

# „Kulturgut Computerspiel ...“

Internationale Tagung  
des Computerspielmuseums



Homo Ludens (1995 - 1998) Romuald Oramus

14. und 15. September 2017  
im Roten Rathaus Berlin

# „Kulturgut Computerspiel ...“

## Internationale Tagung des Computerspielemuseums

**Die Tagung fragt nach den Konsequenzen, die sich aus dem Verständnis von Computerspielen als Kulturgut ergeben.**

Nachdem erste gesellschaftliche Debatten um Jugendschutz und das Wirtschaftsgut Computerspiel geführt wurden, rückte zunehmend auch ihre Natur als Kulturgut in den Blick. Das früher in diesem Zusammenhang noch oft benutzte Fragezeichen ist heute weitgehend verschwunden – die Frage nach einem Kulturgut Computerspiel darf als positiv beantwortet gelten.

Doch welche Konsequenzen hat es, wenn man Games als Kulturgut ernst nimmt? Welche neuen gesellschaftlichen und wirtschaftlichen Verantwortlichkeiten entwickeln sich, wenn man nicht mehr nur von Games als Kinderspielzeug spricht? Welche institutionellen Strukturen müssen gebildet werden, um diesen Teil unseres kulturellen Erbes auch für zukünftige Generationen nachhaltig zugänglich zu machen? Welche neuen ethischen und gesellschaftlichen Verantwortlichkeiten für die Computerspieleindustrie haben technische Entwicklungen wie Virtual Reality oder Kulturfördermodelle zur Folge?

Diesen Fragen geht die Tagung „Kulturgut Computerspiel...“ nach und konzentriert sich dabei auf die Aspekte Bewahrung und Zugänglichmachung, Förderung sowie auf ethische Fragestellungen. Dabei sind jene drei Themenstränge mehr miteinander verbunden als dies auf den ersten Blick scheint. So sind doch letztendlich auch

die Fragen der Bewahrung und Förderung ebenfalls ethische. Wer würde bezweifeln, dass dem Gedenken an historische Prozesse und Ereignisse eine moralische Komponente innewohnt oder dass jeder Förderentscheidung letztendlich ein kulturelles Werteschema zugrunde liegt? Auch, dass das heute Geförderte sinnvollerweise in Zukunft erhalten wird, stellt eine natürliche Verbindung dieser Themen dar.

Theoretische und praktische Ansätze werden dabei bewusst miteinander verschränkt, wodurch die Tagung auch ein an konkreten Lösungsoptionen interessiertes Publikum erreicht.

Mit dieser interdisziplinären Ausrichtung möchte die Tagung „Kulturgut Computerspiel ...“ neue Denkanstöße liefern und so mithelfen, die Konturen eines zukünftigen gesellschaftlichen Umgangs mit dem Kulturgut Computerspiel weiter auszugestalten.



# “Computer Games as Cultural Artifacts ...”

## International conference of the Computer Games Museum

### **The conference will discuss the implications of interpreting computer games as cultural artefacts.**

The first public debates on computer games focused on youth protection or on economic questions. Subsequent discussions touched on their status as cultural artefacts, inevitably with a question mark ending the statement, but that was dropped somewhere along the way. So, we may now safely assume that computer games count as an integral part of our culture.

However, what does it mean if we seriously adopt this position? Which new social and economic responsibilities follow from considering games to be more than just children's toys? What kind of institutions are necessary to keep them as a part of our cultural heritage available both now and for future generations? What new moral and social responsibilities does the games industry have to face in the wake of technological developments such as Virtual Reality or with regard to new models of promoting culture?

We want to address such issues at this conference by focusing on three main themes: Firstly, how do we preserve games and keep them accessible? Secondly, how do we promote and/or fund these processes? And finally, what are the new ethical problems we are facing in this context? These questions are much more interconnected than appears at first sight. Issues of preserving games and funding or promoting them have an essentially

ethical dimension, too. For who would doubt that commemorating any historical process or event also touches on moral questions or that any funding decision will be based on cultural values? Another interconnection is the very fact that we assume that what is being funded or supported today should also be maintained in the future.

Connecting theory and practice will be a core theme. The conference aims to reach its audience by attempting to solve these issues. Thanks to its interdisciplinary focus, it will deliver new food for thought and help to clarify the ways in which games can be dealt with as cultural artefacts in the future.



## Ort und Zeit/Location and Time

**Rotes Rathaus** Rathausstr. 15, 1078 Berlin

**Do 14.9.2017** ab 17.00 Uhr/**Thu. Sep. 14th 2017** from 5.00 pm

Großer Saal 1. OG/1st floor

**Fr 15.9.2017** 10.00 – 18.00 Uhr/**Fri. Sep. 15th 2017** 10.00 am – 6.00 pm

Louise-Schroeder-Saal, Herrman-Waesemann-Saal, 3. OG/3rd floor

Förderer und Unterstützer/Sponsors and Supporters:



Schirmherr/Patron: Dr. Klaus Lederer (Kultursenator/ Senator for Culture Berlin)

Partner:



Medienpartner/Media Partners:



Politik & Kultur.  
Zeitung des  
Deutschen Kulturrates

Förderer der Gesamtveranstaltungsreihe „State of the Game“/  
Sponsor of the „State of the Game“ event series:



## Donnerstag 14.9.2017

### 17.00 Uhr **Beginn**

**Begrüßung** Dr. Klaus Spieler (Computerspielemuseum)

**Einführung** Andreas Lange (Computerspielemuseum)

**Grußwort** Olaf Zimmermann (Deutscher Kulturrat)

**Grußwort** Felix Falk (BIU – Bundesverband Interaktive Unterhaltungssoftware)

### 17.40 Uhr **Keynote „Kulturgut Computerspiel – Einige Thesen.“**

**Dr. Henry Lowood** (Stanford Libraries)

### 18.00 Uhr **Pause mit Essen und Getränken**

### 18.45 Uhr **Keynote „Kulturgut Half-Real? Die gesellschaftliche Bedeutung des Massenmediums Computerspiel“**

**Prof. Dr. Jeffrey Wimmer** (Universität Augsburg)

### 19.10 Uhr **Performance NEURO-SPACE**

**pataphysical play and Neuro-space. Historische Konsolen replayed**

Einführender Vortrag von **Prof. Dr. Margarete Jahrmann** (Zürcher Hochschule der Künste)

