

Die Wissenschaften vom Spiel Computerspiele in Forschung und Lehre

Themen, Anwendungen, Vernetzungen

29. April 2014

Beteiligte Disziplinen

The background of the slide is a screenshot from the game Minecraft. It shows a vast, blocky landscape under a bright sky. In the foreground, there's a large, complex structure made of various colored blocks, including a prominent red and white tower. The terrain is a mix of green grass, brown dirt, and blue water. The overall style is pixelated and colorful.

Medienwissenschaft: Das Werk

Medienpädagogik: Der Spieler

Informatik: Die Technik

Kontexte und Anwendungen

Ökonomie, Recht, Sport, Geschichte etc.

Geisteswissenschaftliche Theorieentwicklung

Nach Rainer Leschke

Primäre Intermedialität (Laurel, Murray)

Rationalisierte Praxis (J. Schell, T. Fullerton)

Einzelmedienontologien (Salen/Zimmerman, Bogost)

Generelle Medientheorien ()

Generelle Medienontologien (Huizinga, Caillois)

Sekundäre Intermedialität ()

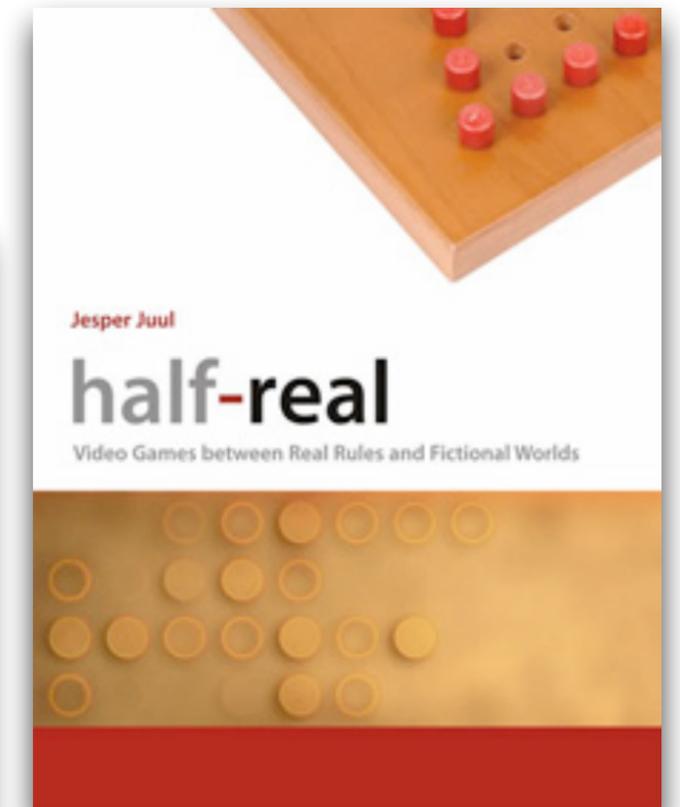
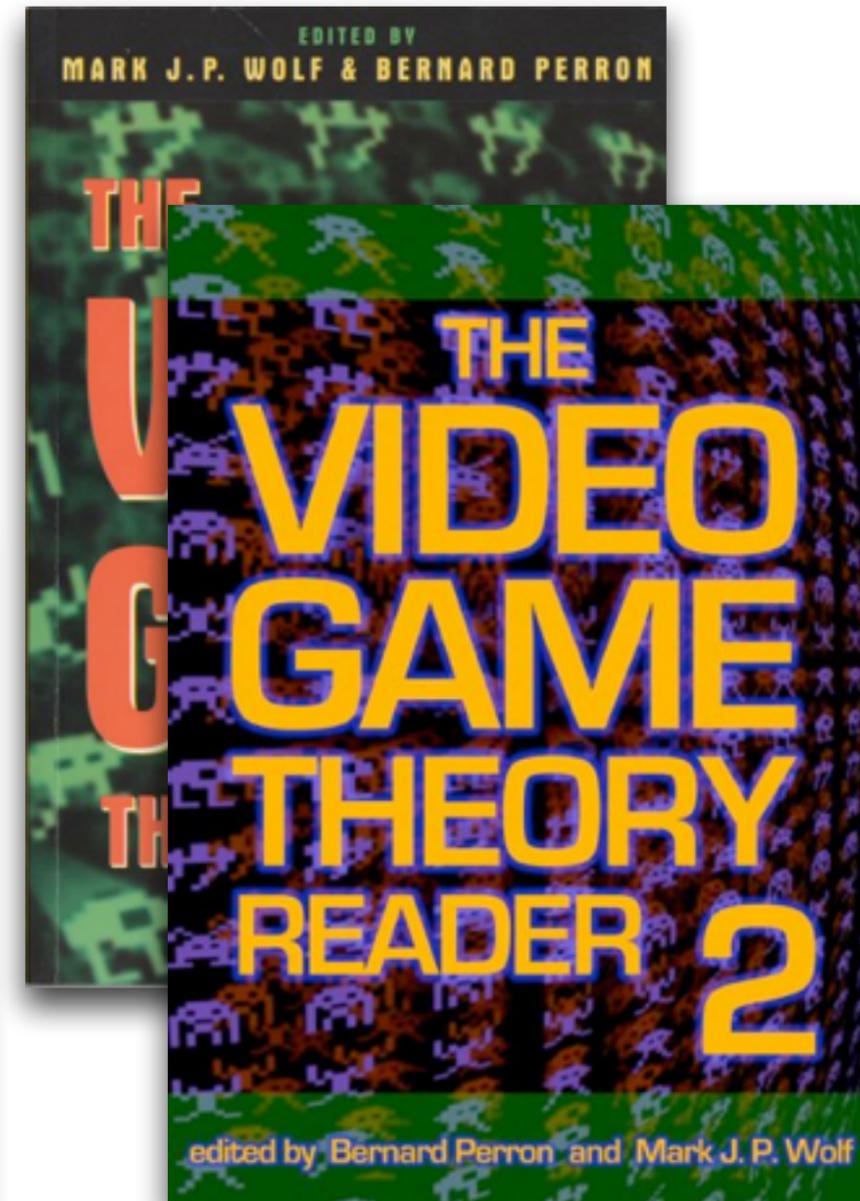
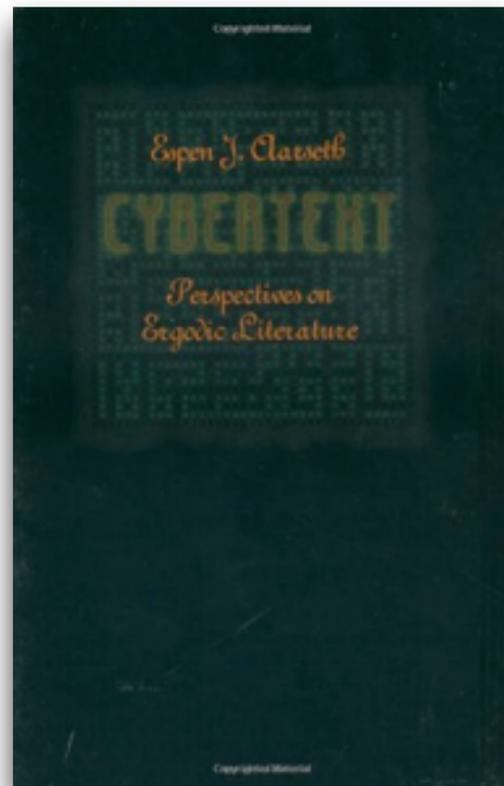


Game Studies

Game Studies

the international journal of
computer game research

volume 13 issue 2
December 2013
ISSN:1604-7982



Sozialwissenschaftliche Theorieentwicklung

Praktikerempfehlungen

Sachbücher

Empirische Untersuchungen

Mikro-Theorie

Meso-Theorie

Makro-Theorie

Sabine M. Grüsser Ralf Thalemann

**Computerspiel-
süchtig?**

Rat und Hilfe

Mit einem Vor



Verlagshaus HUBER

Jürgen Fritz (Hrsg.)
**Warum
Computerspiele
faszinieren**

Empirische Annäherungen
an Nutzung
von Bildsch



Mate
JUVE

Thorsten Quandt · Jeffrey Wimmer
Jens Wolling (Hrsg.)

