

UPLAY ISEA RUHR2010

Urban Playgrounds

Developing Ludic Strategies and Interfaces for Participatory Practices in Urban Space

Workshop / Lecture / Game

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INVITATION

CALL FOR PARTICIPATION

Location: N 51° 27' 22" E 6° 43' 56"

Code: C

This is a game. This is not a game.

Do you want to play?

UPLAY is a workshop for artists and researchers involved in the development of ludic strategies and interfaces for forms of social/participatory/political (inter-)action in urban space. On the issues are a. o. locative strategies and tools for urban play, potentials and problems of participatory formats and collaborative/distributed/networked game development.

Participants are not only invited to present and discuss their own projects, but to collaborate on the development of a game(-level) located at Duisburg-Ruhrort. A public lecture-presentation by the workshop leaders is followed by closed workshop-sessions for applied participants; game sessions will be open to the public.

Artists, researchers and other people with professional interest and background in game design, game studies and related fields are invited to hand in a short **statement ("letter of interest", ca. 1.000 - max. 2.500 characters)** and a brief **C.V. with contact data** (e-mail, phone, URL homepage). In case you would like to present/discuss your own project(s), pls. include a related info-sheet (max. 3.000 characters, project URL/URLs).

Preliminary schedule:

Sat 28 Aug 2010	all day workshop + conference + game
	10 -12 a.m. workshop intro session
	2:30 p.m. public lecture, followed by afternoon session
	7:30 p.m. game/play
Sun 29 Aug 2010	10-12 a.m. workshop sum up

There's no fee. However, a small budget will be needed for workshop materials. Participants should bring their own computers, GPS devices, recording devices, cameras, maps, etc.

Pls. note: For participants active engagement is mandatory. This is not a lecture series.

Applications (e-mail plus pdf attachments only!) should be directed to:

workshops@isea2010ruhr.org

DEADLINE: MON, JULY 26, 2010