**Roleplay Szene „Neuro-space“ sowie „Neuro-experiment auf Computerspace Konsole“** Herwig Kopp, Thomas Wagensommerer und Prof. Dr. Margarete Jahrmann

### 19.30 Uhr **Gesprächsrunde „Gesellschaftliche Verantwortung“**

Moderation: *Marcus Richter*

**Prof. Dr. Linda Breitlauch** (Hochschule Trier)

**Felix Falk** (BIU – Bundesverband Interaktive Unterhaltungssoftware)

**Thomas Krüger** (Bundeszentrale für politische Bildung)

**Andreas Lange** (Computerspielemuseum)

**Olaf Zimmermann** (Deutscher Kulturrat)

*Danach Get together mit Getränken*

*Es besteht die Möglichkeit zur Teilnahme an der NEURO-SPACE-Performance.*

# Programm

## Thursday 14.9.2017

### 5 pm **Opening**

**Adress of welcome** **Dr. Klaus Spieler** (Computerspielemuseum)

**Introduction** **Andreas Lange** (Computerspielemuseum)

**Greeting** **Olaf Zimmermann** (Deutscher Kulturrat)

**Greeting** **Felix Falk** (BIU – Bundesverband Interaktive Unterhaltungssoftware)

### 5.40 pm **Keynote** “Computer games as cultural artifacts – some thesis”

**Dr. Henry Lowood** (Stanford Libraries)

### 6.00 pm **Break** with food and refreshments

### 6.45 pm **Keynote** “Cultural asset half-real? The social significance of computer games as mass media”

**Prof. Dr. Jeffrey Wimmer** (University of Augsburg)

### 7.10 pm **Performance** NEURO-SPACE

**Pataphysical play and Neuro-space. Historical consoles replayed.**

Introductory presentation by **Prof. Dr. Margarete Jahrmann** (Zurich University of the Arts)

**Roleplay scene “Neuro-space” and “Neuro-experiment on a Computerspace console”**

by **Herwig Kopp**, **Thomas Wagensommerer** and **Prof. Dr. Margarete Jahrmann**

### 7.30 pm **Round table** “Social responsibilities”

Presented by *Marcus Richter*

**Prof. Dr. Linda Breitlauch** (Trier University of Applied Sciences)

**Felix Falk** (BIU – Bundesverband Interaktive Unterhaltungssoftware)

**Thomas Krüger** (Bundeszentrale für politische Bildung)

**Andreas Lange** (Computerspielemuseum)

**Olaf Zimmermann** (Deutscher Kulturrat)

*Afterwards – Get-together with drinks*

*You will have the opportunity to participate in the NEURO-SPACE-performance.*

## Freitag 15.9.2017

10.00 – 11.30 Uhr

**Panel Computerspiele und Werteerziehung** (Deutsch)

Theoretiker wie Praktiker diskutieren mit Games verbundene ethische Fragestellungen und wie diese in Bildungskontexte eingebracht werden können.

Moderation: *Marcus Richter*

**Tobias Knoll** (Ruprecht-Karls-Universität Heidelberg)

**Andreas Schöffmann** (Ludwig-Maximilians-Universität München)

**Thorsten Unger** (IJsfontein Interactive Media GmbH)

**André Weßel** (TH Köln)

**Talk Sammlungen global** (Englisch)

Aus der Erkenntnis einer kulturellen Relevanz für eine bestimmte Kulturpraxis schließt sich automatisch auch die Frage nach ihrer Pflege an. In der Gesprächsrunde berichten Verantwortliche verschiedener Sammlungen über ihre Motive, Probleme und Herausforderungen. Ziel ist es, Gemeinsamkeiten aufzuzeigen, um so Synergien und Kooperationspotentiale besser in den Blick nehmen zu können und effektivere überregionale Bewahrungsstrukturen herauszubilden.

Moderation: *Dennis Kogel*

**Bengt Olof Ågetoft** (Königliche Bibliothek zu Stockholm)

**Prof. Dr. Hosoi Koichi** (Ritsumeikan-University)

**Dr. Henry Lowood** (Stanford Libraries)

**Jakob Moesgaard** (Dänische Königliche Bibliothek)

**Niklas Nylund** (The Finnish Museum of Games)

12.00 – 13.30 Uhr

**Talk Bewahrung, Zugang und Recht** (Deutsch)

Welche rechtlichen Anpassungen werden benötigt, damit das kulturelle Computerspielerbe auch zukünftig bewahrt und zugänglich gehalten werden kann? In diesem Panel geht es um Urheberrechtsschranken, verwaiste Werke und welche Rolle Verwertungsgesellschaften zukünftig spielen könnten.

Moderation: *Marcus Richter*

**RA Dr. Christian-Henner Hentsch** (Deutscher Medienrat, Kölner Forschungsstelle für Medienrecht, BIU – Bundesverband Interaktive Unterhaltungssoftware)

**RA Ramak Molavi** (iRights.info, GAME Bundesverband der deutschen Games-Branche)



## Friday 15.9.2017

10.00 – 11.30 am

**Panel Computer games and instilling values** (German)

Scholars as well as professionals from the games business will discuss ethical issues tied up with games and how these can be integrated into educational programmes.

