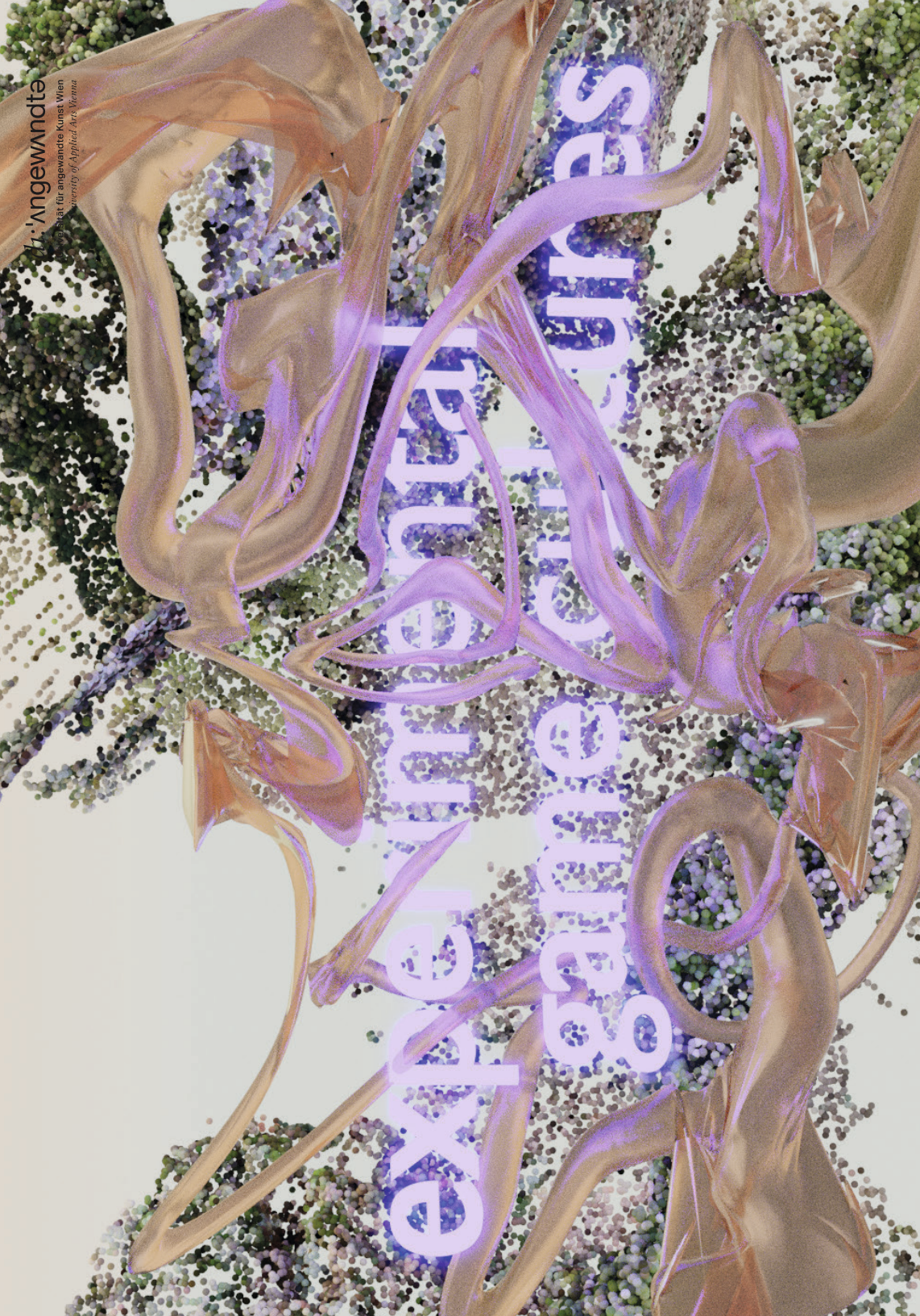
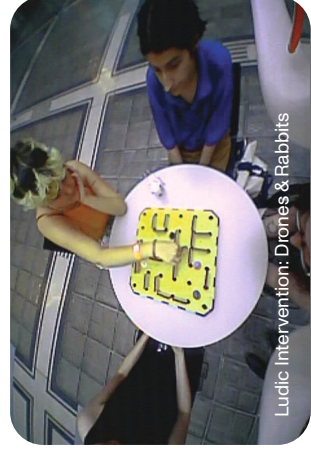
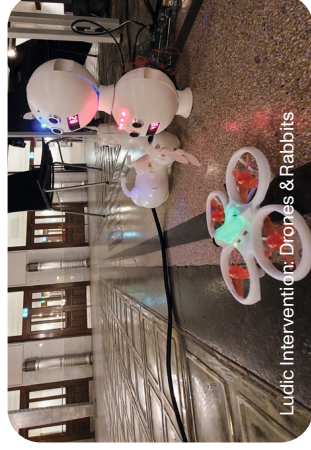


