

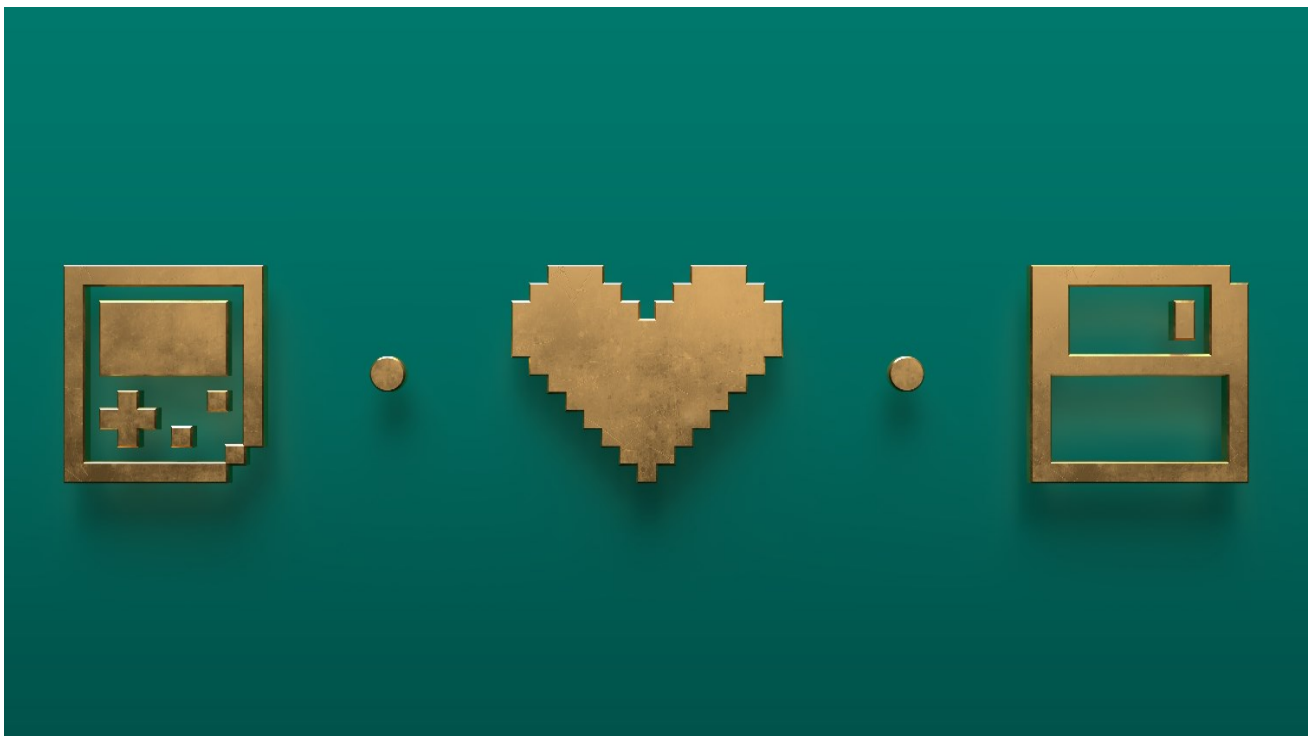
28-30 JUNE 2023

DEUTSCHES LITERATURARCHIV MARBACH

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WEIMAR
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GAMES & LITERATURE.

ON THE LITERARICITY, RESEARCH,
COLLECTION, AND ARCHIVING OF
COMPUTER GAMES



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GAMES & LITERATURE

ON THE LITERARICITY, RESEARCH, COLLECTION, AND ARCHIVING OF COMPUTER GAMES

VENUE: DLA MARBACH, KILIAN-STEINER-SAAL

SOCIAL MEDIA:

 @MWWForschung & @DLAMarbach

 @MWWForschung@fedihum.org & @DLAMarbach@literature.social

WEDNESDAY, JUNE 28

- 9:00 – 9:20 Greeting and introduction
Anna Kinder, Dilan Canan Çakir, Roland S. Kamzelak (all DLA)
- 9:20 – 9:30 The Games Collection at the DLA
Andreas Kozlik (DLA)
- 9:30 – 9:50 From objects to processes. How cultural policies keep up with the digital turn
Andreas Lange (Berlin, Germany)

CHAIR: KAI UWE PETER (DLA)

- 9:50 – 10:50 Keynote: "I was the person who wasn't there:" Reader orientation and empathy in VR fiction
Astrid Ensslin (Regensburg, Germany)
- 10:50 – 11:20 *Break*

I. NARRATION, STORYTELLING, POETICS

CHAIR: SEBASTIAN MÖRING (POTSDAM, GERMANY)

- 11:20 – 12.50 Is there a "Procedural Poetics"? A critical reflection on the poetics of digital games
Hans-Joachim Backe (Copenhagen, Denmark)
- Speaking entire worlds into existence. Generative AI as (Co?)Author(?) in Game Development
Stefan Köhler (Hildesheim, Germany) (online)
- Storyplaying India: The Ludic Literary in Non-western Narrative Traditions
Souvik Mukherjee (Kolkata, India)
- 12:50 – 14.30 *Break*

II. GAMING LITERACY, ANALYZING AND STUDYING GAMES

CHAIR: EUGEN PFISTER (BERN, SWITZERLAND)

- 14:30 – 16:00 Distant Playing through 'Video' Games? On the Potential of Digital Film Studies Methods for
Analyzing Games as Let's Play Videos.
Manuel Burghardt (Leipzig, Germany)
- Programming the Surface. A Poetological Reading of Colossal Cave Adventure
Mário Gomes (Concepción, Chile)
- How to Read a Game?
Game Literacy in the Distortion Mirror of Participatory Culture
Hanns Christian Schmidt (Cologne, Germany)
- 16:00 – 16:30 *Break*

