

An abstract digital artwork featuring a complex network of translucent, glowing green tubes that loop and swirl through a dense, textured landscape of green, moss-like organic forms. The background is a light, neutral tone, making the vibrant green elements stand out. The overall composition suggests a fusion of natural growth and artificial, technological structures.

experimental game cultures

Master Program at University of Applied Arts Vienna
www.dieangewandte.at/experimentalgamecultures

di:angewandte
Universität für angewandte Kunst Wien
University of Applied Arts Vienna

**Artistic Core Subject -
LEVEL 01 - FINAL PRESENTATION "PSK Digital"**



Maxim Shchapov, Daniela Weiss



Aliya Davletova



Barbi Markovic

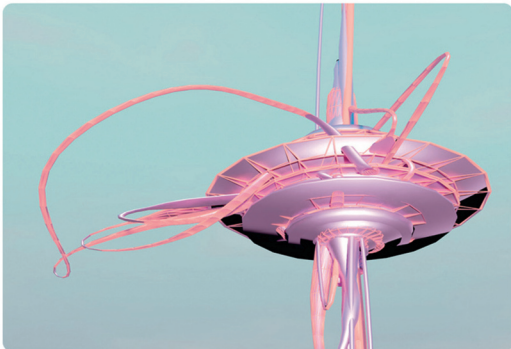


Marlene Mautner

*EGC Team: Louise Linsenholtz, Georg Luif,
Rebecca Merlic, Thomas Wagensommerer
egc@uni-ak.ac.at*

Research Projects

*Neuromatic Game Art - Critical Play with Neuro-
interfaces. (AR 581)*



*INTRA "Biological Interfaces, Ludic Cultures & Non-
human Agencies. Games of/in/with/ beyond Life."*



*ZERO Action at the SAVINGS BANK, neuro-game
performance 2022 (Zarko Aleksić, Stefan Glasauer)*

*Neuromatic Game Art Website
www.neuromatic.uni-ak.ac.at*



We aim to introduce game changer games!

The newly established master program Experimental Game Cultures puts a focus on emerging forms of societal impact through play. The study program aims at a critical reflection of games while simultaneously applying it to the prototypical development of innovative game concepts and approaches. The central aspect of the study program is therefore the interweaving of the development of innovative game concepts with a critical examination of games in their various historical, societal and social contexts. Artistic research areas of the program include the use of games and play as an instrument for a better understanding of social, economic and political contexts and for the democratic shaping of their future.

The head of the department Margarete Jahrmann states:

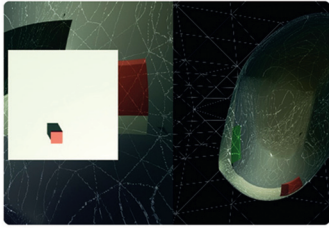
“For me, artistic play is the experimental testing and subjective experience of alternative possibilities of the world and agency. Play as a participatory process can show us ways to positive change, new forms of future society, politics, and empathic coexistence. Through the conscious breaking of rules, the transformation of rule systems, the acceptance of ambiguity as a quality in play, a new understanding for the global challenges of our time can emerge. Our way there is the game!”

www.experimentalgamecultures.uni-ak.ac.at

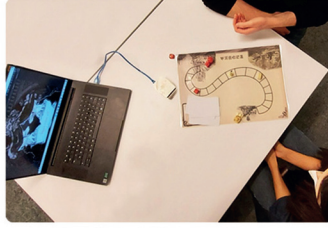


Activies/Events

Hosting of "Global Game Jam 2022" @ Experimental Game Cultures Studio PSK & Online



*"(UN)SEE" - Marlene Mautner,
Wassily Bartuska*



*"Hybrid NFC Game Prototype" -
Georg Luif*



*"Dual Reality" -
Jascha Ehrenreich, Litto*

Experimental Game Cultures - University Of Applied Arts Vienna Games



(UN)SEE

Our team is inspired by the duality of what we see and the question of whether that is existing. Influenced by one of the most famous Paradoxes in Physics - the Maldacena's discovery known as...



