



LEUPHANA
CENTRE FOR DIGITAL CULTURES

PROGRAM

"CUTTING EDGES AND DEAD ENDS"

An AG-Games Workshop on Initiative of the Gamification Lab Lüneburg

11.4. - 12.4.2014

Held at the Centre for Digital Cultures (CDC)

Sülztorstr. 21-25 21335 Lüneburg R332

The history of Game Studies is as short as eventful. It already encompasses a multitude of completely different approaches, methods and research perspectives of increasing divergence.

It therefore is time to look back and to do some inventory work: What are the hot topics of today and tomorrow? Which perspectives have proven to be productive, which to be dead ends?



Europäischer Fonds für
regionale Entwicklung

**Thursday****20:00****Dinner**

"Zum Alten Brauhaus"

Grapengießerstr. 11

<http://www.brauhaus-lueneburg.de/>**Friday****9:30-11:00****Chair: Judith Ackermann**

Jan M. Boelmann
Florian Behringer/Maria
Kaschny

Zum Stand der Game Studies in der Deutschdidaktik
Game based Learning: Konzeption und Evaluation von Serious Games in der
medizinischen Aus- und Weiterbildung

Coffee Break**11:30-13:00****Chair: Benjamin Beil**

Pablo Abend
Marc Bonner

The Territory is the Level Map
Architekturgeschichte und -theorie als Paradigmen der Game Studies

Lunch Break**14:00-15:30****Chair: Benjamin Beil**

Kai Matuszkiewicz
Andreas Rauscher

Die Narratologen-Ludologen-Debatte 2014
Ludic Film Studies – between Mise-en-Game and Cinema Envy

Coffee Break**16:00-17:30****Chair: Niklas Schrape**

Claus Pias
Mathias Fuchs
Sonia Fizek

The Gamification of Science
The Saeculum of Games - 18th Century Gamification
Sculpting interactive audio spaces

Coffee Break**18:00-19:30****Chair: Mathias Fuchs****Espen Aarseth**

Keynote:
From Game Studies to Ludology

20:00**Dinner**

"Mälzer Brauhaus"

Heiligengeiststr. 43

<http://www.maelzerbrauhaus.de/>

**Saturday****9:30-11:00****Chair: Markus Rautzenberg**

Andreas Wolfsteiner Game-Act-Theory. Towards a Scenariology of Games
Felix Schröter Mind Games. Cognitive Approaches to Video Game Studies

Pause**11:30-13:00****Chair: Britta Neitzel**

Espen Arseth and all Discussion: Game Studies: Cutting Edges and Dead Ends
participants

Lunch Break**14:00-16:00****Chair: Judith Ackermann**

Vera Marie Rodewald Let's Play. Zur theatralen Inszenierung des Computerspielens
Michelle Herte (End-)Strukturen des Computerspiels im transmedialen Vergleich
Federico Alvarez The brain: a missing piece of the puzzle

Hanns Christian Schmidt Tie In & Tie Off: digitale Spiele in konvergenten Mediumgebungen

16:00**Game Over**