Presented by *Marcus Richter*

**Tobias Knoll** (Ruprecht-Karls-Universität Heidelberg)

**Andreas Schöffmann** (Ludwig-Maximilians-Universität München)

**Thorsten Unger** (IJsfontein Interactive Media GmbH)

**André Weßel** (TH Köln)

**Talk Collections of computer games in an international context** (English)

Recognising the relevance of a specific cultural practice will by necessity lead to questions of keeping it alive. In this panel people in charge of various collections report on their motives, their problems and the challenges they have to face. By pointing to similarities we may identify the potential for synergies and cooperation to establish more efficient international structures geared at preservation.

Presented by *Dennis Kogel*

**Bengt Olof Ågetoft** (The National Library of Sweden)

**Prof. Dr. Hosoi Koichi** (Ritsumeikan-University)

**Dr. Henry Lowood** (Stanford Libraries)

**Jakob Moesgaard** (Royal Danish Library)

**Niklas Nylund** (The Finnish Museum of Games)

midday – 1.30 pm

**Talk Preservation, Access and Law** (German)

What legal adjustments are required for the cultural heritage of digital games to be preserved and kept accessible in the future? The panel addresses limitations pertaining to copyright, orphan works and the future role of copyright collectives.

Presented by *Marcus Richter*

**RA Dr. Christian-Henner Hentsch** (Deutscher Medienrat, Kölner Forschungsstelle für Medienrecht, BIU – Bundesverband Interaktive Unterhaltungssoftware)

**RA Ramak Molavi** (iRights.info, GAME Bundesverband der deutschen Games-Branche)

# Programm

## **Talk Produktionsförderungen** (Englisch)

Während sich bei traditionellen Kulturgütern wie Literatur oder Filmen schon längst verschiedene Fördersysteme herausgebildet haben, ist die Förderung von Computerspielen noch ein vergleichbar junges Phänomen. Die Gesprächsrunde möchte dabei ein besonderes Augenmerk auf Fördersysteme legen, deren Begründung letztendlich eine kulturelle ist. Während diese Förderungen vor allem in Frankreich und England bereits praktiziert werden, ist in Deutschland erst letztes Jahr eine entsprechende Initiative ausgehend aus der Games-Industrie gestartet worden.

Moderation: *Dennis Kogel*

**Pauline Augrain** (CNC centre national du cinéma et de l'image animée)

**Felix Falk** (BIU – Bundesverband Interaktive Unterhaltungssoftware)

**Jakub Marszałkowski** (Game Industry Conference Poznan, Indie Games Polska)

**Dr. Jo Twist** (Ukie, UK Interactive Entertainment)

## **13.30 – 14.30 Uhr Catering**

## **14.30 – 16.00 Uhr**

### **Panel Globale Gamingkulturen** (Englisch)

Zwar wurden Computerspiele seit den 1970er Jahren vor allem als ein globales Medium verstanden, doch spielten neben ihrer konkreten Ausprägung immer auch schon regionale kulturelle und gesellschaftliche Faktoren eine wichtige Rolle. Das Panel wird beispielhaft einige der kulturellen Einflussfaktoren beschreiben und aufzeigen, wie sich diese in der Gestaltung der Games und der Spielpraxis auswirken.

Moderation: *Dennis Kogel*

**Ahmad Ahmadi** (dropfun.com/ Game Experte Iran)

**Prof. Dr. James Newman, Iain Simons** (National Video Game Archive UK)

**Solip Park** (Nexon Computer Museum Korea)

### **Talk Verantwortung in Virtual Reality** (Deutsch)

Virtual Reality ermöglicht im Vergleich zu traditionellen Bildschirmspielen völlig neue sinnliche Erfahrungen. Bereits jetzt gibt es erste Berichte von Belästigungen in VR-Multiplayer-Spielen, die die Fragestellung nahelegen, ob wir neue Verhaltenskodexe oder gar Gesetze für die Virtuelle Realität benötigen. Hierbei bietet sich der Vergleich mit Live-Rollenspielen an, die bereits seit längerem Game-Elemente mit realistischen sinnlichen Erfahrungsräumen verbinden.

Moderation: *Marcus Richter*

**Thomas Bedenk** (VR-Berater)

**Anna Gröhn** (Journalistin)

**Dennis Lange** (Waldritter e.V.)

# Programm

## **Talk Supporting production** (English)

While various systems for promoting the production of traditional cultural artefacts such as literature and film have been established for a long time, funding the production of computer games is a rather recent achievement. This panel focuses on systems of promotion, which ultimately are based on emphasising the cultural value of games. Whereas such practices were introduced in France, Poland and the UK some time ago, this was achieved in Germany thanks to an initiative from the games industry as late as 2016.

Presented by *Dennis Kogel*

**Pauline Augrain** (CNC centre national du cinéma et du l'image animée)

**Felix Falk** (BIU – Bundesverband Interaktive Unterhaltungssoftware)

**Jakub Marszałkowski** (Game Industry Conference Poznan, Indie Games Polska)

**Dr. Jo Twist** (Ukie, UK Interactive Entertainment)

**1.30 – 2.30 pm lunch break with catering service**

**2.30 – 4.00 pm**

## **Panel Gaming cultures from all over the world** (English)

Although computer games have been perceived as a global and universal phenomenon from the 1970s onwards, they individually have also responded to social and cultural trends particular to more specific geographical or cultural regions. This panel will discuss some cultural factors that have influenced the shape of games or the practice of the gameplay.

Presented by *Dennis Kogel*

**Ahmad Ahmadi** ([dropfun.com/](http://dropfun.com/)Game expert Iran)

**Prof. Dr. James Newman, Iain Simons** (National Video Game Archive UK)

**Solip Park** (Nexon Computer Museum Korea)

## **Talk Virtual Reality and social responsibility** (German)

Compared to traditional monitor games Virtual Reality (VR) allows for completely new sensual experiences. Already, there have been reports of incidents of harassment during VR multiplayer games revealing the need for new rules of conduct or even new laws regulating it. This allows for pointing to similarities with live role playing games that for some time now have integrated elements from gaming into real world sensual experiences.