Die Computerspieler

Studien zur Nutzung von
Computergames



VS VERLAG FÜR SOZIALWISSENSCHAFTEN



Spektrum
Sachbuch



Esther Köhler

**Computerspiele
und Gewalt**

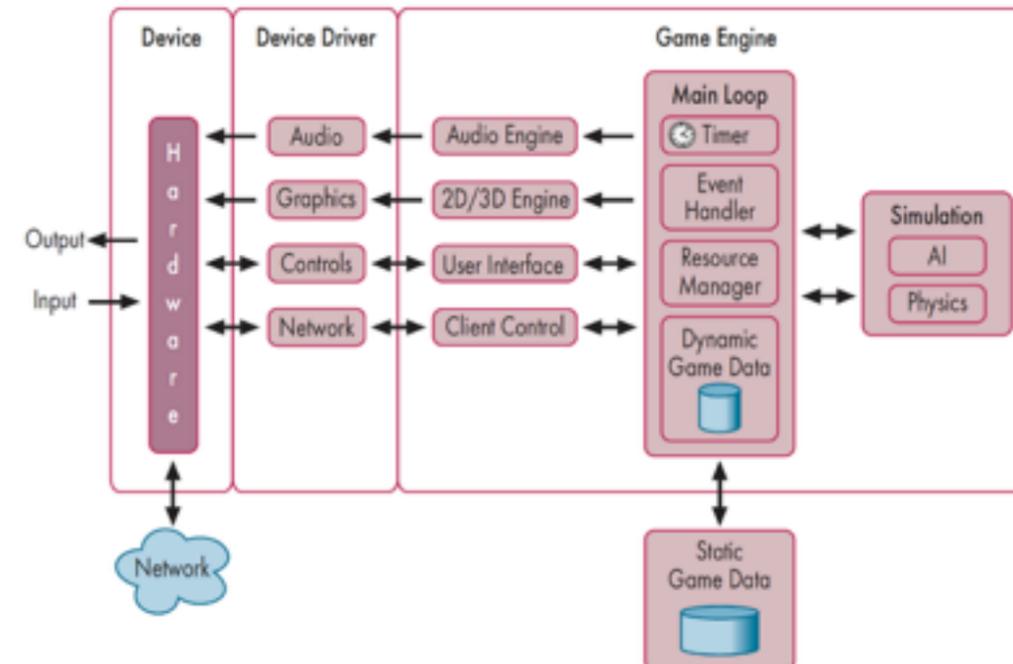
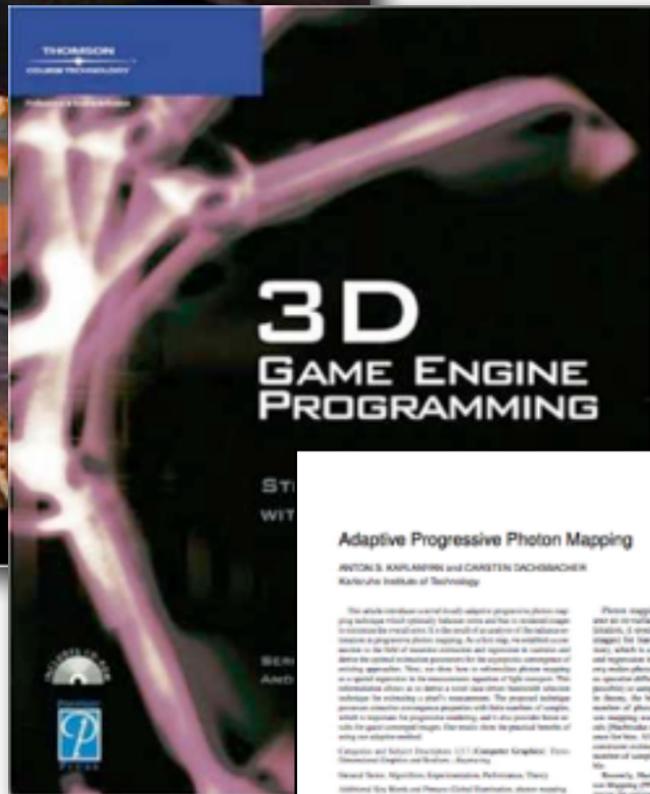
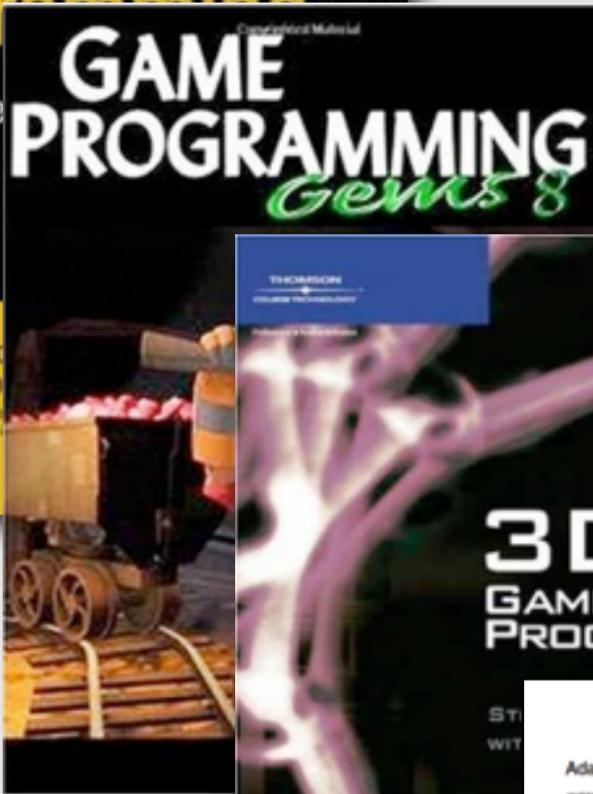
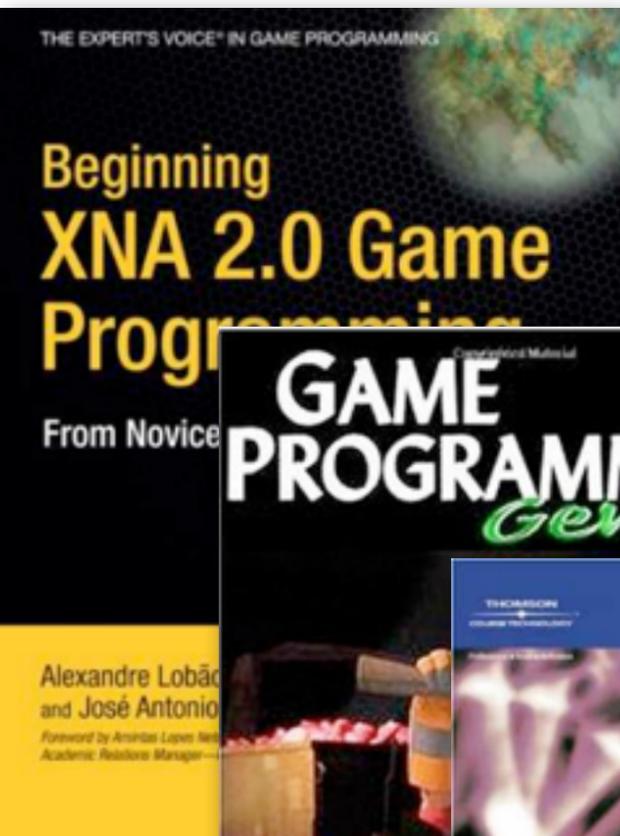
Eine psychologische Entwarnung

