

The international workshop will be held in context of the DFG funded research project "Open-World-Structures: Architecture, City- and Landscape in Computer Games" (Bonner 2017-2020) and addresses the matter of (1) architecture in game worlds in the sense of its media specific spatialization, architectural layouts and the rôle of architecture, as well as (2) the architecture of computer games themselves in the sense of systematics, structures and media-specific logics between algorithms and databases – worldbuilding from a different angle.

Thus, the participants will thematise aesthetics of reception as well as aesthetics of production and approach the complex constitution of computer games from a wide range of disciplines – from Media and Game Studies to Art History, Sound Studies to Architecture, Design to Phenomenology and Embodiment, as well as Spatial Theory and Cultural Studies.

The aim of the workshop is to channel multi-disciplinary approaches and current research projects to fuel an interest towards an understanding of computer games as spatial, architectural or world phenomena within the current digital media culture. Furthermore, it is to explore and discuss concepts and methodologies from other disciplines and the potential transfer as useful tools in Game Studies.

ARCHITECTONICS OF GAME WORLDS

ON AESTHETICS AND MECHANICS
SPACES AND PLACES
RHYTHMS AND PHILOSOPHIES



Deutsche
Forschungsgemeinschaft
German Research Foundation

Workshop

18th-19th
MARCH
2019

University
of Cologne

Due to limited seating, advanced registration is required.
Please contact mbonner@uni-koeln.de
for further details.

For a detailed description of each talk,
the corresponding abstracts may be found here:
<https://bit.ly/2Tl2VU7>

Organiser: Marc Bonner
**University
of Cologne**
911 Modulbau
Weyertal 119a
Seminarraum
S224

Monday 03/18/19

- 10:45 a.m. **Distant Agricultural Splendor:
National Identity, Agricultural Labor, and
Space in Farming Simulator**
Derek Price Vanderbilt University/University
of Cologne
- 11:05 a.m. **Taking a Breath of the Wild – Paidiatic Spaces
and Practices Off the Ludic Grid**
Cornelia Janina Schnaars University of
Beyreuth
- 11:25 a.m. **Feels Right – How Atmospheres of the Past
Satisfy Expectations of Authenticity**
Felix Zimmermann University of Cologne
- 11:45 a.m. **Coffee Break**
- 12:00 p.m. **Virtual Space and Video Game Photography:
Towards a Socio-Political Reading of In-Game
Photography**
Vladimir Rizov University of Suffolk
- 12:20 p.m. **The World Machine: Self-Reflexive
Worldmaking in OneShot**
Theresa Krampe Justus-Liebig University
Gießen
- 12:40 p.m. **Towards an Operationalized Definition of
Procedural Representation**
Michal Švarný Charles University Prague
- 1:00 p.m. **Registration/Lunch**
- 1:30 p.m. **Welcoming Speech/Introduction**
Marc Bonner University of Cologne
- 2:00 p.m. **Protean Spaces. On the Aesthetics of
Reconfiguring Game Spaces**
Hans-Joachim Backe ITU Copenhagen
- 2:45 p.m. **Learning from Las Vegas ... about Video
Games and Virtual Reality Experiences**
Gundolf S. Freyeremuth Cologne Game Lab, TH
Cologne
- 3:30 p.m. **Coffee Break**
- 3:45 p.m. **Labyrinth**
Rolf F. Nohr Braunschweig University of Art
- 4:30 p.m. **Personal and Cinematic Landscapes in Games**
Rune Klevjer Universitet Bergen
- 5:15 p.m. **Coffee Break**
- 5:30 p.m. **Ludoforming**
Espen Aarseth ITU Copenhagen
- 6:15 p.m. **Get Together/Dinner**

Tuesday 03/19/19

- 10:00 a.m. **Borderless Sound**
Marcus Erbe University of Cologne
- 10:45 a.m. **Coffee Break**
- 11:00 a.m. **»I love how you can see the bottom
of the universe from this room...«
The Inside-Out-Architecture of Davey
Wreden's *The Beginner's Guide***
Benjamin Beil University of Cologne
- 11:45 a.m. **The Interior of Video Games**
Thomas Hensel University of Applied
Sciences Pforzheim
- 12:30 p.m. **Lunch**
- 1:30 p.m. **Two Ways to Dwell: Hestial and
Hermetic Dwelling in Digital Game
Worlds**
Daniel Vella University of Malta
- 2:15 p.m. **The 'Lived Spaces' of Computer
Games**
Stephan Günzel University of Applied
Sciences Europe/BTK Berlin
- 3:00 p.m. **Coffee Break**
- 3:15 p.m. **Sense of Being Here: 3D Spaces
Between Vision and Haptics**
Carolyn Höfler Köln International
School of Design, TH Cologne
- 4:00 p.m. **The Architectural Continuum –
Choropoietic Media and Post-
Physical-World Spatial Aesthetics**
Constantinos Miltiadis TU Graz
- 4:45 p.m. **Dreaming in the Witch House**
Thomas Hawranke Susigames/Paidia
Institute/Academy of Media Arts
Cologne
- 5:45 p.m. **Round Up Discussion**