Presented by *Marcus Richter*

**Thomas Bedenk** (VR-consultant)

**Anna Gröhn** (Journalist)

**Dennis Lange** (Waldritter e.V.)

# Programm

16.00 – 16.30 **Catering**

16.30 – 18.00 Uhr

**Talk Wie weiter? Perspektiven für die Zukunft** (Deutsch)

Experten aus Bibliotheken und Bewahrungsinstitutionen beschreiben den Stand der Zugänglichkeit des digitalen Kulturerbes sowie Perspektiven und Bedürfnisse für die Zukunft.

Moderation: *Marcus Richter*

**Dr. Sebastian Möring** (ICBB – Internationale Computerspielesammlung Berlin-Brandenburg, Universität Potsdam)

**Dr. Manuel Seitenbecher** (Zentral- und Landesbibliothek Berlin)

**Stefan Ziller** (Mda, Die Grünen)

**Panel Ideologie und Politik in/mit Computerspielen** (Englisch)

Während Filme schon zu einem frühen Zeitpunkt ihrer Entwicklungsgeschichte als Träger politischer und ideologischer Sichtweisen erkannt wurden, werden wir uns bei Games erst mit dem zunehmenden globalen Austausch bewusst, wie stark ihre Ausprägungen durch ideologische Haltungen bestimmt werden. Die Gesprächsrunde möchte den Blick über den Tellerrand unseres hauptsächlich durch Computerspiele aus der ‚westlichen Hemisphäre‘ geprägten Kulturkreises werfen und dabei Möglichkeiten erörtern, wie Games auch völkerverständigend wirken bzw. den Spielern bestimmte politische Kontexte bewusstmachen können.

Moderation: *Dennis Kogel*

**Konstantin Kaiser** (planpolitik)

**Uri Mishol** (Games for peace, Israel)

**Saud al-Zaid** (BGSMCS Freie Universität Berlin)

# Programm

4.00 – 4.30 pm **afternoon break with catering service**

4.30 – 6.00 pm

**Talk What's next? Prospects for the future** (German)

Experts from the library sector, the sciences and politics will discuss the current state of affairs with regard to accessibility of digital cultural heritage as well as its future requirements.

Presented by *Marcus Richter*

**Dr. Sebastian Möring** (ICBB – Internationale Computerspielesammlung  
Berlin-Brandenburg, Universität Potsdam)

**Dr. Manuel Seitenbecher** (Zentral- und Landesbibliothek Berlin)

**Stefan Ziller** (MdA, Die Grünen)

**Panel Ideology and politics as part of or in the context of computer games** (English)

While films were identified as carrying political and ideological messages at quite an early point in their history, it took quite some time in the period of global exchange before it dawned on people that the same holds true for games. This panel takes a broader view to look beyond our stock notions shaped by cultural values embodied in games from the western hemisphere. Thus, we may discern possibilities where games allow for deepening international understanding or alerting players to sensitive political contexts.

Presented by *Dennis Kogel*

**Konstantin Kaiser** (planpolitik)

**Uri Mishol** (Games for peace, Israel)

**Saud al-Zaid** (BGSMCS Freie Universität Berlin)

## Performance NEURO-SPACE

### Pataphysik

Die ‚Pataphysik‘ ist eine historische Strömung künstlerischer Spiele aus dem beginnenden 20. Jahrhundert. Künstlerische Regelsysteme wurden schon vor dem Auftreten von Computerspielen als ideale Regelsysteme zur Erlangung größerer kreativer Freiheit erfunden und angewandt. Anhand von einigen Beispielen werden in filmischen Skizzen künstlerische Denkfiguren um Spiel und systemisches Denken im Spiel vorgestellt. Aktuelle und historische Neuro-Interfaces geben Denkanstöße für unsere aktuelle Position der Selbst-Optimierung, Datenerfassung über Spielmechanismen. Aktuelle Körperschnittstellen und ihre gesellschaftliche Akzeptanz als Notwendigkeit im Spiel haben Auswirkungen auf Leib und Leben!

### Performance

In dieser zweiten Szene eine Serie von Performances auf historischen Computergamekonsolen (zur Verfügung gestellt vom Computerspielmuseum Berlin) wird ein zeitgenössisches Neuro-Interface dazu umprogrammiert, ein eigens erstelltes FLOW Game integral mit dem Körper zu verbinden. Die für Spiele und Kreativität gleichermaßen relevanten FLOW Zustände werden in einer Versuchsanordnung getestet und ausgewertet. Das Ergebnis fließt in eine Soundperformance. Die spielerische Provokation mentaler Zustände – entweder über körperliche Anstrengung, chemische Substanzen – oder eben SPIEL – wird in einem performativen Rollenspiel on stage kommuniziert.

Ergänzend wird auf einer original VECTREX Konsole ein neues Spiel des bekannten Gamekultur Kritikers P.M. Ong vorgestellt. In seinem künstlerischen Game auf alter Hardware korrespondiert der FLOW in OUTER SPACE - wie auf frühen Konsolen des Space War Zeitalters üblich mit dem in NEURO-SPACE thematisierten inneren SPACE von Hirnwellen und Gedankensteuerung.

Die Performance wird vom Hauptstadtkulturfonds gefördert.

### Pataphysik

‚Pataphysik‘ was a historical trend in artists' games at the beginning of the 20th century. Artistic systems of rules were seen to allow for larger creative freedom. They had already been developed and used as ideal systems long before computer games existed. Some film scenes will serve as examples to illustrate artistic forms of reasoning with regard to playing and systematic thinking in games. Both current and historical neuro-interfaces will provide food for thought with regard to contemporary discussions focusing on our current attitudes towards self-optimisation, data-collection and playing mechanisms. Current forms of human interfaces and their social acceptance as prerequisites for gameplay do have repercussions on life and limb!

