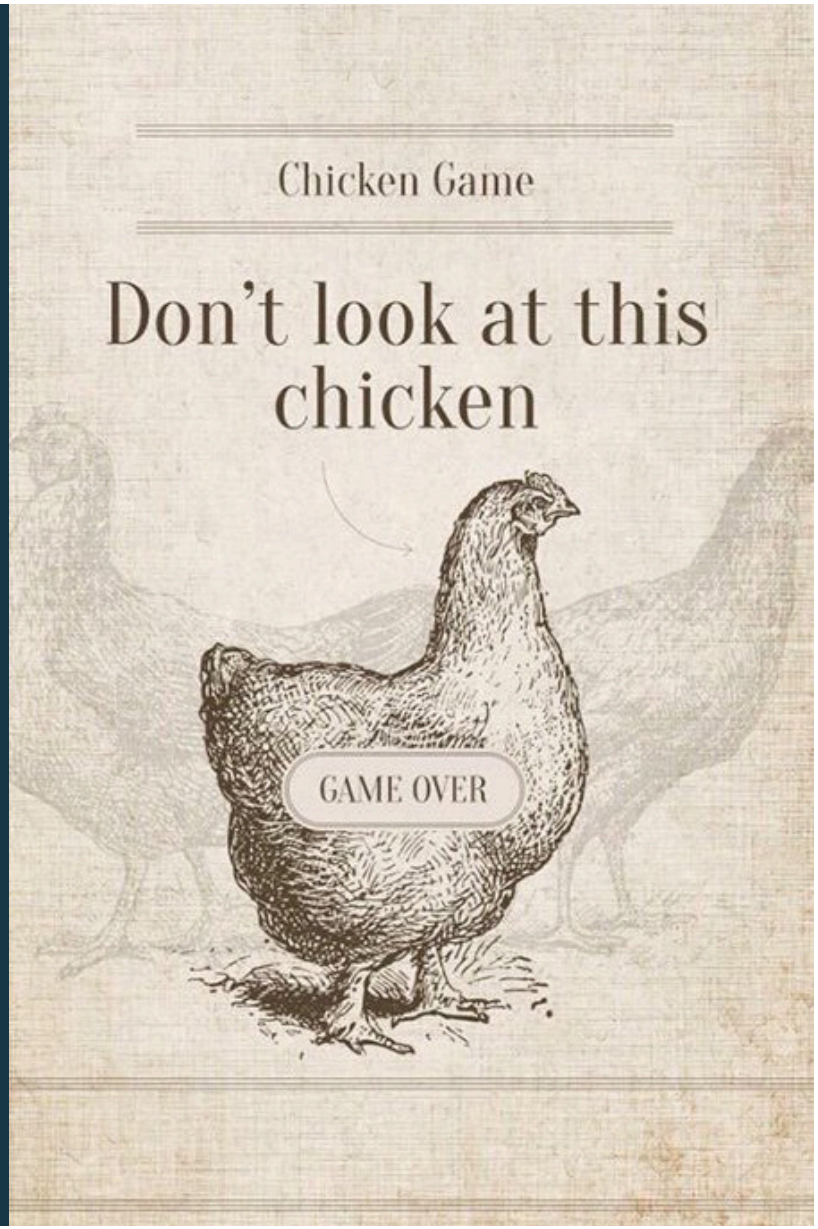
Playful Audience Participation In Interactive Performances

Jeremiah Diephuis | Playful Interactive Environments | University of Applied Sciences Upper Austria

GAMESTAGE

WHAT ARE GAMES?



“A GAME IS A SYSTEM IN WHICH PLAYER(S) ENGAGE IN AN ARTIFICIAL CONFLICT, DEFINED BY RULES, THAT RESULTS IN A QUANTIFIABLE OUTCOME.”

