

Experimental Games and Alternative Scenes
(Lecture Class / Vorlesung)

An introduction to the alternative scenes of digital games will necessarily require a passage through contemporary art. While the terms 'Game Art' and 'Art Game' are often misused in the game industry, the first one is an art movement which appeared in the 1990s in the contemporary art scene, and the second one is a short alternative movement born in the indie scene. By exploring the history of art of the mid 20th Century through performance arts, Fluxus, early digital art and the net.art movement we will unveil the distinctive characteristics of digital games compared to other forms of interactive arts.

09.11. 2017, 10.00 – 18.00
10.11. 2017, 10.00 – 18.00

Curating and Exhibiting Games (Lecture class)

Do digital games and analog games deserve special attention when it comes to exhibiting these interactive works in dedicated spaces? Are they artworks that can simply be put in a gallery waiting to be watched or performed? Based on the work of a diverse spectrum of curators within the independent game scenes and the contemporary art field, we will try to understand and discover the different approaches and meanings implied in the "mise-en-scène" of games and their curation process.

07.02. und 08.02. 2018, 10.00 – 12.30 und 14.30 – 18.00

Game, Play and Performance Arts
(Lecture class and Workshop)

We could state a game doesn't exist without being played, just like a theater play. While digital games share a lot with visual art forms they are very similar to performance arts. Can we study games as a performative medium where the action of playing them is as meaningful as the object designed in itself? Through the works of artist and researchers such as Mary Flanagan (Critical Play), Douglas Wilson (Folks game, subversive game design) or Anne Marie Schleiner (ludic activism) we will explore the role and the power of the players to influence and change games.

12.12. 2017, 10.00 – 12.30 und 14.30 – 18.00
13.12. 2017, 10.00 – 12.30 und 14.30 – 18.00
17.01. 2018, 10.00 – 12.30 und 14.30 – 18.00
18.01. 2018, 10.00 – 12.30 und 14.30 – 18.00

Individual & Group projects review (Einzelbesprechungen von Projekten)

14.12. 2017 // 19.01. 2017 // 09.02. 2017

Simon Bachelier is a protagonist of Europe's Indie Game Scene. As a producer and curator he focusses on inventive ways to popularize the reality of critical and intelligent alternative (digital) Games. Currently, he produces games at Accidental Queens studio and organizes festivals such as IndieCade Europe and ZooMachines.

Basisklasse

Simon Bachelier will also be teaching for the Basisklasse: Introduction to art based and experimental approaches in video games, and a practical workshop where students will be invited to play and to watch game being played. The objective of this teaching for the Basisklasse is to get a better overview of the diversity of games and to acquire critical thinking toward this medium.

13.11. 2017 // 14.11. 2017 // 15.11. 2017