### Performance

In this second scene in a series of performances with historical computer games consoles (provided by Computerspielmuseum) a contemporary neuro-interface will be reprogrammed so that it allows a specially devised FLOW-game to connect with the human body. The FLOW-states, which are both essential for playing and for creativity, will be both tested in an experimental set-up and evaluated. The result then will be fed into a sound performance. The playful provoking of mental states – either by physical exertion, chemical substances or by playing, for that matter – will be represented in a performative role-playing game on stage. This will be complemented by a new game developed by renowned game critic P.M. Ong for an original VECTREX console. This artistic game on very old hardware will reveal that the FLOW in OUTER SPACE (as was usually the case with the early consoles from the era of Space War) corresponds with the inner SPACE of brain waves and mind control, which are the subjects of NEURO-SPACE.

The performance is funded by Capital Cultural Fund.

# Speaker



## **Ågetoft, Bengt-Olof**

*Digital Collections Department, Film, Movie and Games,  
The National Library of Sweden*

Bengt Olof Agetoft works at The National Library of Sweden, in the Digital Collections Department. He is a part of the library's "Computer and video games group" which is responsible for the library's collection of digital games and interactive media. Apart from the ordinary collection he is also involved in the work of documenting the "uncollectible" games, such as Pokemon Go.



## **Ahmad, Amadi**

*CEO, Co-founder of DropFun Entertainment*

My acquaintance with the games industry had started by visiting Tokyo Game Show in 1996. I was one of Co-founder of Iran Computer and Video games foundation which is a NGO supports Game Industry in Iran and was its Chief Business Officer & Head of Foreign Relation Department until 2015. As one of board members I establish "Bazi Rasane" a Game Developer Company in 2012 and "DropFun" which is a knowledge-based company professional in Gamification. From 2016 I am head of the game development laboratory of the Computer Faculty at Sharif University and Mentor of Students and Indie Development projects. I have coordinated development and Co-Designer and Team Leader some projects such as "Awaking 2014", E.T. Armies (2014), Hate the Sin, Love the Sinner (2013), Super Hungry Monsters (2012).

I am co-author of book "Video Games Around the World" (MIT Press, 2015) and right now as co-author of book "Gaming Beyond the Digital Divide" 2017 the chapter called "Cultural Identity in Player Communities: User Gratification and Behavior in Iran".



## **Al-Zaid, Saud**

*Freie Universität Berlin*

Saud Al-Zaid is writer, speaker, and researcher. He holds degrees in Comparative Literature, Economics, Arab Studies, the Anthropology and Sociology of Religion, and Islamwissenschaft, from the University of Chicago, Georgetown University, and the Free University Berlin.

## Speaker



### **Augrain, Pauline**

#### *Head of Digital Creation, CNC (Centre National du Cinéma)*

Pauline Augrain is head of digital creation at the CNC (French National Centre of Cinema) based in Paris, and runs a wide range of support mechanisms in the fields of video games, digital arts and immersive projects (VR/AR).

The continuous improvement of these schemes is to increasingly promote creativity and innovation of interactive artworks, and help to develop the industry. As part of these efforts, the rate of the video game tax credit was recently raised to 30%.



### **Bedenk, Thomas**

#### *Freelance VR Consultant and Creative Mind*

Thomas Bedenk is head of the VR/AR Team at Exozet Berlin GmbH and Freelance Consultant and Creative Mind. From 2009 until 2015 he had his own game studio Brightside Games. He has degrees in Media Design and Human Factors. He was teaching various subjects at game schools and universities. Prior, he was freelance interactive designer and developer for about 10 years and worked on special effects in the movie industry. He started his love for digital creation playing Pac-Man against his twin brother on the Atari 800XL and developed his first own games 1996.



### **Breitlauch, Prof. Dr. Linda**

#### *Professor for Game Design, Trier University of Applied Sciences*

Prof. Dr. Linda Breitlauch initially studied business studies before she graduated in film and television scriptwriting from the Film & Television Academy (HFF) in Babelsberg. In 2008 she completed a PhD about dramatic composition in computer games. In 2007 Breitlauch was appointed Europe's first female professor for game design at the Media Design University of Applied Sciences. In April 2014 she started a professorship at the University of Applied Sciences in Trier.

She teaches and researches with special focus on the areas of storytelling, serious games and dramaturgy. Furthermore, she works as consultant. She is member of several advisory boards, like the board of the "kids in web" fund and the management board of GAME federation.



# Speaker

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## **Falk, Felix**

### ***Managing Director BIU – the association of the German games industry***

Felix Falk became the Managing Director of the BIU on 1 January 2017. Prior to this, he was the Managing Director of Germany's Entertainment Software Self-Regulation Body (USK) from 2009 to 2016. As vice-chairman of the International Age Rating Coalition (IARC) during this period, he was jointly responsible among other things for the global rating standard for online games and apps. From 2004 to 2009, he served as the Head of Office for Monika Griefahn, Chairwoman of the Committee on Cultural and Media Affairs within the German Bundestag. In this capacity, Felix Falk was also responsible for the topic of computer games, and oversaw, among other things, the creation of the Deutsche Computerspielpreis, the most important German computer games award, which were passed by the Bundestag in 2008 and were presented for the first time in 2009.



## **Gröhn, Anna**

### ***Freelance journalist***

While attending a master program in media and communication sciences at Hamburg University of Applied Sciences, Anna Gröhn worked as a content manager for Fit For Fun magazine for two years. Since then she has written for taz, Spiegel Online and der Freitag as a freelancer and she is also working in the main editorial office of Eimsbütteler Nachrichten, where she is in charge of the online-presence.