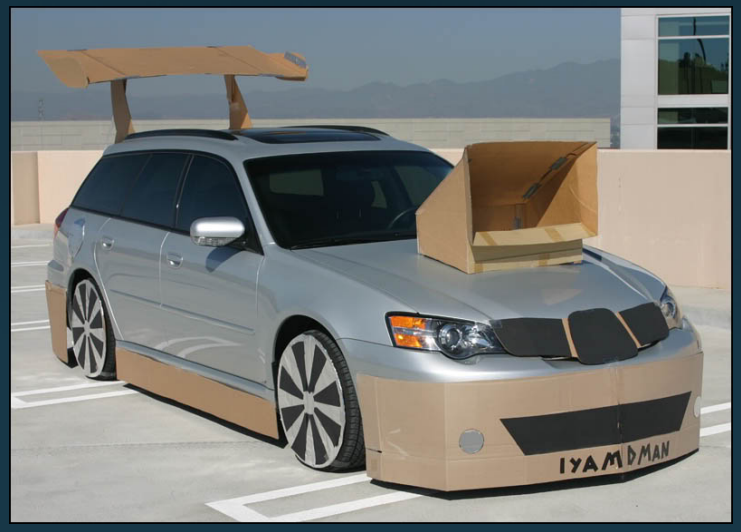
- Karen Salen and Eric Zimmerman, *Rules of Play* (2004)

“A GAME IS AN INCENTIVIZED STRUCTURE OF PROCEDURES FOR TARGETED INTERACTION BETWEEN PEOPLE.”

- Jeremiah Diephuis (right here, right now)

“GAMIFICATION IS THE USE OF GAME DESIGN ELEMENTS IN NON-GAME CONTEXTS”

- Sebastian Deterding et al, *Gamification: Toward a Definition* (2011)