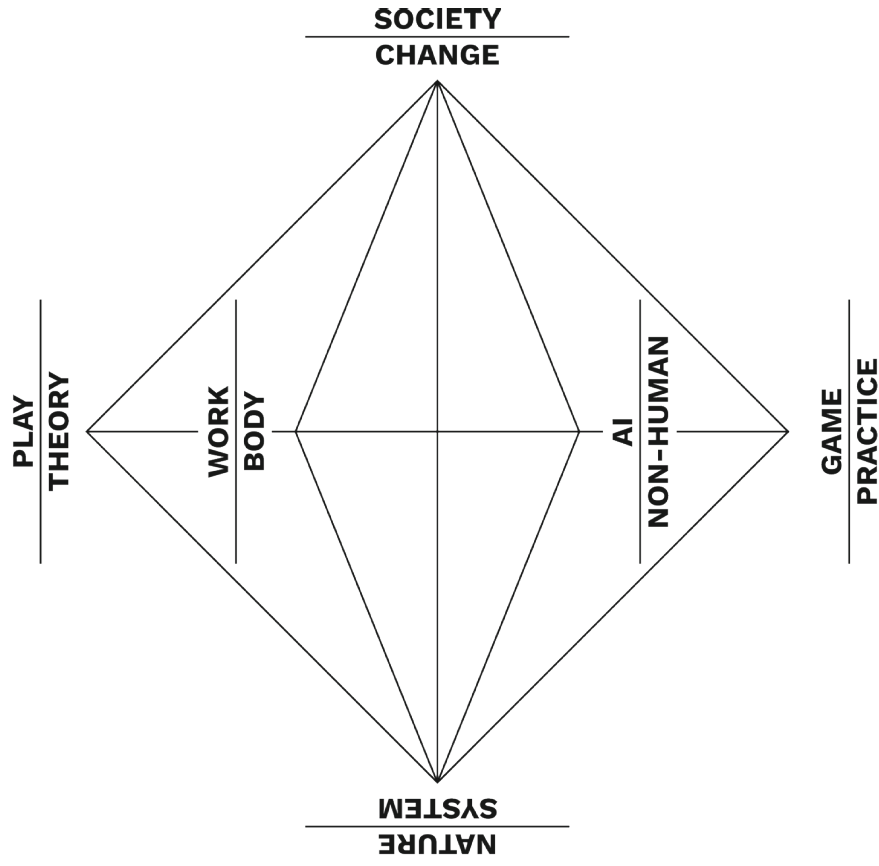
experiments in digital cultures



we aim to
introduce
game changer
games!



LUDIC METHOD: LUDIC Theory & LUDIC Practice



If/then – or? The white cube phase of prototyping Experimental Game Cultures.

In the exhibition of the first hybrid game-culture assemblages from the new master's program Experimental Game Cultures, we focus on the conscious change of established dynamics of the game, reflecting both the dark side and the intensity of the games — in ludic arrangements between human and non-human actors.

The aim of the “game exhibition” experience room in our studio/atelier PSK is a critical reflection on the social impact of games and at the same time the prototypical development of innovative game concepts and approaches: We aim to introduce game changer games!