DualReality

2030, we found ourselves trapped on an overheated, polluted earth. So we decided to fly to another planet. What will happen, a disaster or a new way of forming life? In this game you are playing two...



Encounters

A small reflective single player game about enlightening and dark encounters on your path and how they shape your state of mind. But you can play together with others. Playable with standard...



Hell & Heaven

A struggle for a lost soul. Two opposing sides try to draw them into their realm while at the same time surviving themselves. This is a blend of a physical board game and a digital build.

The students' & guests' projects on the official "Global Game Jam" page

EGC Statement Film.

ORF report about EGC for "Kulturmontag" 2022



Interviews with first-year students

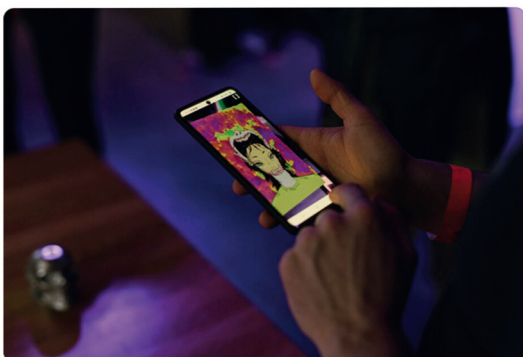


*The team as game characters -
shown @ #HybridPlay Festival
Dresden, 2021*

www.hellerau.org/de/experimental-game-cultures/



"AVATAR SEANCE" - CIVA Contemporary Immersive Arts Festival,
Museum Belvedere21, February 2022



Prototyping



Atelier Tetris Live Mod / "SEATING GAME" - Appropriating the studio with carpet tiles

GAME RULEZ by Luif/Jahrmann (as part of the artistic core subject) & a GPT-2, trained for the artistic research project Neuromatic Game Art



#EXPERIMENTALGAMECULTURES



Welcome EXPERIMENTAL GAME CULTURES

Performance Game/ Raumbefragung

Mit unserem Einzug in den Räumen der Expositur Postsparkasse heissen wir Sie herzlich willkommen in der historischen Kassenhalle der Gesamtkunstwerks-Postsparkasse, unserem Startplatz zu einem situativen Spiel mit Raum und sozialer Selbst-Organisation.

Sneak Preview: **COLLECTIVE DRONE Play ... Don't Touch the ceiling!**

Wir lancieren den Prototyp eines im Experimental Game Cultures core-team entworfenen SITUATED GAME – für Dronen, die ihren Schrecken im Spiel verlieren, souverän als künstlerisches Instrument interpretiert werden, von und mit einem partizipativen und kollektiven Spiel, das dynamisch Spielregeln verändert, Nähe und Rücksichtnahme spürbar und notwendig machen wird. Architektur, humane und nicht humanen Player im Raum. Das Gefüge zwischen menschlichen und nicht menschlichen Aktanden wird hörbar... als ECHO in der Akustik des Luftschiffs PSK.

