LECTURES
The second series of the DIGAREC Lectures at the University of Potsdam starts Thursday, November 5, 2009, with a keynote by Mark J.P. Wolf. The lecture and adjacent panel discussion also opens the conference "Logic and Structure of the Computer Game". Further talks will be given by Jan Derer, Espen Aarseth, Stephan Humer, Katie Salen, Georg Spehr and Frans Mäyrä.

PROGRAM
The DIGAREC Lectures are held in Potsdam on the following Thursdays:

Mark J.P. Wolf | Wisconsin
Thursday, November 5, 2009, 4 to 6 pm, Haus der Brandenburgisch-Preußischen Geschichte (HBPG)

Jan Derer | Berlin
Thursday, November 19, 2009, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 075

Espen Aarseth | Copenhagen
Thursday, December 3, 2009, 6 to 8 pm, Hasso Plattner Institute, Lecture Hall 2

Stephan Humer | Potsdam
Thursday, December 17, 2009, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 060/061

Katie Salen | New York
Thursday, January 14, 2010, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 060/061

Georg Spehr | Berlin
Thursday, January 21, 2010, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 060/061

Frans Mäyrä | Tampere
Thursday, February 4, 2010, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 060/061

LOCATION
DIGAREC Lectures are held at the University of Potsdam, Campus "Am Neuen Palais", Building 8.

Note: The lecture of Espen Aarseth takes place at the Hasso Plattner Institute, Prof.-Dr.-Helmert-Str. 2-3, 14482 Potsdam.

CONTACT
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CONFERENCE
Logics and Structure of the Computer Game

The conference hosted by the Digital Games Research Center at the University of Potsdam is the first to explicitly address the logic and structure of the computer game as a medium. It focuses on the specific potentials and on the unique form of mediation constituted by digital games.

The lectures are given by invited German scholars and are commented by international respondents in a dialogical structure. The conference topic corresponds with the goals of the research project „The Mediality of the Computer Game“, funded by the German Research Foundation.

The program of the conference is based on the inclusion of existent – yet scattered – approaches to develop a unique curriculum of game studies. In line with the concepts of „mediality“, „logic“, and „structure“ of the computer game, the notions of aesthetics, interactivity, software architecture, interface design, iconicity, spaciality, and rules are of special interest.

PROGRAM
THURSDAY|NOVEMBER 5|2009
15:15 Registration
16:00 Opening: Stephan Günzel | Potsdam
16:30 Mark J.P. Wolf | Wisconsin: “Theorizing Navigable Space in Computer Games”
17:30 Panel Discussion | Mark J.P. Wolf with Gordon Calleja | Copenhagen,
Barry Atkins | Newport, Rune Klevjer | Bergen
Reception
10:00 Julian Kücklich | Berlin: “Seki. Ruledness and the Logical Structure of Game Space”
Response: Gordon Calleja
11:00 Coffee Break
11:30 Martin Warnke | Lüneburg: “Logic as a Medium”
Response: Rune Klevjer
Response: Barry Atkins
13:30 Lunch Break
14:30 Michael Nitsche | Atlanta: “Games as Structures for Mediated Performances”
Response: Gordon Calleja
15:30 Rolf F. Nohr | Braunschweig: “Invisible Structures of Fluid Knowledge. Games as Cultural Techniques between Common Sense and Specialized Knowledge”
Response: Rune Klevjer
16:30 Coffee Break
17:00 Karin Wenz | Maastricht: “Narrative Logics of Digital Games”
Response: Barry Atkins

SATURDAY|NOVEMBER 7|2009
09:30 Opening: Michael Liebe, Sebastian Möring | Potsdam
Chair: Stephan Humer | Potsdam
10:00 Serjoscha Wiemer | Braunschweig: “Stimulus-Response or Resonating Interval? Notes on the Logic and Temporality of the Movement-Image in Music Games”
Response: Gordon Calleja
11:00 Coffee Break
Response: Rune Klevjer
12:30 Mark Butler | Berlin: “On Reality and Simulation in an Extra-Moral Sense - The Playful Logic of Life and Death in Liberty City”
Response: Barry Atkins
13:30 Coffee Break
14.00 Final Discussion
15.00 Closing

LOCATION
The conference takes place in Potsdam, Haus der Brandenburgisch-Preußischen Geschichte (HBPG), Am Neuen Markt 9, 14467 Potsdam.