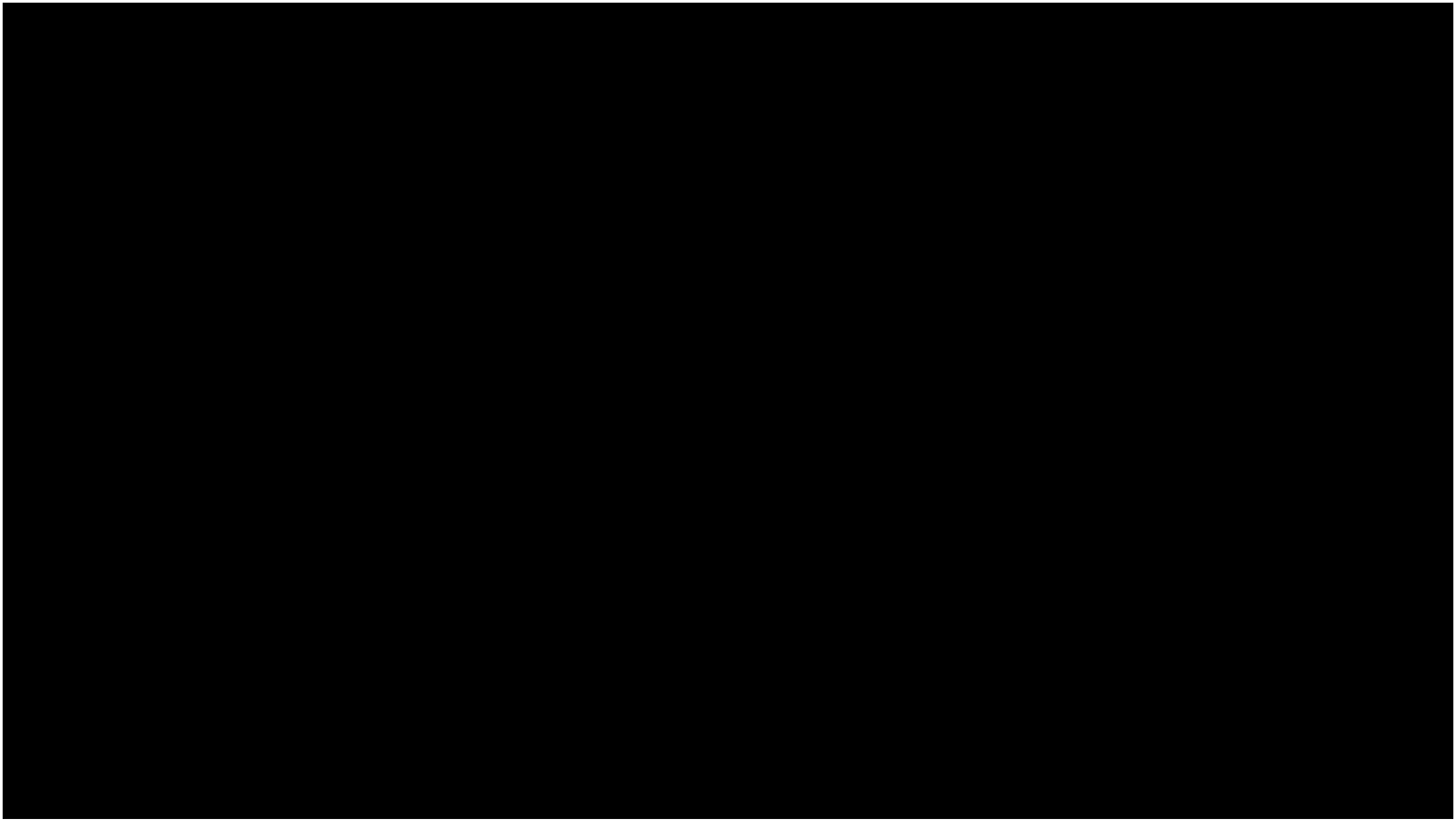


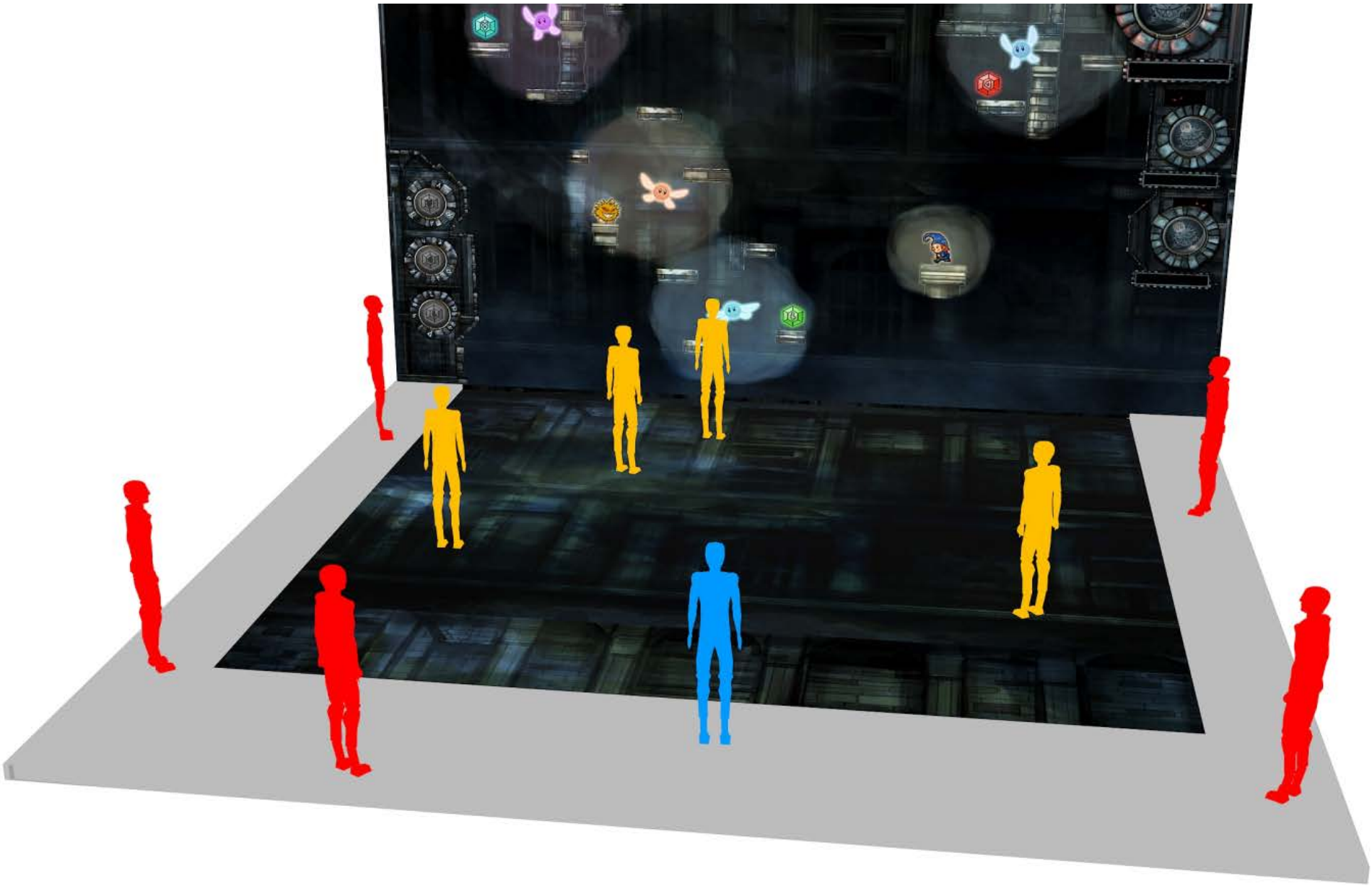
“LINEAR ENTERTAINMENT IN SINGLE-PLAYER IS TO MEDIA WHAT MASTURBATION IS TO SEX. IT’LL ALWAYS BE THERE, BUT IT IS NOT THE REAL EXPERIENCE.”