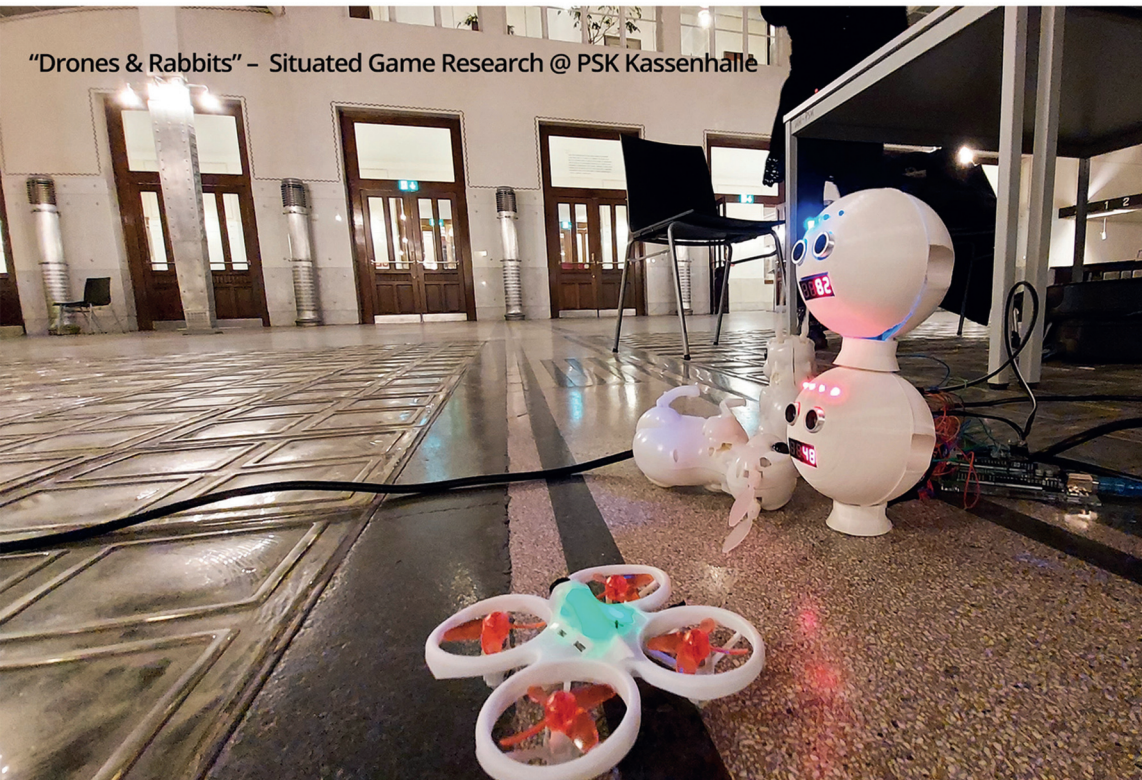
Please come, hear, see – and play!

WELCOME!



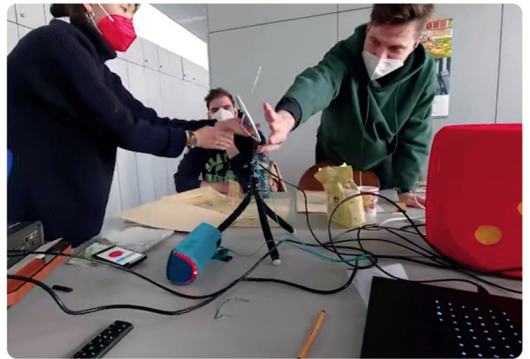
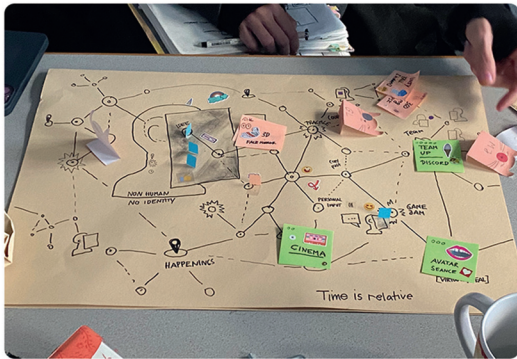
We aim to introduce game changer games!

