLAYCE : theCITY

how does the physical and social space change when the city is turned into a playground?

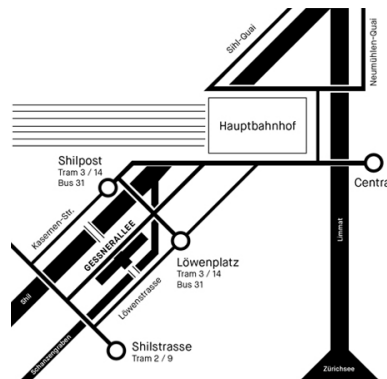
NOV 7 - 9 / 2013

An interdisciplinary conference of trans4mator (Immanuel Schipper & Cecilie Sachs Olsen) in collaboration with Gessnerallee Zürich Institute for Design Research (ZHdK), Interaction Design (ZHdK) Institute for Contemporary Art Research (ZHdK), Cast / Audiovisual Media (ZHdK), MA Transdisciplinary Studies (ZHdK), BA in Theatre Education (ZHdK) Supported by «Mobile. In Touch with Digital Creation» a programme initiated by the Swiss Arts Council Pro Helvetia

Z hdk
Zürcher Hochschule der Künste
Zurich University of the Arts

prohelvetia

**GESSNERALLEE
ZÜRICH**



trans4mator

THURSDAY NOV. 7

- 18.00 YET ANOTHER WORLD, *Extraleben*, Studio 3
- 20.00 Halle
KEYNOTE 1
„MY FACE IS A CITY“ - Urbanity as a Spatial Quality and Human Virtue
Robert Pfaller (Wien)
- 20.45 Halle
KEYNOTE 2
Making and Breaking Rules: The Meaning of Game Design
Eric Zimmerman (New York)
- 21.30 Q&A and Discussion
- 22.00 Restaurant Reithalle
Conference Dinner

FRIDAY NOV. 8

- 09.30 – 10.30 Halle
KEYNOTE 3
Learning in the City through Pervasive Gaming
Nikolaos Avouris (Patras)
- 10.30 – 11.00 Stall 6
Coffee Break
- 11.00 – 13.00 PART I: PLAYING PUBLIC
- 11.00 – 13:00 Studio 1
PANEL 1: EDUCATION
Gamification in Education
Ian Dunwell (Coventry)
Video games - Towards Ludic Constructivism
Jörg Hofstätter (Wien)
Hacking Gessnerallee – Fostering Collaboration through
Real-Life Point n' Click Games
machina eX (Berlin)
- 11.00 – 13.00 Südbühne
PANEL 2: SPECTACLE
Playing Society - Participatory Future Research for Urban Space
Daniela Kuka (Berlin)
We would be here – Game Design at the Intersection of Site-Specific
Art and Urban Politics
Sebastian Quack (Berlin)
Playing in Location: The City is a Material
Ben Barker & Sam Hill (London)
- 11.00 – 13.00 Halle
PANEL 3: NARRATIVE
(sponsored by CAST / Audiovisuelle Medien)
Playing with Story: Blurring Games and Narrative
Matt Adams (London)
DER POLDER
Samuel Schwarz (Zürich)
POLDER MASSACRE NOW!!
Neuro-X (Zürich)
- 13.00 – 14.15 Stall 6
Lunch Break

FRIDAY NOV. 8

PART II: PLAYING PLACE

- 14.15 – 16.15 Halle
PANEL 4: CITIZEN: PLAY!
(sponsored by Institute of Design Research)
Urban Games Ready-Played
Margarete Jahrmann (Wien)
Transparent City – Audible City: You are being watched!
Beat Suter (Zürich)
Playground City. Paper Prototype it!
René Bauer, Mela Kocher Lennström, Philomena Schwab, Markus Rosse (Zürich)
- 14.15 – 16.15 Studio 1
PANEL 5: ARCHITECTING PLAY
(sponsored by Interaction Design)
Architecting Play (Introductions)
Karmen Franinovic (Zürich), Heather Kelley (Wien), Nathalie Pozzi (New York)
and *Eric Zimmerman (New York)*
Push the City!
Heather Kelley (Wien), Nathalie Pozzi (New York) and Eric Zimmerman (New York), Karmen Franinovic (Zürich)
Mis-scale, Mis-scent, Mis-move, Mis-behave!
Nathalie Pozzi (New York) and Eric Zimmerman (New York), Karmen Franinovic (Zürich), Heather Kelley (Wien)
- 14.15 – 16.15 Südbühne
PANEL 6: URBAN TRANSFORMATIONS
PlastiCITY: Games as Tools for Urban Transformations and Redefining our
Environment
Matthias Fuchs (Lüneburg)
Rezone the Game: Playing for Urban Transformation
Rolf van Boxmeer / Tessa Peters (Amsterdam)
invisible Zürichs - a Playful Approach to Re-defining our City
zURBS (Zürich)
- 16.15 – 16.30 Coffee Break
- 16.30 – 17.30 Halle
PLENUM DISCUSSION: PLAYING PUBLIC PLACE