## **Hentsch, Dr. Christian-Henner**

### ***Head of Legal Council, BIU – German Association for Interactive Entertainment Software***

Dr. Christian-Henner Hentsch works as a Legal Counsel for BIU, the German Association for Interactive Entertainment Software, since January 2016. Before he represented the VG Media, a collecting society for broadcasters and press publishers. In the last legislature period he was working at the German Bundestag and was in charge for politics on copyright and internet law for the CDU/CSU parliamentary group. He also is a lecturer at the Kölner Forschungsstelle für Medienrecht for copyright and media law.

## Speaker



### **Hosoi, Prof. Dr. Koichi**

*Professor, College of Image Arts and Sciences, Ritsumeikan University  
Director, Art Research Center (ARC) at Ritsumeikan University*

His research themes include the application of digital media in society through new social business models based on partnerships between communities, the business industry, educational institutions, and the government. His Game Archive Project at the Art Research Center and Center for Game Studies at Ritsumeikan University is a large-scale project ongoing since the late 1990s, aimed at the holistic and social preservation of games through collaboration between the business industry, research and educational institutions, and the government. He recently co-authored "The Life and Times of the Nintendo Famicom: The Birth of TV Games" (NTT Publishing, 2013).



### **Jahrmann, Prof. Dr. Margareta**

*Zürcher Hochschule der Künste*

In addition to her tasks in curating and her professorship for game design at Zurich University of Arts as well as visiting professor for the Artistic Research PhD Programme at the University of Applied Arts Vienna Margareta Jahrmann also works as a freelance researching artist herself. Based on her experience as an exhibiting and a performing artist - (e.g. Connecting Spaces Hongkong, 2017, Ars Electronica 2017, Neue Gesellschaft für Bildende Kunst/transmediale Berlin 2017, Cabaret Voltaire Zürich 2016) - she has developed her own LUDIC method of artistic research. Movie drafts pertaining to mindreading and thought control as well as public experiments on the themes of neurosciences and pataphysics are among her most recent works.



### **Kaiser, Konstantin**

*Team leader for educational offer online, planpolitik GbR*

Konstantin Kaiser (MA in political science Free University of Berlin), is a game designer at planpolitik. planpolitik is an agency in Berlin which develops and facilitates interactive educational exercises. In 2013 Konstantin Kaiser created the division for Online-Educational Formats. His most significant projects are SENARYON, an engine for Online-Simulation Games, and JUNAIT, a social network for young children teaching digital media competency. Both projects won renowned awards. Konstantin Kaiser has had several articles published about the potential of Online-Simulation Games.

# Speaker



## **Knoll, Tobias**

*Research associate at Heidelberg University*

Tobias Knoll, M.A. studied Religious Studies, Political Science of South Asia and Modern Indology in Heidelberg. His general focus of study is the relationship between religion and digital games, especially religion as game mechanic, as well as religion in gaming- and popular culture. At the moment, he manages the online journal "online - Heidelberg Journal of Religions on the Internet" at the Institute for Religious studies in Heidelberg and works on his dissertation on moral decision making systems in computer games.



## **Kogel, Dennis**

*Editor at Motherboard/VICE*

Dennis Kogel is a staff writer for Motherboard, the science and tech vertical by VICE. Before coming to VICE, he was a host and editor for public radio and a freelance writer for various magazines in games and tech. He covers game development, web culture and hosts the Radio Motherboard podcast.



## **Kopp, Herwig**

*Story Game Producer*

After completing his studies in cognitive neurosciences and new media, Herwig Kopp began to work as a narrative interaction designer and speaker. As CEO of both the Berlin-based game desing studio Normalum - Mixed Realities and of College of X, which he also founded, he explores the grey area between reality and fiction by combining different media and in live role-playing games, too.

The LARP scene "Neuro-Space 02" shows him as Olan Transit Lushavsky, a member of a team of scientists, who is charge of measuring the residual humanity and to explain it theoretically as a necessary foundation for both contemporary and future societies.

# Speaker



## **Krüger, Thomas**

### *Director of the German Federal Agency for Civic Education*

Thomas Krüger is the Director of the German Federal Agency for Civic Education. After being a founding member of the Social Democratic Party (SDP) in the former GDR, and becoming the executive director of the SDP in Berlin (East), Thomas Krüger became deputy chairman of the Social Democratic Party of Germany (SPD) in Berlin (East/West). Subsequently, he was the city's Senator for Youth and Family Affairs (1991-1994) and a member of the German Parliament, the Bundestag (1994-1998).



## **Lange, Andreas**

### *Founding director and curator of the Computer Games Museum*

Andreas Lange (\*67) is founding director and curator of the Computer Games Museum in Berlin. He studied Comparative Religions and Dramatics (M.A.) at Freie Universität Berlin. His 1994 graduation work "The Stories of Computer Games - Analysed as Myths." was one of the first academic works, in which computer games are treated as cultural artefacts. He held the position as speaker of the SIG Emulation of the German competence network for digital preservation nestor. Besides, he is member of the Academy of the German Games Developer Award, the advisory council of the Stiftung Digitale Spielekultur as well as the juries of the German Computer Game Award and the World Video Game Hall of Fame of the Strong Museum. Lange is co-initiator of EFGAMP (European Federation of Game Archives Museums and Preservation Projects).



## **Lange, Dennis**

### *Trainer for educational courses and non-formal educator at Waldritter e.V.*

Dennis Lange (M.A.) (\*1977) has more than 20 years of experience in planning and realizing interactive Live-Game-Events, like LARP, Urban Gaming or Drama Games. As part of his work he develops trainings and playful educational courses, that use the emotional power of storybased roleplaying games to initiate new points of view and start educational processes. To blur the border between game and reality and to transfer game effects into real-life behaviour are some of his main issues during this work. He is father of two kids, loves adventures, extraordinary plot lines and technical magic.