NON COLONIAL PLAY



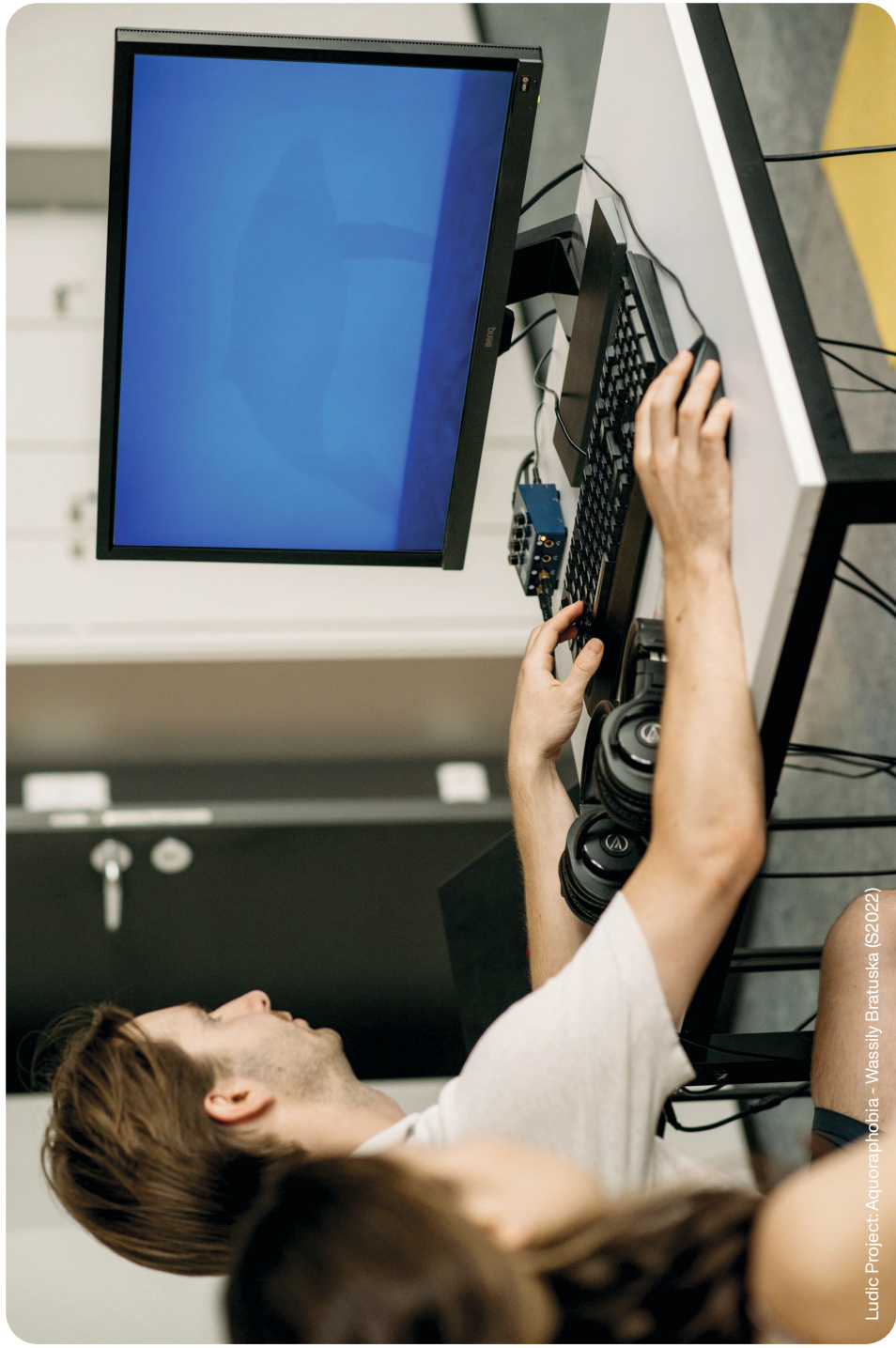
Angewandte Festival 28 June - 1 July 2022