- Lars Butler (Electronic Arts)

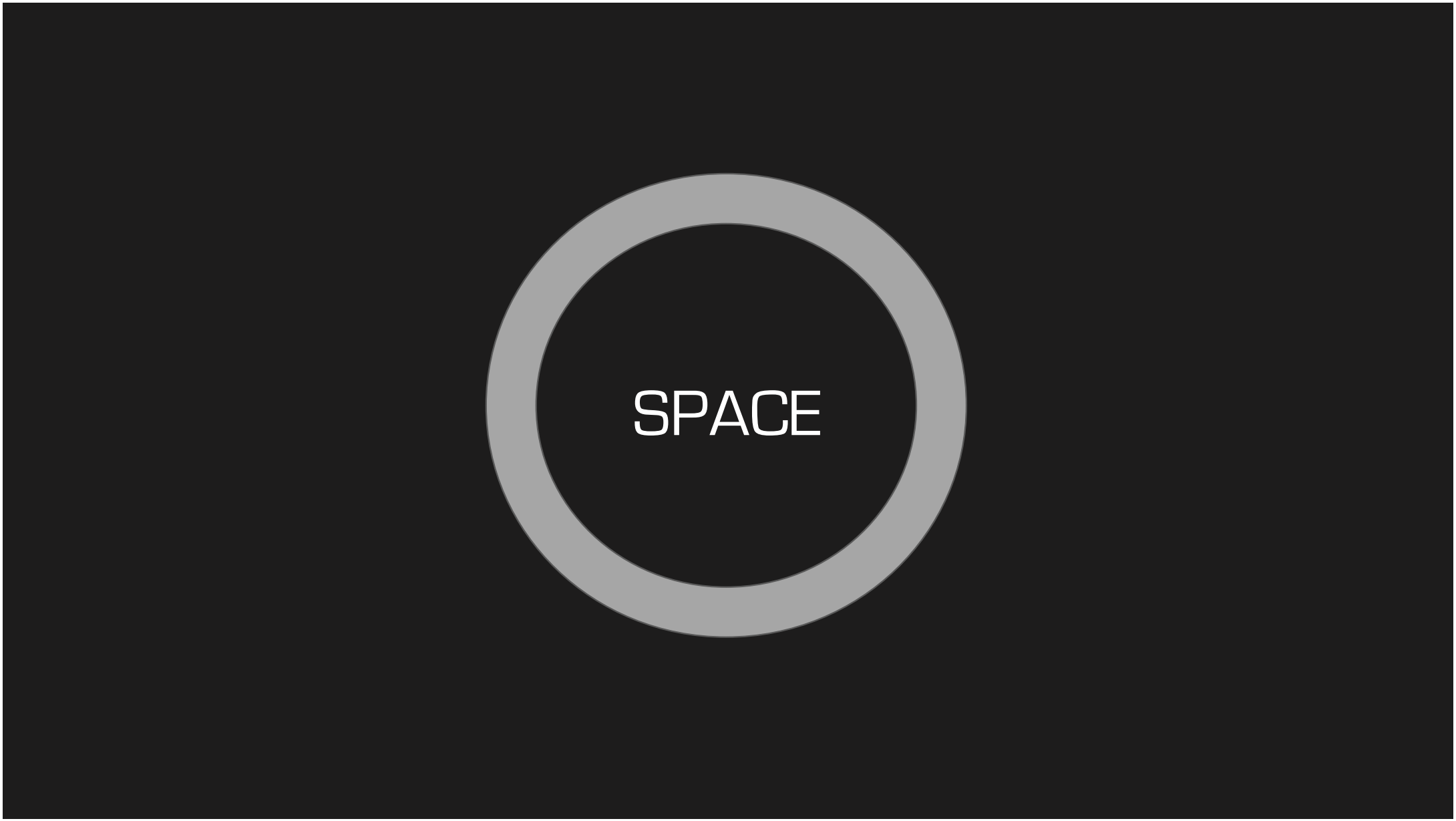
CO-LOCATED GAMING:
PLAYING A GAME WITH OTHER