- 18.00 – 20.00 public werkSTADT-Langstrasse, *invisible Zürichs*, *zURBS*,
Südbühne (Meeting Point)
- 18.00 – 20.00 Capture the Flag - Public Game, *Das Rudel für Neue Dringlichkeit*,
Stall 6 (Meeting Point)
- 19.30 – 21.00 HEDGE KNIGHTS, *machina eX*, Halle
- 20.00 – 21.30 YET ANOTHER WORLD, *Extraleben*, Studio 3
- 21.30 – 23.00 HEDGE KNIGHTS, *machina eX*, Halle
- 22.00 – 11.00 WIR WÜRDEN HIER SEIN, Overnight Experience and Morning Hike
with Uchronic Research Society, *Invisible Playground*, PREMIERE
- 22.30 – 03.00 One Way Ticket to the Dancefloor, Guided Tour with *Philipp Meier & Daniel Späti & Guests*, Stall 6 (Meeting Point)

SATURDAY NOV. 9

- 06.30 – 11.00 WIR WÜRDEN HIER SEIN, Morning Hike
with Uchronic Research Society, *Invisible Playground*, PREMIERE
- 10.00 – 12.00 PART III: PLAYING POWER
- 10.00 – 12.00 Halle
PANEL 7: MILITARY AND VIOLENCE
Spaces in War-Games and Their Impacts on the City
Stephan Günzel (Berlin)
Disappearing Death: The Military-Industrial-Entertainment
Complex and The New Military Urbanism
Dominic Huber
Game of War
Bachelor of Arts in Theatre, ZHdK (Zürich)
- 10.00 – 12.00 Südbühne
PANEL 8: SURVEILLANCE AND CONTROL
From Panopticon to Retargeting: Surveillance and Gamification
in the Age of Big Data
Wolfie Christl (Wien)
Surveillance Chess: Hijacking CCTV Cameras in London
!Mediengruppe Bitnik (Zürich/London)
Game of Control
Bachelor of Arts in Theatre, ZHdK (Zürich)
- 10.00 – 12.00 Studio 1
PANEL 9: THEATRE AND REVOLUTION
Playing Revolution
Christitan Rakow (Berlin)
RLF – the Game
Friedrich von Borries (Berlin)
Live Roleplay in the City
Rémi Jaccard (Zürich)
- 12.00 – 13.30 Stall 6
Lunch Break
- 13.00 – 17.00 Ask the Bat, *invisible Zürichs*, Südbühne
- 13.30 – 14.30 Halle
KEYNOTE 4
Art, Play and the Pop-up City – Prototyping Urban Futures
Drew Hemment (Manchester)
- 14.30 – 15.00 STALL 6
Coffee Break
- 15.00 – 18.00 Zürich falzen (walk), *invisible Zürichs*, Üetliberg
- 15.00 – 16.30 Halle
FINAL DISCUSSION
How does physical and social space change when the city
is turned into a playground?
- 19.00 – 23.00 Zürich falzen (reflection), *invisible Zürichs*, Südbühne
- 19.30 – 21.00 HEDGE KNIGHTS, *machina eX*, Halle
- 20.00 – 21.30 YET ANOTHER WORLD, *Extraleben*, Studio 3
- 21.30 – 23.00 HEDGE KNIGHTS, *machina eX*, Halle
- 22.00 – 11.00 WIR WÜRDEN HIER SEIN, Overnight Experience and
Morning Hike with Uchronic Research Society,
Invisible Playground