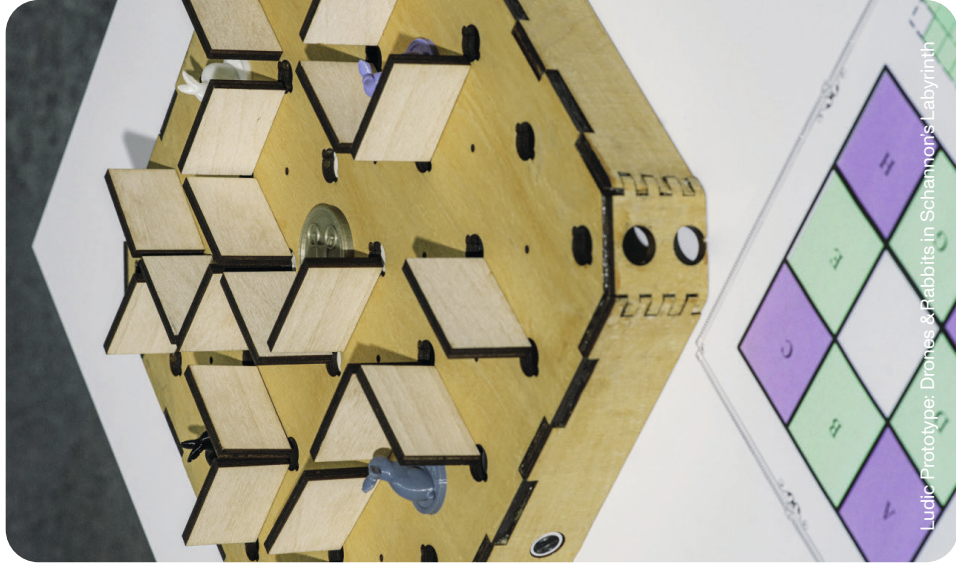
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2022S

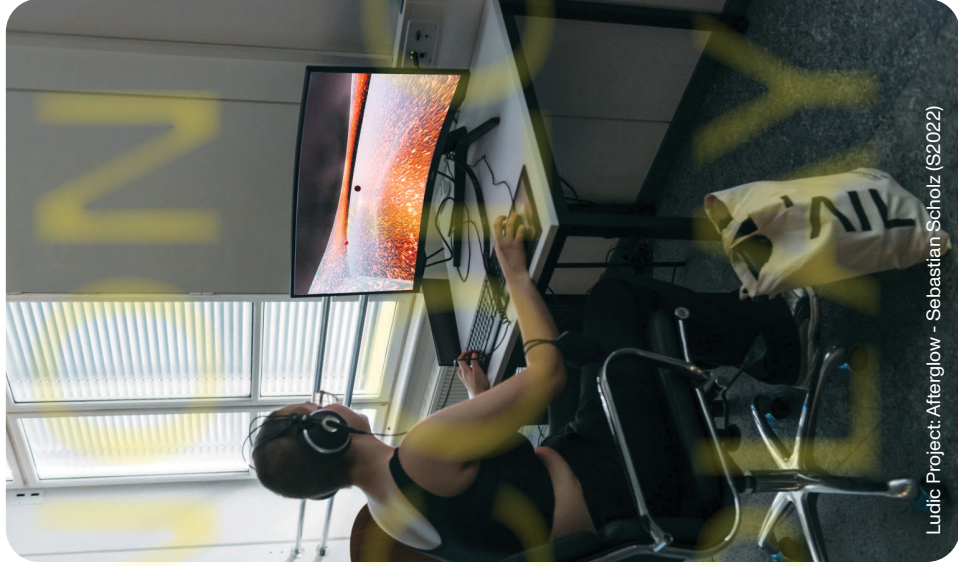
In year 1 of the new study area **EXPERIMENTAL GAME CULTURES** at the Angewandte Festival 2022, works from the new master's program have attempted to reoccupy, redefine where necessary, rethink when useful, and (re)find conceptualizations of game and culture. In the first hybrid play assemblages of the course, the focus is on changing established dynamics of play - in ludic arrangements between human and non-human actors. The aim of the "game exhibition", conceived as an experiential space, is a critical reflection on the social impact