PEOPLE IN THE SAME PHYSICAL SPACE

Limelight



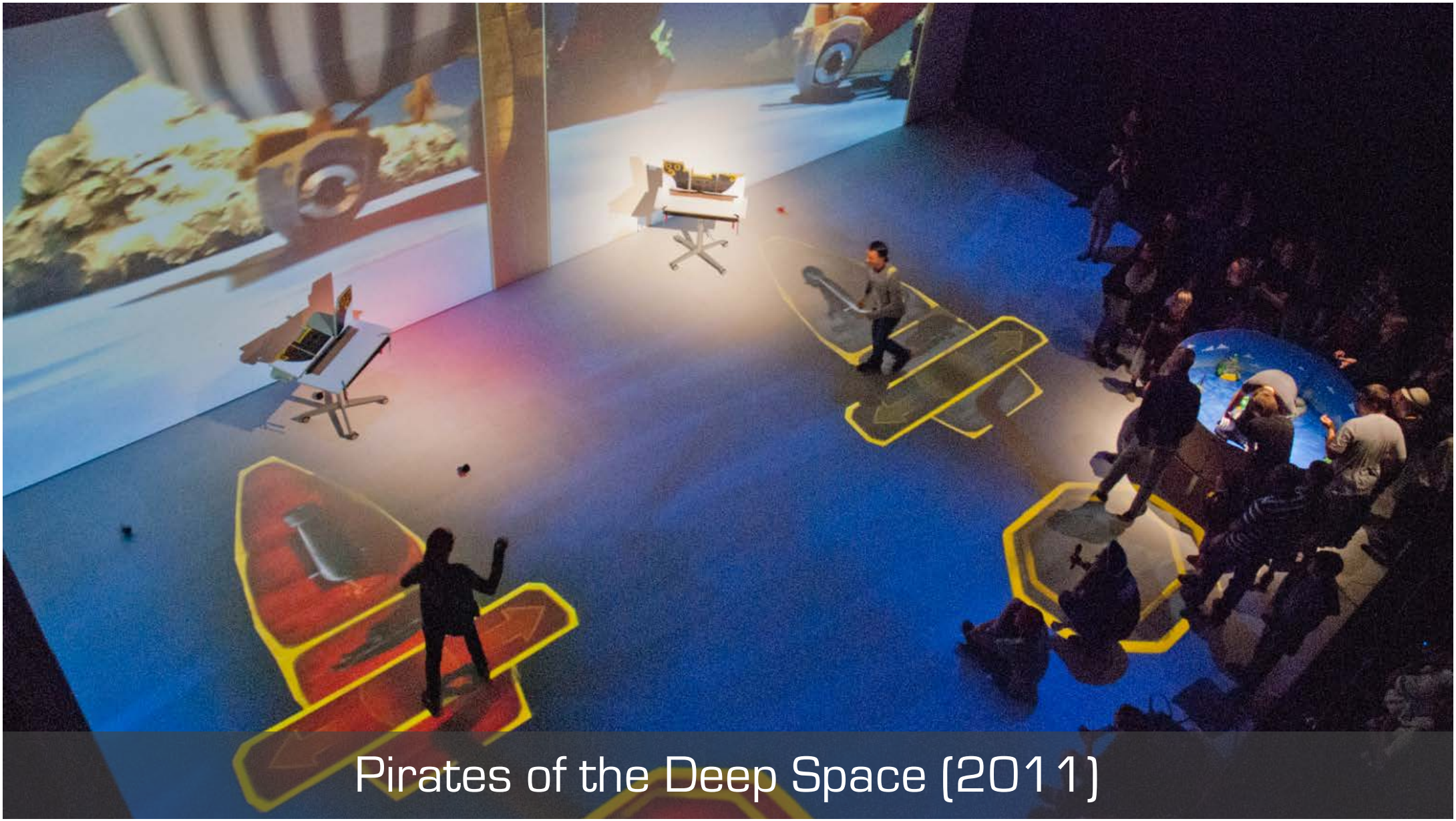


The digital future of theatre?


