

# 1,2,3 Playtime

## *A lecture and workshop series in the field of gamification*

### PROGRAMME (PRELIMINARY)

If not stated otherwise, all meetings, workshops and lectures will be held at Inter Arts Center (IAC), Bergsgatan 29, 4th floor. Lunch is included in all full day seminars and workshops.

To prepare for some of the workshops, participants will be directed to literature, and links to conduct self-study via tutorials.

Further details and updates on the programme will be announced.

#### DIALOGUE 1: ART THROUGH GAMES AND GAMIFIED ART EXPERIENCES

##### **Participant meeting 1**

in conjunction with *Immersive Days#3: Agents in play*. 22–23 November 2023

**22.11.** 10:30–12:00. Introduction with representatives from IAC and Region Skåne  
13:00–18:00. Participants are invited to experience game related and immersive art projects.

**23.11.** Full day seminar. Read more about the full programme here (to be updated).

##### **Participant meeting 2**

**6.12.** 14:30–16:00. Follow-up, project planning and discussion. We map needs to adapt workshops during the latter part of the spring.

##### **Workshop 1**

**18.01.** Full day. Games as an Art Form, ergodicity, ludonarrativity, and agency sculpting – game philosophy in practice. Lecture by Hedvig Jahlhed, an opera-maker and researcher in performance practices.

#### DIALOGUE 2: ROBOT RELATIONSHIPS AND ANTHROPOMORPHISM IN ART

##### **Workshop 2**

**29.01.** Full day. *Introduction to the use of the humanoid robot Epi in ongoing cognitive research.* The session includes hands-on experiments with Epi at the IAC and features both guidance and lecture by Birger Johansson, Director of the Cognitive Robotics Lab at Lund University.

### Workshop 3

**6.02.** Full day, *From Eliza to Replica: Create Your Own Chatbot!* The session focuses on Python programming and character development for digital games, guiding participants through the process of crafting their own chatbot. Karin Ryding, game developer.

### Lecture/conversation

*Expectations, norms and dynamics in human-robot interactions. Insights from ongoing research and experiences from performing arts and cultural heritage preservation.* What implications are associated with a gamified encounter involving a digital representation of a real person? What kind of agency is afforded? Lecturers TBA

DIALOGUE 3: WORLDBUILDING AND POTENTIALS WITHIN THE REALM OF DIGITAL ART

### Workshop 4

*p5.js workshop* – This two-day workshop is an introduction to p5.js. p5.js is a JavaScript library for creative coding, with a focus on making coding accessible and inclusive for artists, designers, educators, beginners, and anyone else.

During the workshop we will work hands on with p5.js and web programming. We will also spend time reflecting on information technologies and their cultural impact, and discuss how new technologies change the conditions for artistic production.

This workshop is supported by Code&Share[ ], a community of artists, coders, researchers and designers in Aarhus interested in exploring code and software development beyond the purely functional. Code&Share[ ] hosts monthly meetups with workshops, presentations and coding sessions.

The workshop lead is Anders Visti, artist, coder and initiator of the Code&Share[ ] community. <https://codeandshare.net/>

**14.02.** Full day, at IAC.

**15.02.** Full day workshop at Aarhus University

### Full day seminar on March 7<sup>th</sup>, 2024

Keynote speaker, Jussi Parikka, writer and professor in digital aesthetics and culture at Aarhus University. *About Farocki and games, also on game engines and game environments used also beyond gaming, e.g. in environmental modeling.*

Maike Bleeker, theatre studies professor at Utrecht University. *About the new materialist approaches to the design of robots and HRI that I develop together with theatre, dance and performance makers. As part of this we explore the potential of play and playfulness to build relationships and sustained interactions between humans and robots.*

Lissa Holloway-Attaway, Associate Professor in Media Arts, Aesthetics, and Narration in the Division of Game Development at the University of Skövde.

Danielle Brathwaite-Shirley, Berlin/London-based artist who works predominantly in animation, sound, performance, and video game development. Their practice focuses on intertwining lived experience with fiction to imaginatively retell the stories of Black Trans people. *I Can't Play With You Anymore*

Hillevi Cecilia Högström, Swedish artist based in Malmö. *A Hand in the Game – Termination*

Bella Rune, Swedish artist and professor of Fine Art, Textile at Konstfack.

Samantha Stedtler, PhD student in Cognitive Science at the LUCS Robotics Group, Lund University.

Fredrik Trella, researcher and developer within the field of interaction design and applied digitalisation at RISE Research Institutes of Sweden. *Interaction design, digital technologies and virtual reality for museums*

and more TBA.

### **Workshop 5** (full day)

Morning – Motion capture at [Humlab](#) in Lund for animation and/or live-simulation of a virtual character. Afternoon – Post-processing, analysis and visualization of recorded data at IAC.

**Workshop 6–10** (March to June 2024, sessions will be planned during the first participant meeting)

*Finding the Real Thing* – workshop series that includes techniques such as VR in the game engine Unity, digital scans of objects or environments, implementation of mocap data for animation of a character and creation of a game environment in mixed reality and more. Tutorials and demos in software such as Maya and Blender to create content for digital games, VR and AR experiences.

Margot Edström, artistic supervisor at IAC, Francis Patrick Brady, artist and educator, and others TBA.

## PROJECT PRESENTATION

**Participant meeting 3** (mid-August 2024: exhibition planning)

**Public exhibition and feedback-session** (September 2024)

Presentation of individual game-related art as well as collaborative games or prototypes for games or other outcomes from the participants. Feedback session with invited scholars, game designers and artists.