# Speaker



## **Lowood, Dr. Henry**

*Curator for History of Science & Technology Collections of the Stanford University*

Henry Lowood is curator for history of science & technology collections and for film & media collections at Stanford University. He is also a lecturer in the Science and Technology Studies Program and the History and Philosophy of Science Program at Stanford and in the Art Department, University of California, Santa Cruz. His most recent books are *The Machinima Reader*, published by MIT Press and co-edited with Michael Nitsche, and *Debugging Game History: A Critical Lexicon*, also by MIT Press and co-edited with Raiford Guins. Since 2000, he has led *How They Got Game*, a research and archival preservation project at Stanford focused on the history of digital games and simulations.



## **Marszalkowski, Jakub**

*Lecturer, researcher Poznan University of Technology*

Lecturer and researcher working at the Institute of Computing Science, Poznan University of Technology. For 5 years he has been organising Game Industry Conference in Poznan, the largest B2B gamedev event in Central and Eastern Europe. Co-founder and Board Member of the Indie Games Poland Foundation. Awarded the Annual Award of the Minister of Culture and National Heritage in the category of Digital Culture for his organizing and promotional work.



## **Mishol, Uri**

*Chairman, Games for Peace*

Uri Mishol is the founder of Games for Peace, an Israeli NGO that explores the use of video games as a platform for trust building in conflict zones. Prior to forming Games for Peace, Mishol co-founded Israeli software firm IncrediBuild, where he served as CEO for over ten years and is still acting chairman today.

## Speaker



### **Moesgaard, Jakob**

*Specialkonsulent/Special Consultant  
Afdelingen for Digital Pligtaflevering og Bevaring at the  
Royal Danish Library*

Jakob Moesgaard works at the Royal Danish Library in Copenhagen, Denmark. He works in the Dept. of Digital Legal Deposit and Preservation where he is responsible for the library's collection of video games, apps, e-books, and other digital material. His primary curatorial interest lies with smaller game productions, indie games, game jams, etc.



### **Molavi, Ramak**

*Attorney*

Ramak Molavi works as an attorney in Berlin and she is a member of the iRights Law team. She covers all legal issues and counsel pertaining to games, IT, Big Data, Legal Tech, automatization and the law, the Internet of Things plus mobile apps and E- & M-Commerce. In addition, she acts as Head of Legal & Regulatory Affairs for GameDuell, a Berlin-based game developer and publisher, where she is also a member of the Management Team.

In 2015 she joined the board of GAME-association, where she is responsible for regulatory matters in the games industry with a special focus on domestic developers. In this position she is also cooperating with the European EGDF-association.



### **Möring, Dr. Sebastian**

*Research associate/Lecturer at Potsdam University*

Dr. Sebastian Möring is a lecturer of media studies focusing on computer games in the European Media Studies Program of the University of Potsdam and the University of Applied Sciences Potsdam, Germany. He also acts as coordinator of the Digital Games Research Center (DIGAREC) of the University of Potsdam. DIGAREC's computer game collection is part of the International Computer Games Collection Berlin-Brandenburg (ICBB). Sebastian Möring holds a B.A. in cultural studies, an M.A. in media studies and earned his doctoral degree in game studies from the Center for Computer Games Research at the IT University of Copenhagen. For his doctoral thesis he investigated how the concept of metaphor is applied with regard to computer games. Sebastian is a member of the steering group of the game philosophy network. In changing roles he is involved in the organization of the annual conference The Philosophy of Computer Games. His research focuses on meaning and structures of games and play, existential ludology as well as game and play philosophy. He is further interested in art games, photography in computer games as well as media philosophy, systems theory and metaphor theory. For more information please visit <http://sebastianmoering.com>.

# Speaker



**Newman, Prof. Dr. James**

*Professor of Digital and Media, Bath Spa University*

James Newman is Professor of Digital Media at Bath Spa University, U.K. Since 2000, he has written on videogames, gaming histories, preservation and the cultures of play and has published a number of books including "Videogames", "Playing with Videogames", and "Best Before: videogames, supersession and obsolescence" for Routledge. He is currently writing volumes on gameplay spectating and early game sound and music, and was recently awarded a Research Fellowship at The Strong Museum of Play in New York. James is a member of the research and curatorial team at the National Videogame Arcade in the U.K.



**Nylund, Niklas**

*Researcher at The Finnish Museum of Games*

Niklas Nylund is a museum researcher working for The Finnish Museum of Games in Tampere, Finland. He was involved in the museum's crowdfunding campaign and is currently responsible for the museum collections. He is working on a PhD at the University of Tampere Gamelab, where his research interests include digital game preservation and game history.



**Park, Solip**

*Aalto University, Finland*

Solip is a former Researcher and International Relations Coordinator of Nexon Computer Museum (South Korea). As one of their starting members, Solip was involved with a series of interactive exhibitions and education projects. She is currently furthering her studies at Aalto University (Finland) with the concentration on digital culture and learning in the digital era.

Website: [www.parksolip.com](http://www.parksolip.com)

B.A Korea National University of Arts, South Korea (Cinema Studies)

M.E.T Carnegie Mellon University, U.S.A. (Entertainment Technology)

Expecting - M.A Aalto University, Finland (Nordic Visual Studies and Art Education)



# Speaker

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## **Richter, Marcus**

*Journalist and moderator at Deutschlandfunk Kultur/RBB*

Marcus Richter grabbed a microphone in 2006 and hasn't let go ever since. Besides working for Germany's top radio stations including Deutschlandfunk Kultur and Fritz (rbb), he moderates events and workshops for institutions like the BMFSFJ (Ministry for Youth and Family), the Bundeszentrale für politische Bildung and the Stiftung Digitale Spielkultur. Being active on Social Media as @monoxyd and with his regular richter. fm-podcasts, he focuses his activities around digital change and it's political, cultural and social consequences for our society.



## **Schöffmann, Andreas**

*Research fellow at the Chair of Education and Educational Psychology, PhD candidate at the Research Center for Value Education and Teacher Training at the University of Munich, editor of PAIDIA – Journal for Game Studies*

Study in German studies, science of history and philosophy at the University of Munich, research fellow among other at the Research Center for Value Education and Teacher Training, the IT Center for Language and Literature Studies, the Chair of Education and Educational Psychology and the study program for media education at the University of Munich (LMU Munich). PhD thesis about game analytics and value education.