SPACE

Press Staat for Revolution (2016)

Philipp J. Ehmann, inspired by the book “Protest!“ by Srdja Popović

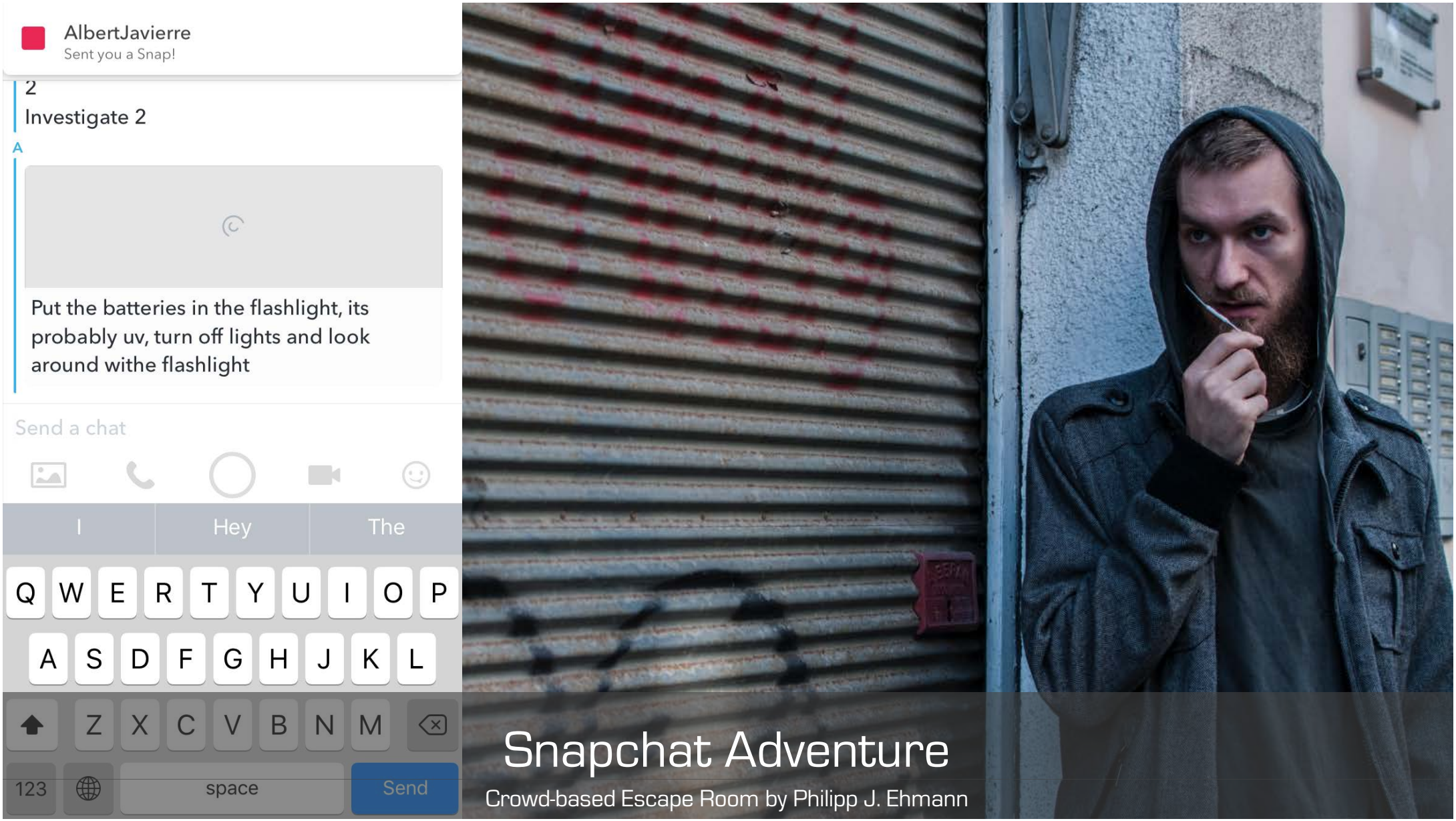


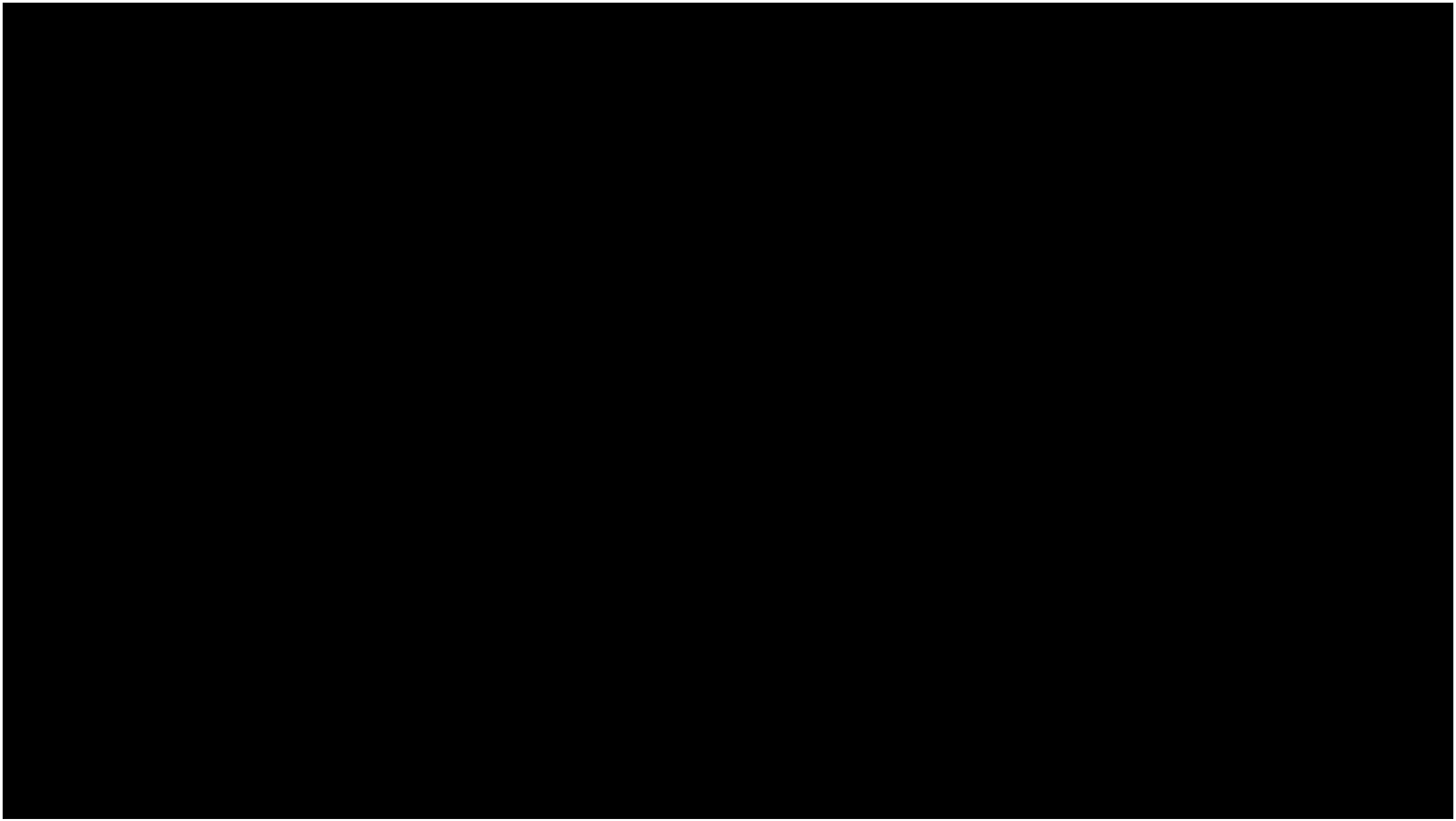
Pirates of the Deep Space (2011)