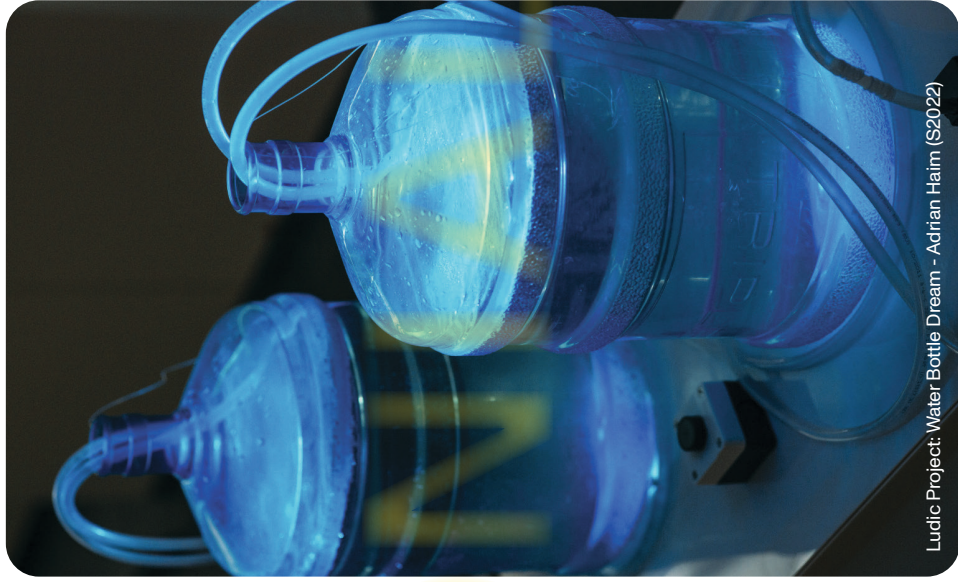
Ludic Project: Threads - Bernhard Staudinger (S2022)







Ludic Project: Afterglow - Sebastian Scholz (S2022)



Ludic Project: Water Bottle Dream - Adrian Haim (S2022)

PARALLEL VIENNA

6 - 11 September 2022

Parallel Vienna – HYBRID LUDIC ASSEMBLAGES

Our objective is to conduct a comprehensive reassessment of the fundamental concepts of game, culture, and play, with the intention of providing clear definitions where needed and exploring the potential for new and inventive concepts. This pursuit is particularly evident in the inaugural Hybrid Game Assemblages, which is a part of the Experimental Game Cultures master's program.

The core focus of the Hybrid Game Assemblages is to disrupt established dynamics within the realm of gaming, specifically in the interactive and playful interactions between human participants and non-human entities. By examining and reshaping these ludic arrangements, we aim to uncover fresh perspectives and possibilities in the field.

The “game exhibition” serves as a dedicated space for immersive ludic experiences, with a dual purpose. Firstly, it acts as a platform for critical reflection on the social impact of games, delving into their influence on individuals and society as a whole. Secondly, it fosters the prototypical development of innovative game concepts and approaches.

2022S



Ludic Exhibition: Hybrid Ludic Assemblages





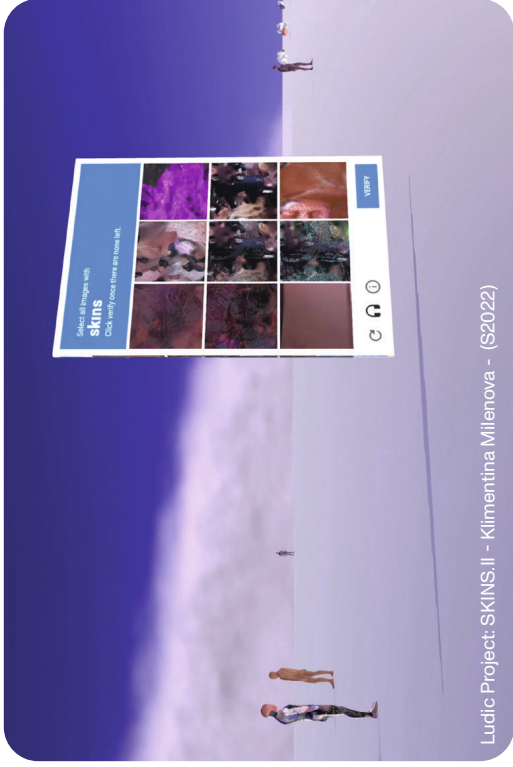
Ludic Project: Margarete Jahrmann & the Neuromatic Game Art Group - Kopfgeld



Ludic Project: MIRRORING FUTURE: 2030 GAME OVER VS REPLAY
Litto/Daniela Weiss + SYSTEMKOLLEKTIV (S2023)



Ludic Project: SKINS.II – Klimentina Milenova – (S2022)



Ludic Project: SKINS.II – Klimentina Milenova – (S2022)

PARALLEL VIENNA
6 - 11 September 2022

NEXT GENERATION

PIRAN 21.10 - 30.12.2022

The exhibition NEXT GENERATION is aimed at young artists and students from eight art academies and university programs for visual arts.