## **Seitenbecher, Dr. Manuel**

*Head of department portfolio development, Central and Regional Library Berlin*

Dr. Manuel Seitenbecher, born in 1982, has been in various functions for 2011 at the ZLB. As department head, he is currently responsible for the strategic planning and development of the media inventory. Also computer games belong to the different offerings in the media area. Prior to this time at the ZLB, he earned his doctorate at the University of Potsdam in the field of history.



# Speaker



## **Simons, Iain**

### *CEO, National Videogame Foundation*

Iain Simons is CEO of the National Videogame Foundation, which he co-founded in 2015. As well as developing curatorial and interpretive strategies, he speaks about videogame culture internationally for a wide variety of audiences and has written for both the popular and academic press, as well as several books. In 2008 he co-founded the National Videogame Archive of the UK. He also directs the GameCity festival, which he founded in 2006.



## **Twist, Dr. Jo**

### *CEO, Ukie (UK Interactive Entertainment)*

Jo is CEO of Ukie, the trade body for UK games and interactive entertainment, making the UK the best place in the world to make games. Previously, Jo was Channel 4 Education Commissioning Editor where she commissioned Digital Emmy-winning Battlefront II, free to play browser and iOS games and social media projects. Jo was Multiplatform Commissioner for BBC Entertainment & Switch, BBC Three Multiplatform Channel Editor, and technology reporter for BBC News. She is Deputy Chair of the British Screen Advisory Council, London Tech Ambassador, BAFTA Games Committee member, and sits on a number of boards and advisory groups. In 2016 she was awarded an OBE for services to the creative industries and won the MCV 30 Women in Games award for Outstanding Contribution. She is a Vice President for games and accessibility charity, SpecialEffect and the government's Sector Champion for Disabilities.



## **Unger, Thorsten**

### *Managing Partner, IJsfontein Interactive Media GmbH*

Thorsten Unger is Director of Global Relations at Global Top Round – an accelerator for indie studios – and Senior-Partner at IJsfontein. As an expert for serious games he was involved in the development of many award-winning projects in this genre. In countless contributions, interviews and public discussions he outlined the potential of games and their important cultural and innovative standing. He is founder of the expert-network "Wegesrand" and in addition, after the sale of his company Zone 2 Connect, founding partner of "Target Games", an accelerator that identifies and supports promising development Studios.

# Speaker



## **Wagensommerer, Thomas**

Wagensommerer lives and works as a media artist in Vienna, Austria. Lecturer in Experimental Media at the UAS St. Poelten and in Theory and Practice of Media Art at the University of Technology Vienna. Member of research/artistic staff at the UAS St. Poelten and at the University of Applied Arts Vienna.

In this project Wagensommerer works on transferring neural phenomena into virtual (game)environments.



## **WeBel, André**

*Research assistant at Spielraum, TH Köln  
(University of Applied Sciences)*

*Social pedagogue with a focus on inclusion at miteinander leben e.V., Cologne*

André WeBel studied media science, political science and social work & management. He is a research assistant at Spielraum at the Institute for Media Research and Media Pedagogy at TH Köln (University of Applied Sciences). In Spielraum's current project "Ethics & Games", his work focuses on the educational potential of digital games and the various ethical aspects of digital games culture. In addition to research and teaching, he also carries out gaming-related educational projects with adolescents, and is responsible for the media pedagogical track at the Clash of Realities Conference, together with Prof. Dr. Angela Tillmann.

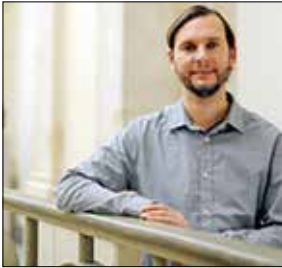


## **Wimmer, Prof. Dr. Jeffrey**

*Professor for communication science at University of Augsburg*

Dr. Jeffrey Wimmer is professor for communication science at University of Augsburg with special emphasis on media reality. Before that he worked at Universities of Erlangen-Nuernberg, Munich, Berlin, Bremen, Lüneburg and Ilmenau. 2007 he published his PHD on the topic of modern counterpublic spheres (VS Springer). Primary research fields are sociology of media communication especially digital games/virtual worlds, public/counterpublic spheres and media cultures. His last research project financed by the German Bundestag focussed on the potential of digital media for education.

# Speaker



## **Ziller, Stefan**

### *Standing Member of the Berlin House of Representatives*

Since 2016, Stefan Ziller is a standing member of the Berlin House of Representatives. He represents parts of the Berlin district Marzahn-Hellersdorf and is organized in the parliamentary group of the Green Party in Berlin. He held legislative office earlier from 2006 to 2011, in between 2011 and 2016 he worked in the European Parliament in Brussels and as an IT-specialist in Berlin. In the parliamentary group of the Green Party he was voted into the position of the spokesperson for digitalization. Being a long-time fan of "Age Of Empires", Stefan build world cultures at a time where the world itself wouldn't recognize games as a subject of culture.



## **Zimmermann, Olaf**

### *Managing Director Deutscher Kulturrat e.V.*

Born in 1961, Olaf Zimmermann launched his career in art dealing after successfully completing second-chance education and a traineeship. He managed several galleries and as well as holding various consulting positions. In 1987, he opened a gallery for contemporary art in Cologne and Mönchengladbach.

Since 1997, Olaf Zimmermann has been the managing director of the German Cultural Council, which serves as umbrella organization to 235 federal cultural associations. He is the publisher of the newspaper Politik & Kultur and has published several books and writings on cultural politics including publications on the Reformation Jubilee, TTIP & CETA, Digitalization and Computer Games..

Foto: Tim Flavor

