



Workshop SPLASH SPLASH SPLASH at A MAZE. / Berlin 2016

Playful collisions between Game Design, Interaction Design and Scenography

Presentation time:

April 21 2016: 18:00 - 20:00

April 22 2016: 14:00 - 20:00

The workshop outcomes aim to illustrate new approaches towards social spectacle/happenings; to create performances in which technology, game mechanics, (art- and bio-)activism, design and narration all bleed into one; to turn festival participants themselves into the «Agents Provocateurs» of the various topics touched upon by the interdisciplinary collaborators.

Participation and refusal, fun and criticism, occupation and liberation, profit and loss, play and reframing are important dichotomies and driving forces for the workshop, based on the notion of «urban intervention» / «urban hacking».

Game Design and Interaction Design, Zurich University of the Arts (ZHdK) in cooperation with Cologne Game Lab (CGL) and Vertiefung Bühnen- und Kostümbild, Hochschule für Bildende Künste Dresden (HfBK) as well as Fachbereich zeitgenössische Puppenspielkunst, Hochschule für Schauspielkunst Ernst Busch (HfS).

Mentors:

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