Experimental Game Cultures
students Aliya Daveltova, Marlene Mautner & Daniela Weiss /Litto/
The System Collective exhibited their pieces.

The project is intended as a collective moment of socializing and meeting an international group of 13 artists, art professionals and professors, and 33 students.



2022S



GAMES NON HUMAN PLAY

Who is our partner in play and art. for whom we make art: Can game culture reflections, AI robotics and animals be approached via play as research method? Is motivational design, testing of a “vibrant matter” materialism, artistic-research application and implementation the content and the form of: games for non-humans.



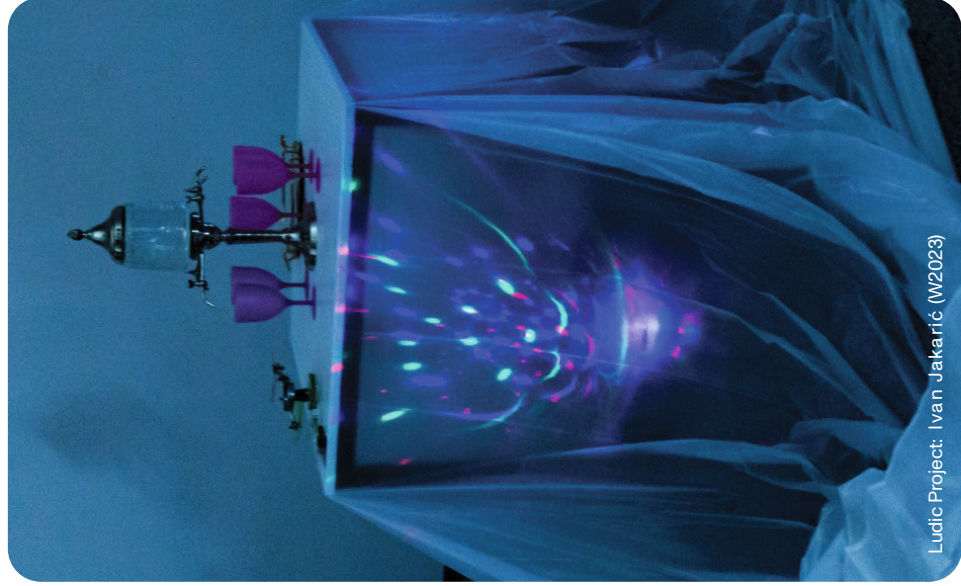
Ludic Project: Hejkal - Antonie Bernadová (W2023)



Ludic Project: AI Oracle - Janine Scheer-Erb, Aoi Yachi, Catherine Spet, Flute Paschallia Digka, sound Sebastian Scholz & Nikola Supukovic (W2023)



Ludic Project: Moththerapy - Sebastian Scholz (W2023)



Ludic Project: Ivan Jakarić (W2023)

Collaboration with:

**Universität Musik und Darstellend Kunst Wien.
Experimentelle Medienkomposition Wien,
Univ.-Prof. Jorge Sanchez-Chiong**

topic

Performance/performative Games

projects and performances

**@Medientheater MDW, 1030 Wien
(October 2022)**

**@Studio Experimental Game Cultures,
Neues Haus für Kunst und Wissenschaft
(ehem. PSK) (January 2022)**

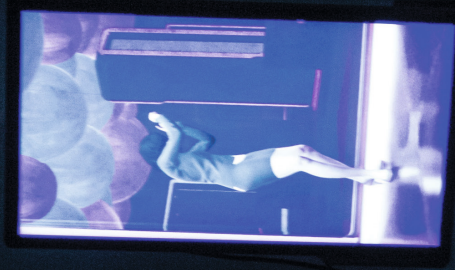


2023W

Ludic Performance: Jorge Sanchez-Chiong, Thomas Wagensommerer.

LUDIC ORCHESTRA

ludic performances on non human play @Studio
Experimental Game Cultures. (chem. PSK)



Ludic Project: 'Dancing NPCs' Adrian Haim (W2023)



Ludic Performance: 'LudicOrchestraStream': twitch online live stream



Ludic Project: Johanna Arco (W2023)



Ludic Project: Franka - Aliya Davletova (W2023)

AI, DELU SION PLAY



Margarete Jahrmann & ...ic GameArt Group

2023S
6

AI. DELUSION. PLAY.