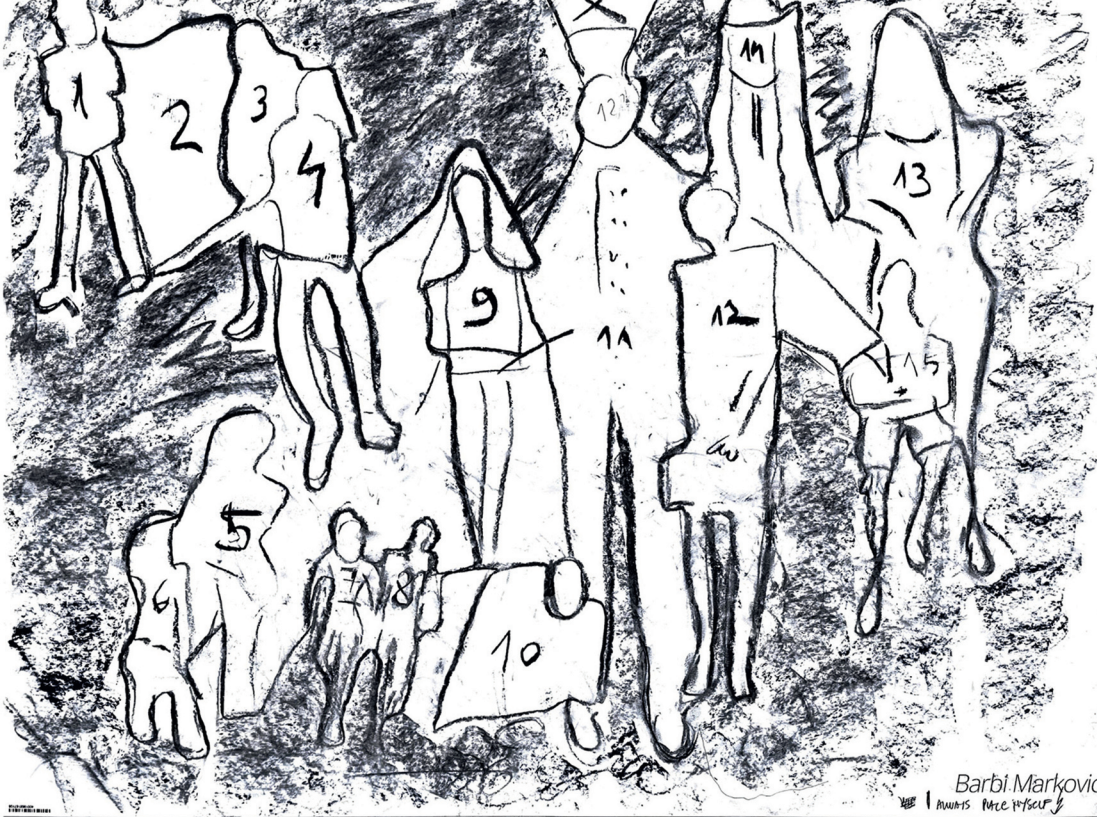
"Drones & Rabbits" – Situated Game Research @ PSK Kassenhalle



