

Aktuelles

SUBOTRON Interactive Heritage: Game Studies

2022-06-09 19:00

Historical content in games has a long tradition.

This new event series connects players from a broad range of creative fields who negotiate the potential of games and interactive experiences as a means of expression and mediator of the past, present and future of local cultural heritage in an interdisciplinary exchange with each other and with the audience.

Presentations and Panel

online:

Tracy Fullerton (Professor and Founding Director (emeritus) USC Games program, LA)

Ian Bogost (Professor and Director of the Program in Film & Media Studies at Washington University)

on site:

Mathias Fuchs (Game Artist, Musician, Media Scholar)

Eugen Pfister (Historian and Political Scientist)

Flavia Mazzanti (Artist, Architect, Researcher)

Moderation: Konstantin Mitgutsch (Playful Solutions)