III. LITERATURE IN GAMES, STORYTELLING

CHAIR: REBECCA STURM (DLA)

16:30 – 18:00 Record and (Re)play: Reading, Writing, and Documentation in Video Games
Kübra Aksay (Freiburg im Breisgau, Germany)

Popping up Everywhere: On the Re-Mediatization of Movable Books in Games
Christian A. Bachmann (Berlin, Germany)

Narrating the Civilian Urban Experience in the State of Exception: Games vs. Literary Texts
Anna Seidel (Berlin, Germany)

18:00 – 18:30 *Break*

18:30 – 19:30 Border, Mirror, Projector: Semiotics of the Screen in French-Belgian Computer Novels
Bruno Dupont (Leuven, Belgium), Hélène Sellier (Labège, France)

Storytelling – Text – Code. Narrative techniques in computer games / Analyzing videogames as aesthetic experience

Lykke Guanio-Uluru (Bergen, Norway) (online)

THURSDAY, JUNE 29

IV. ARCHIVING GAMES

CHAIR: MATTHIAS OBORSKI (BERLIN, GERMANY)

9:30 – 10:30 Keynote: Considerations for Archiving Games. From the Perspective of Game Design
René Bauer, Beat Suter (both Zurich, Switzerland)

10:30 – 10:50 Providing and Preserving Games at the DLA
Alexander Holz, Heinz Werner Kramski (both DLA)

10:50 – 11:20 *Break*

11:20 – 12:20 Save the Trees! Or: The importance of preserving the process
Csongor Baranyai (Berlin, Germany)

Cataloging Steam and all Digital Games using MARC: a case study using VR Programming
Joy DuBose (Mississippi, USA) (online)

12:20 – 14:30 *Break*

CHAIR: MADELEINE BROOK (DLA)

14:30 – 16:30 “We Got Game?” Creating a Research-grade Video Game Catalog and Archive
Pawel Frelik (Warsaw, Poland) (online)

Lean Forward, Player One: Literaricity of Immersive Experience for the Categorization of Computer Games
Cem Kiliçarslan (Ankara, Turkey)

Archiving the Experience: Emulators and Constellated Archiving
Gyoonho Kong (Princeton, USA)

Archiving by contextuality: the example of “Wing Commander”
Tobias Wildi (Chur, Switzerland)

16:30 – 17:00 *Break*

V. LITERATURE ADAPTATIONS/INTERTEXTUALITY

CHAIR: DÎLAN CANAN ÇAKIR (DLA)

17:00 – 18:00 Intertextuality, Intermediality, and Intermateriality:
A Sketch of the Interrelations between Chinese Cultivation Games and Literature
Yu Hao (Hong Kong, China) (online), Jiadong Qiang (London, UK) (online)

From fantasy classic to vernacular videogame:
LORD as a participatory adaptation of Tolkien's legendarium
Niklas Nylund (Tampere, Finland)

18:00 – 19:30 *Break with buffet at the DLA*

19:30 – 21:00 Games Quartet: "Forking Paths. Narration in Games"
Lena Falkenhagen (Hamburg, Germany), Sonia Fizek (Cologne, Germany), Tracy Fullerton
(Los Angeles, USA) (online), Sebastian Möring (Potsdam, Germany),
Venue: Humboldt-Saal, DLA Marbach

21:00 *Hang out and Buffet at the Schiller Museum, Marbach*

FRIDAY, JUNE 30

VI. COLLECTING, ARCHIVING, ACCESSIBILITY

CHAIR: ANDREAS LANGE (BERLIN, GERMANY)

9:00 – 10:30 Why we thought it was a good idea to build a DACH games database
Adrian Demleitner, Eugen Pfister (both Bern, Switzerland)

Exhibiting Video Games
Benjamin Beil (Cologne, Germany)

Retro-Romanticism or Preservation of Cultural Memory? Forms and Significance of Archiving
and Providing Access to Old Computer Games
Mario Donick (Magdeburg, Germany)

10:30 – 11:00 *Break*

11:00 – 12:30 Literary Learning with Video Game Narratives? An Explorative Case Study on the Specific
Potential of Interactive Storytelling for Literature Education
Stefan Emmersberger (Augsburg, Germany)(online)

Accessible for all: Accessibility, Equity, Diversity, and Inclusion (EDI) in Gaming Library
Collections and Programs
Michelle Goodridge (Waterloo, Canada)

Video Games as an Archive for Intangible Cultural Heritage
Vera Piontkowitz (Leipzig, Germany)

12:30– 14:00 *Break*

CHAIR: ANNA KINDER (DLA)

14:00 – 15:00 Closing Keynote: Game or Novel? – Reading and Playing Massively Singleplayer Games.
Espen Aarseth (Copenhagen, Denmark)

15:15 - 16:15 Museum tour

CONCEPT:

Dilan Canan Çakir, Anna Kinder (both DLA)

COOPERATION:

Andreas Lange (European Federation of Game Archives, Museums and Preservation Projects EFGAMP e.V.)

Sebastian Möring (DIGAREC - Digital Games Research Center of the University of Potsdam)

Matthias Oborski (Computer Games Museum Berlin)

Çiğdem Uzunoglu (Foundation for Digital Games Culture)

ORGANIZATION:

Marie Limbourg, Birgit Wollgarten (both DLA)

CONTACT:

Please send questions and registration for on-site participation by e-mail to:

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