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
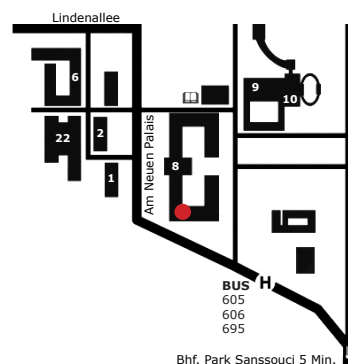
Georg Spehr | Berlin
Thursday, January 21, 2010, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 060/061
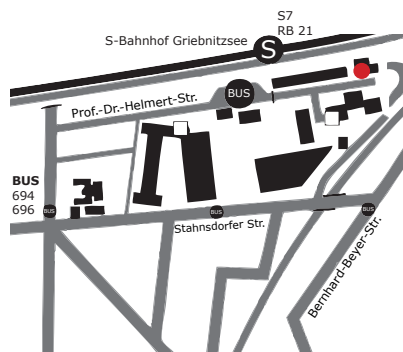
Frans Mäyrä | Tampere
Thursday, February 4, 2010, 6 to 8 pm, UP Campus Neues Palais, House 08, Room 060/061

LOCATION

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

Lindenallee

Am Neuen Palais

BUS
605
606
695

Bhf. Park Sanssouci 5 Min.

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

S7
RB 21
S-Bahnhof Griebnitzsee
Prof.-Dr.-Helmert-Str.
BUS
BUS
694
696
Stahnsdorfer Str.
Bernhard-Beyer-Str.

CONTACT

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digarec

Logic and Structure of the Computer Game
& DIGAREC Lectures 2009/10

Mark J.P. Wolf
November 5
2009

Espen Aarseth
December 3
2009

Katie Salen
January 14
2010

Frans Mäyrä
February 4
2010

CONFERENCE

Logic 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 focusses 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

FRIDAY|NOVEMBER 6|2009

09:30 Opening: **Dieter Mersch** | Potsdam

Chair: **Mathias Fuchs** | Salford

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

12:30 **Daniel Cermak-Sassenrath** | Bremen: "The Logic of Play in Everyday Human-Computer-Interaction"
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

11:30 **Jochen Venus** | Siegen: "Simulation of Selfaction. On the Morphology of Remote-Controlled Role-Playing"
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.