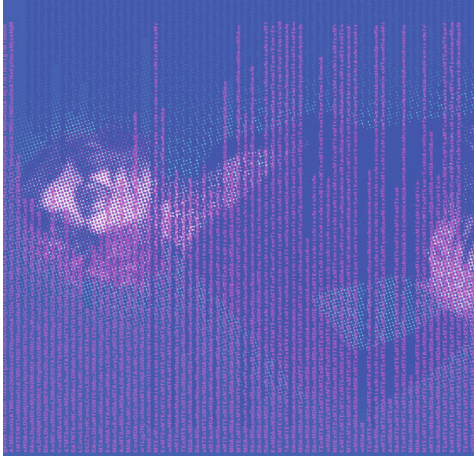
Game and Madness. Play cultures, art and play - social experiment. How are certain forms of obsession, the dark triad of certain forms of fixation, and scientific critique linked to themes of gaming, delusion, and delusional gaming types. The topics will be created over the course of the 2023 summer semester using EXHIBITON GAMES. Goal: An exhibition on site and in augmented reality in public space at AMAZE Festival Berlin.



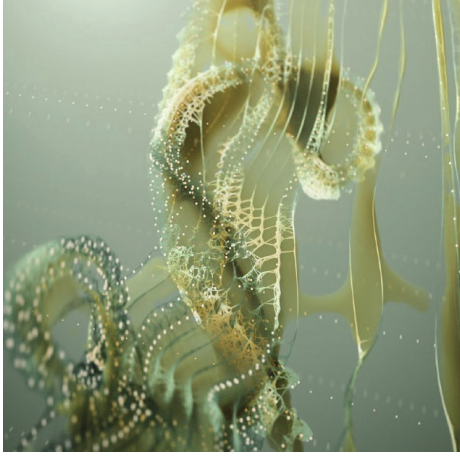
Margarete Jahrman & the Neuromatic Game Art Group

LUDIC

LUDIC SOIRÉE



Ludic Method Soirée 09_03_22
Larissa Wild
 Low-Interaction Games - a mirror of the world as we know it?
 Hosted by Margarete Jahrman
 EXPERIMENTAL GAME CULTURES
 09th March 2022 SEMINAR 21
 07:00 pm
 Vordere Tollmissstrasse 7,
 1030 Wien



Ludic Phygital Lunch 03_11_22
Flavia Mazzanti & Manuel Bonell (Immeretia)
 VR, XR, Game & Art — Ludic Neutronics?
 @Studio Experimental Game Cultures, Prof. Margarete Jahrman
 3rd November 2022
 12:00 pm
 Georg-Coch-Platz 2
 1010 Vienna



Ludic Method Soirée 07_12_22
Simon Huber
 A Playbook of Knowledge Visualization
 @Studio Experimental Game Cultures
 Prof. Margarete Jahrman
 December 7th, 2022
 06:00 pm
 Georg-Coch-Platz 2
 1010 Vienna