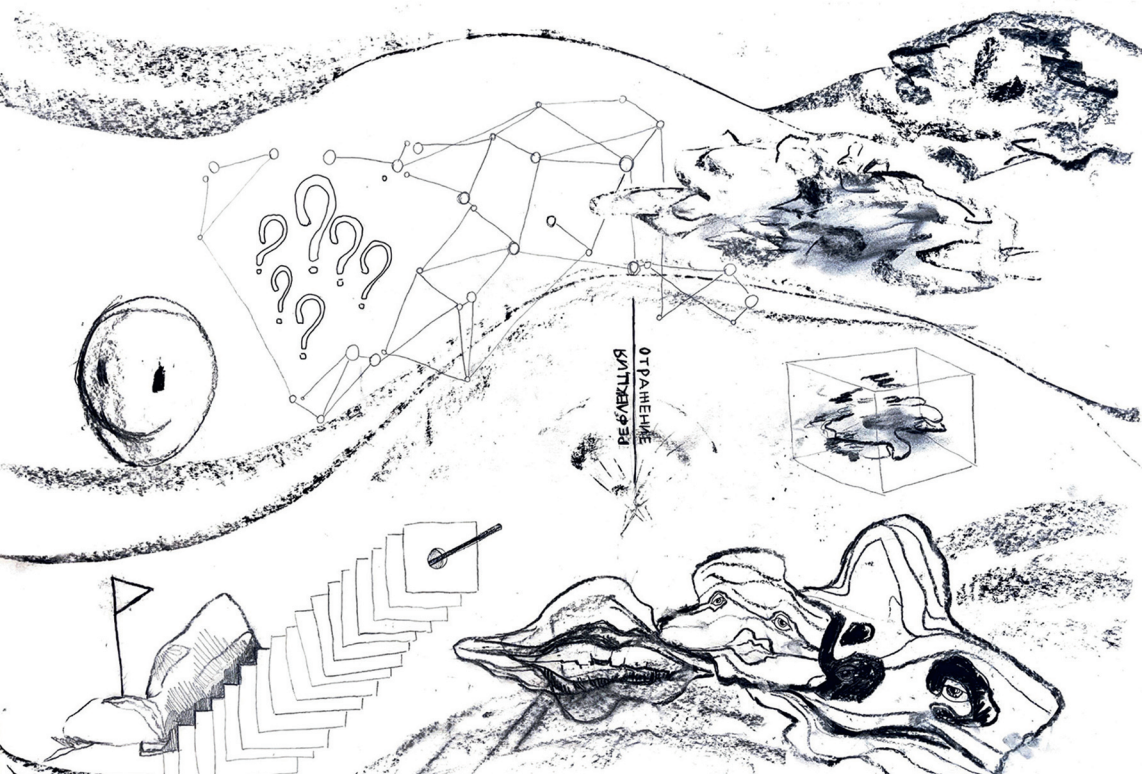
Game prototyping

We use rapid prototyping techniques from the discipline game development and create playable ideas in regular sessions. In a group setting we engage in critical-theoretical reflection of the work and discuss possibilities for continuing the prototypes into projects. We work with experimental interfaces like the Theremin, Arduino boards, physical computing, but we also play with oversized throwing dice - for applied future-telling!





Aliya Davletova



Live EXPERIMENTAL GAME release

We think hard-about the world in play.... and fragment the media image into 32 thought channels... about the next step to go! In this session of simultaneous chess with the chess grand-master Regina Theissl-Pokorná we played a submissive/royal round of chess. Using our neuromatic EEG cap our team of players generated a live "play-movie" out of live EEG data from our chess champion. With our own adaptive algorithm our team of players will turn their brain into a real-time audiovisual dynamo where you can see live how their brain state reacts to the environment.

Performed on the 25.5.2022 as part of the book presentation "S/Madness" by Michael Ehn, Ernst Strouhal.

LIVE STREAM on the Neuromatic channel: <https://youtu.be/fHVUHwZa2Lo>

Game: Neuromatic Game Art (Thomas Wagensommerer, Georg Luif, Margarete Jahrman)

Neuromatic Player: Enrique Torres





*"Digital verfremdetes Spiel? Poetisches 3D Modell einer Simultanvorstellung"
- published in the magazine for chess culture "KARL 02/2022", Frankfurt.*



Live-data of the current match is being received.



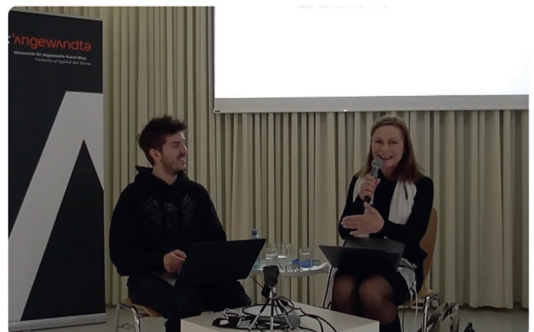
Screenshot of the "play-movie".



Chess grand-master Regina Theissl-Pokorná.

Ludic soirées

In these regular events, we invite artists and game designers to present their works to form the backdrop of a discourse. The soirées are both presentation and interactive encounter with the artists, which include a workshop, play-session or dialogue. In this playful format series Ludic Method is presented in a coupling of public lectures and performative play. We embrace *gaya sciencia* and cognitive settings — in several detours, sometimes from Cyberfeminism to Trans Activism and back to the experience made in a play with your own bodily consciousness