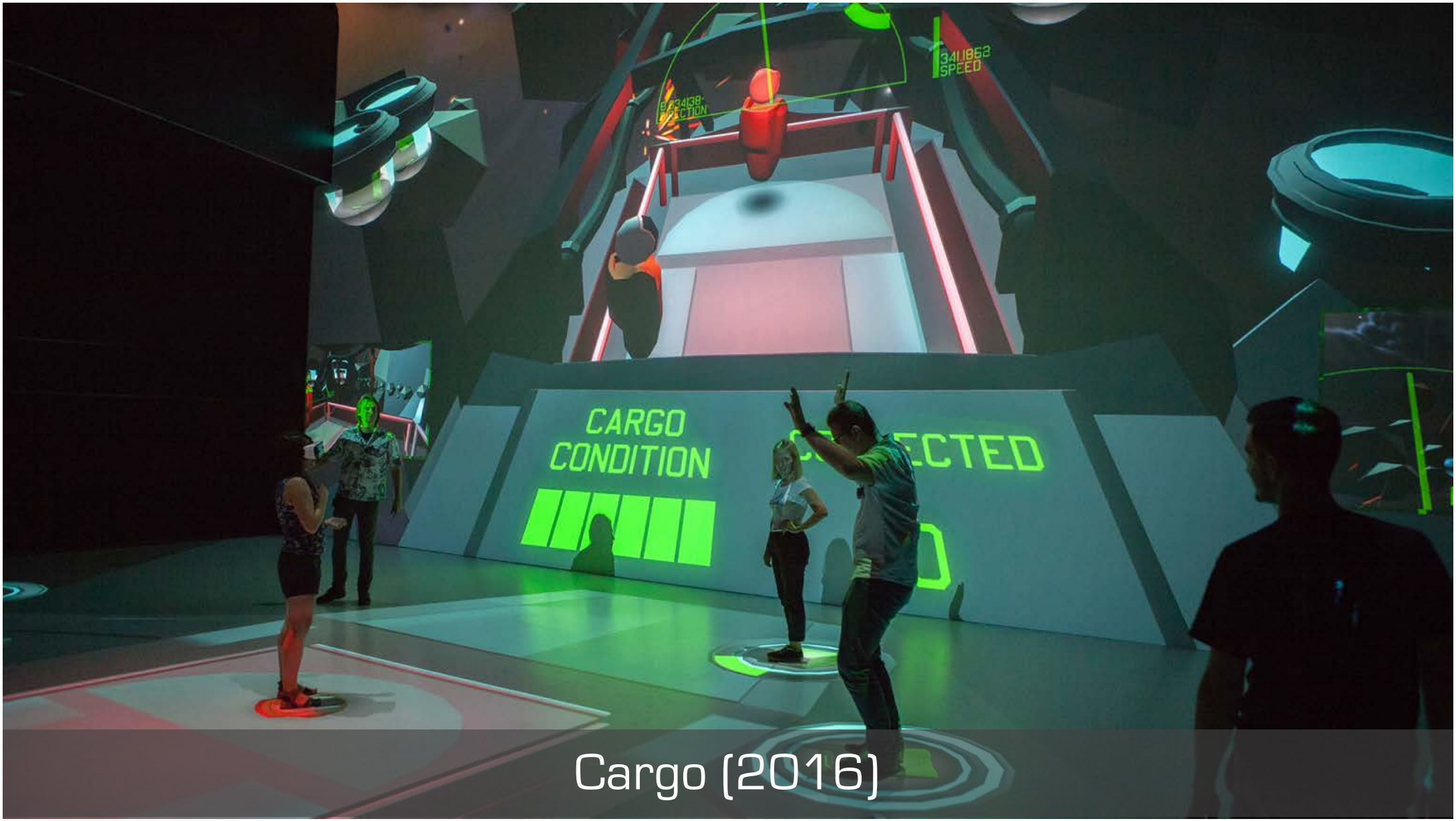
The Conduit (2016)

The Society for Cultural Optimism (Friedrich Kirschner et al)

SCENARIO


AlbertJavierre
Sent you a Snap!
2
Investigate 2
A
Put the batteries in the flashlight, its probably uv, turn off lights and look around withe flashlight
Send a chat
I
Hey
The
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123
space
Send
Snapchat Adventure
Crowd-based Escape Room by Philipp J. Ehmann





Cargo (2016)

EMERGENCE

Swarm Defender | Game Changer Suite (2014)

Klangwolke ABC

Ars Electronica Futurelab

QUESTIONS / DISCUSSION