Ludic Soirée - Experimental Game Cultures

Barbi Markovic & Thomas Brandstetter

Ein jüdisches Experiment: Die verschissene Zeit

im Gespräch mit Margarete Jahrman

15. März 2022  Vordere Zollamtsstr.7

19:00 Atrium

19:00 Atrium
1010 Vienna

19:00 Atrium
1010 Vienna

di:Angewandte

EXPERIMENTAL GAME CULTURE



Ludic Pinball Tea 09_11_22

Robert Glashüttner

Pinball: A game hybrid, a physical performance play machine

@studio experimental game studies, Prof. Margarete Janmann

9th November 2022
Georg-Coch-Platz 2
4046 Vienna
02-00 00 00

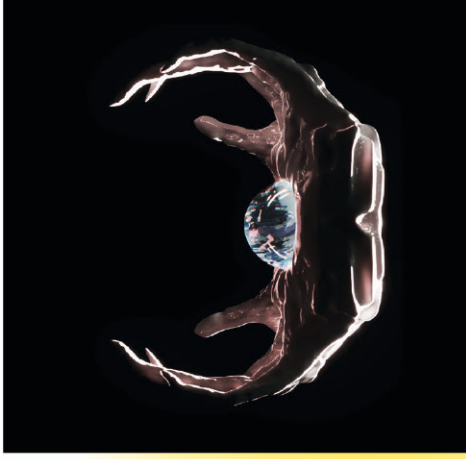
03:00 pm

03:00 pm 1010 Vienna

03:00 pm 1010 Vienna

diagnosanda

CONJUGATING SAME CRYSTALS



Ludic Soirée - Experimental Game Cultures

Tamás Páli

Non-human Storytelling

im Gespräch mit Margarete Jahrmann

4. April 2022

18:00 Atrium
1010 Vienna

18:00 Atrium
1010 Vienna

18:00 Atrium
1010 Vienna

dr:ingewandte

EXPERIMENTAL GAME CULTURES

cooperations

2022/2023

Universität Musik und Darstellend Kunst Wien.

Experimentelle Medienkomposition Wien, Univ.-Prof. Jorge Sanchez-Chiong

TOPIC: Performance/performative Games.

Medientheater MDW, 1030 Wien (Oktober 2022)

Studio Experimental Game Cultures (Jannuar 2023)

A...kademie der bildenden Künste Wien.

Post-conceptual Art Practices Studio /IBK, Univ.Prof. Dr.in Marina Grzinic.

AI experiments and society. guest lecturers and student talks.

AMAZE playful media Festival Berlin.

Curating Games. Preparation of EGC participation

Guest Critic Amaze Founder Thorsten Wiedemann, (Jannuar 2023).



workshops

Hackteria (CH) and Bio Ludic Lab.

(Jannuar 2023)



shows and exhibitions

Hybrid Play Festival Hellerau Dresden.

Was sind Experimental Game Cultures?

film/installation @Festspielhaus Hellerau. Jahrman/Wagensommerer.

contributions: Rebecca Merlic, Eva Fischer, Louise Linsenbolz, Max Moswitzer, Georg

Luif, Jogi Neufeld/head of Subotron.

CIVA FESTIVAL/ BELVEDERE 21

Avatar Séance. Augmented Reality Card Games and performances.

TOPIC HYBRID PLAY/ exhibition games. (Jannury 2022)



Luftschiff

LIVE prototyping and EGC ludic literature reading session:

Aliya Davletova, Adrian Jonas Haim, Wassily Bartuska, Bernhard Staudinger, Barbi Markovic, Marlene Mautner, Daniela Weiß/ Litto, Maxim Shchapov, Sebastian Joseph Scholz, Sarah Steininger, Klimentina Hristova. (28 June 2022)

Parallel 2022 Artfair Vienna

Hybrid Ludic Assemblages - Ignaz Semmelweis Klinik

Aliya Davletova, Adrian Jonas Haim, Wassily Bartuska, Bernhard Staudinger, Barbi Marković, Marlene Mautner, Daniela Weiß, Maxim Shchapov, Sebastian Joseph Scholz, Sarah Steininger, Klimentina Hristova



research projects

FWF/PEEK: Neuromatic Game Art

Critical Play with Neurointerfaces. AR 581



INTRA: Biological Interfaces

Ludic Cultures and Non-Human Agencies. Games of/in/with/beyond Life.



EGC Internal Research

Drones & Rabbits in Shannons Labyrinth



press

EIKON Vienna

1st featured article on invitation in the magazine

Die Presse.

Wir brauchen ein Politisches Game Design.



experimental game cultures

Adrian Haim + Aliya Davletova + Antonie Bernadová + Barbi Marković + Bernhard Staudinger + Catherine Spet + Dragan Mihajlovic + Ernst Strouhal + Eva Fischer + Florian Bettel + Georg Luif + Han Yuer + Ivan Jakarić + Jakob Sam + Janine Scheer-Erb + Johanna Arco + Jogi Neufeld + Klimentina Hristova + Litto + Louise Linsenbolz + Margarete Jahrmann + Marlene Mautner + Max Moswitzer + Maxim Shchapov + Nikola Supukovic + Sarah Steininger + Sebastian Scholz + Stefan Maier + + Thomas Brandstetter + Thomas Wagensommerer + Wassily Bartuska