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 WURDEN HIER SEIN / Invisible Playground
INVISIBLE ZURICHS / 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
THURSDAY NOV. 7
18.00  rePLACE: thecity
20.00  Halle
       KEYNOTE 1
       „MY FACE IS A CITY“ - Urbanity as a Spatial Quality and Human Virtue
       Robert Pfalzer (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
       Nicholas Aworti (Pusas)
10.30 – 11.00  Stall 6
       Coffee Break
11.00 – 13.00  PART I: PLAYING PUBLIC
       Studio 1
       PANEL 1: EDUCATION
       Gamification in Education
       Ian Duwett (Coventry)
       Video games - Towards Ludic Constructivism
       Jörg Hofstätter (Wien)
       Hacking Gessneralle - Fostering Collaboration through
       Real-Life Point n’ Click Games
       machine eX (Berlin)
11.00 – 15.00  Südbühne
       PANEL 2: SPECTACLE
       Playing Society - Participatory Future Research for Urban Space
       Daniela Bakla (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 Schwaab (Zürich)
       POLDER MASSACRE NOW!!
       Neuro-X (Zürich)
13.00 – 14.15  Stall 6
       Lunch Break
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 Lennefjörd, Philomena Schwab, Markus Rose (Zürich)
       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-look, 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
       Wolf van Baanmer / Tessa Peters (Amsterdam)
       invisible Zürichs - a Playful Approach to Re-defining our City
       zURBS (Zürich)
       Coffee Break
14.15 – 16.15  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, machine eX, Halle
       20.00 – 21.30  YET ANOTHER WORLD, Extraleben, Studio 3
       21.30 – 23.00  HEDGE KNIGHTS, machine 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
       Spalt & 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  Halle
       PANEL 7: MILITARY AND VIOLENCE
       Spaces in War-Games and Their Impacts on the City
       Stephan Gänzel (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  Studio 1
       PANEL 9: THEATRE AND REVOLUTION
       Playing Revolution
       Christian Bakou (Berlin)
       RLF – the Game
       Friedrich von Boreis (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  Zurich falzen (walk), invisible Zürichs, Uetliberg
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  Zurich falzen (reflection), invisible Zürichs, Südbühne
19.30 – 21.00  HEDGE KNIGHTS, machine eX, Halle
20.00 – 21.30  YET ANOTHER WORLD, Extraleben, Studio 3
21.30 – 23.00  HEDGE KNIGHTS, machine eX, Halle
22.00 – 11.00  WIR WÜRDEN HIER SEIN, Overnight Experience and Morning Hike
       with Uchronic Research Society, Invisible Playground.