A selection of our ludic soirées



Ludic Method Soirée 24_11_21

Guangli Liu

When the Sea Sends Forth a Forest
hosted by Margarete Jahrmann & Rebecca Merlic

EXPERIMENTAL GAME CULTURES

Access only with valid 24h admission and FFP2 mask

24th November 2021

06:00 pm

ONLINE: 100N-LINK:

https://www.100n.at/

06:00 pm

06:00 pm

di'Angewandta

EXPERIMENTAL GAME CULTURES
University of Applied Arts Vienna



Christian Bazant-Hegemark

Unexpected Learnings and Potential Wisdoms:
Game Cultures, Art and Knowledge Exchange

hosted by Margarete Jahrmann

EXPERIMENTAL GAME CULTURES

02nd March 2022

07:00 pm

AUDITORIUM

Vordere Zollamtsstr.7,

1030 Wien

di'Angewandta

EXPERIMENTAL GAME CULTURES
University of Applied Arts Vienna



Ludic Method Soirée 09_03_22

Larissa Wild

LOW-Interaction Games - a mirror of the world as we know it?

hosted by Margarete Jahrmann

EXPERIMENTAL GAME CULTURES

09th March 2022

07:00 pm

SEMINARSAAL 21

Vordere Zollamtsstr.7,

1030 Wien

di'Angewandta

EXPERIMENTAL GAME CULTURES
University of Applied Arts Vienna



Ludic Soirée - Experimental Game Cultures

Barbi Markovic & Thomas Brandstetter

Ein ludisches Experiment: Die verschissene Zeit

im Gespräch mit Margarete Jahrmann

15. März 2022

19:00 Uhr

Vordere Zollamtsstr.7

1010 Vienna

di'Angewandta

EXPERIMENTAL GAME CULTURES
University of Applied Arts Vienna



Ludic Soirée - Experimental Game Cultures

Tamás Pál

Non-human Storytelling

im Gespräch mit Margarete Jahrmann

4. April 2022

18:00 Uhr

Vordere Zollamtsstr.7

1010 Vienna

di'Angewandta

EXPERIMENTAL GAME CULTURES
University of Applied Arts Vienna



Ludic Soirée - Experimental Game Cultures

Roland Graf

Ludic Engineering: Reframing the Body and Interactivity through Play

im Gespräch mit Margarete Jahrmann

31. Mai 2022

18:00 Uhr

Vordere Zollamtsstr.7

1010 Vienna

di'Angewandta

EXPERIMENTAL GAME CULTURES
University of Applied Arts Vienna

Neuromatic Game Art: Critical Game with Neuro Interfaces/* AR 581

An urgently needed vigilant critique of the technologies of quantifying the self drives a Ludic-explorative research approach, combining real neuroscientific experiments with professional electroencephalography (EEG) and functional consumer versions of neurointerfaces for everyday use. An integral part of such an approach is a technical-philosophical consideration of biometric aspects, artificial intelligence and neuro-interfaces used in performative installations. A ludic design enables the creation of experiences consisting of elements from behavioral and cognitive science.

The research goal is to develop a new form of experimental game art in a scientific research context with game design elements and references to game cultures. From the reprogramming and conceptual change of neuro-interfaces we hybridize a new genre, Neuromatic Game Art as an epistemic method of artistic research. **Download our games: www.neuromatic.uni-ak.ac.at**

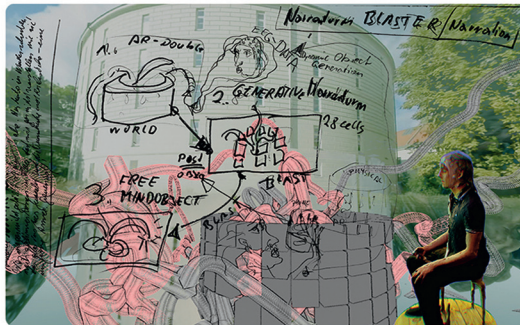


A selection of our neuromatic games

AAA Thunderplay, Multiplayer game, premiered at CIVA Festival 2021



“Narrenturm”: Mindworm Blaster, released at [Artificial Museum]



Dérive performance – Critical Philosophy Play, exhibited at ZFF Prater