Technikwissenschaftliche Theorieentwicklung

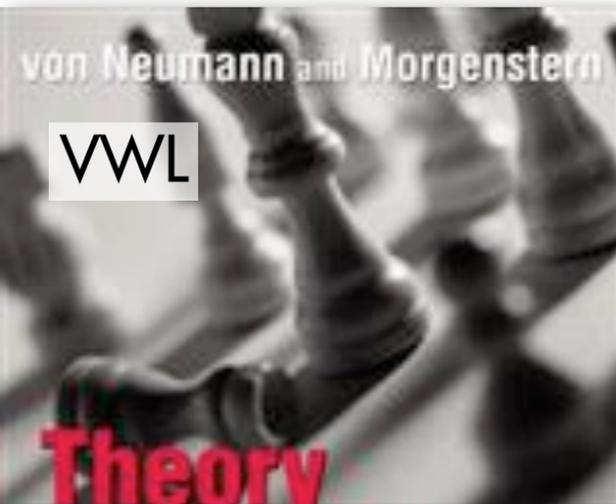
Praktikerwissen

Rationalisierte Praxis

Theoretische Forschung



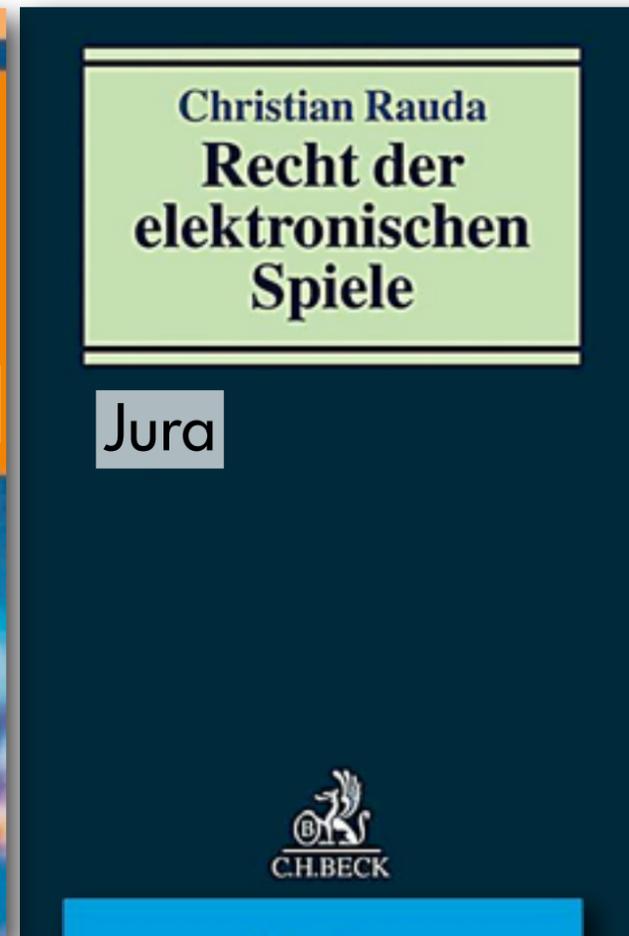
Kontexte



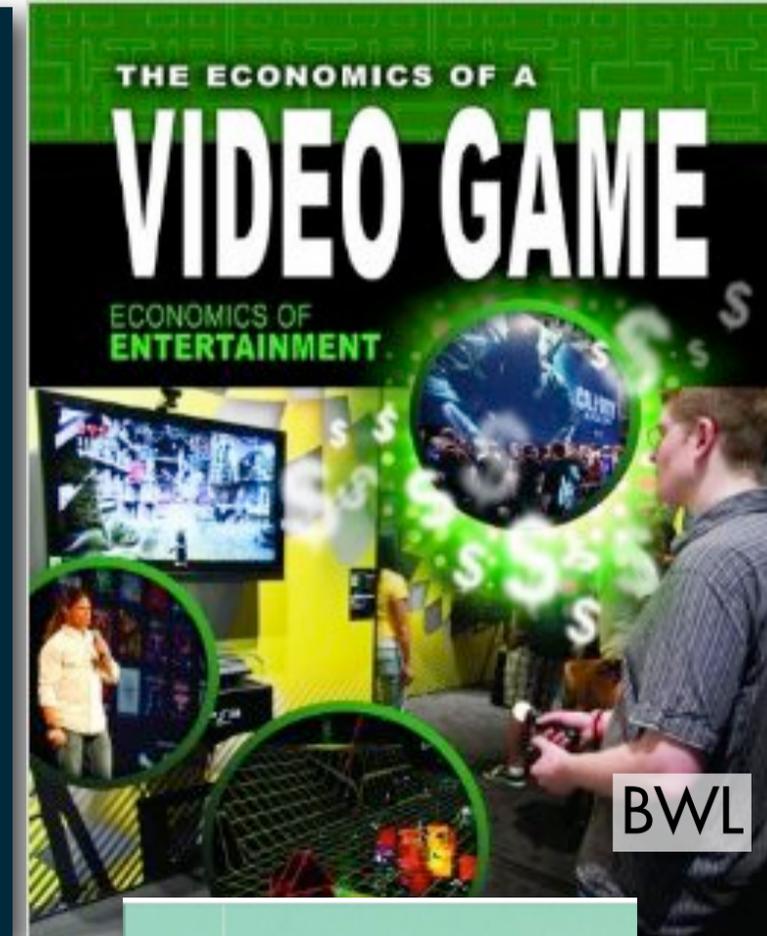
VWL



Mathematik



Jura



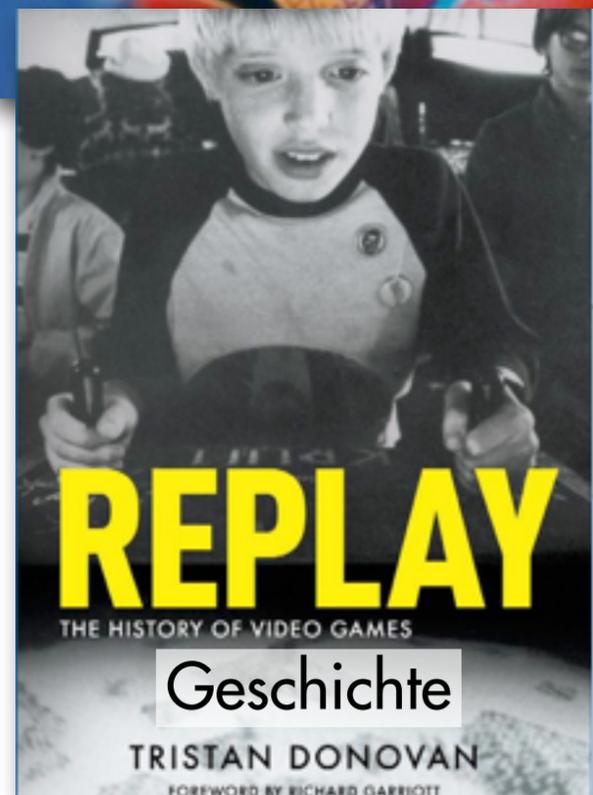
BWL



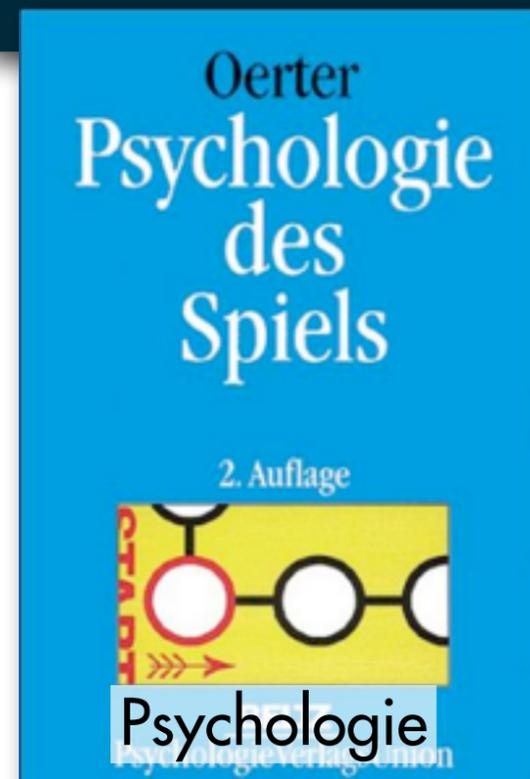
Physik



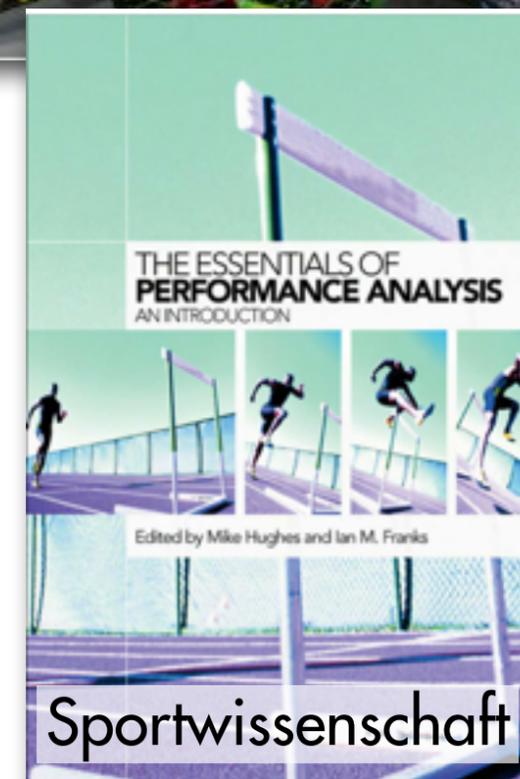
Philosophie



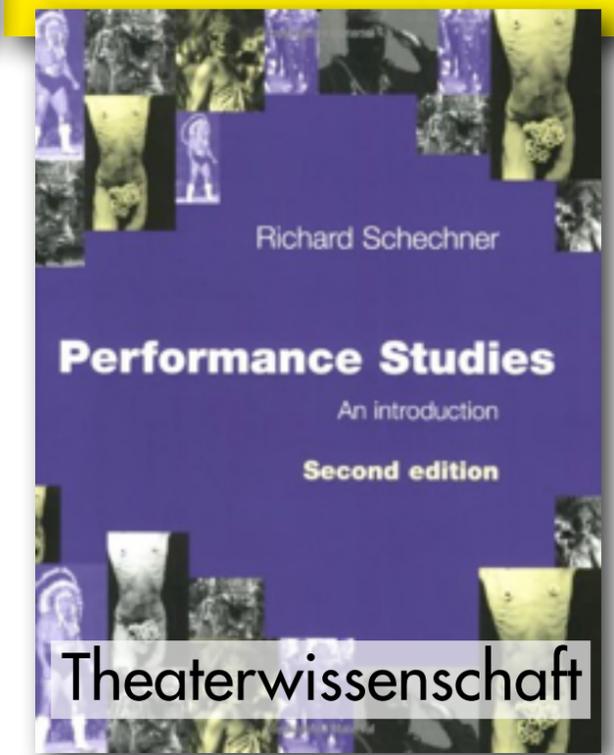
Geschichte



Psychologie



Sportwissenschaft



Theaterwissenschaft

Medialität des Spiels

Einzelmedienontologie

Spiel als technisches Medium

Computerspiele benötigen eine technische Plattform



```
response=None
while response not in ("y","n"):
    response=raw_input(question).lower()
return response
def ask_number(question,low,high):
    """Ask for a number within a range."""
    response=None
    while response not in range(low,high):
        response=int(raw_input(question))
    return response
def pieces():
    """Determine if player or computer goes
    go_first=ask_yes_no("Do you require the
    if go_first=="y":
        print "\nThen take the first move.
        human=X
        computer=O
    else:
        print "\nYour bravery will be your
        computer=X
        human=O
```

Spiel als narratives Medium

Spiele erzählen Geschichten

```
PAUSE INIT DONE statement executed
To resume execution, type go. Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?

y
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING . AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
```

Colossal Cave Adventure



Uncharted 3

Spiel als audiovisuelles Medium

Spiele sind interaktive Bild- und Klangwelten



Trauma



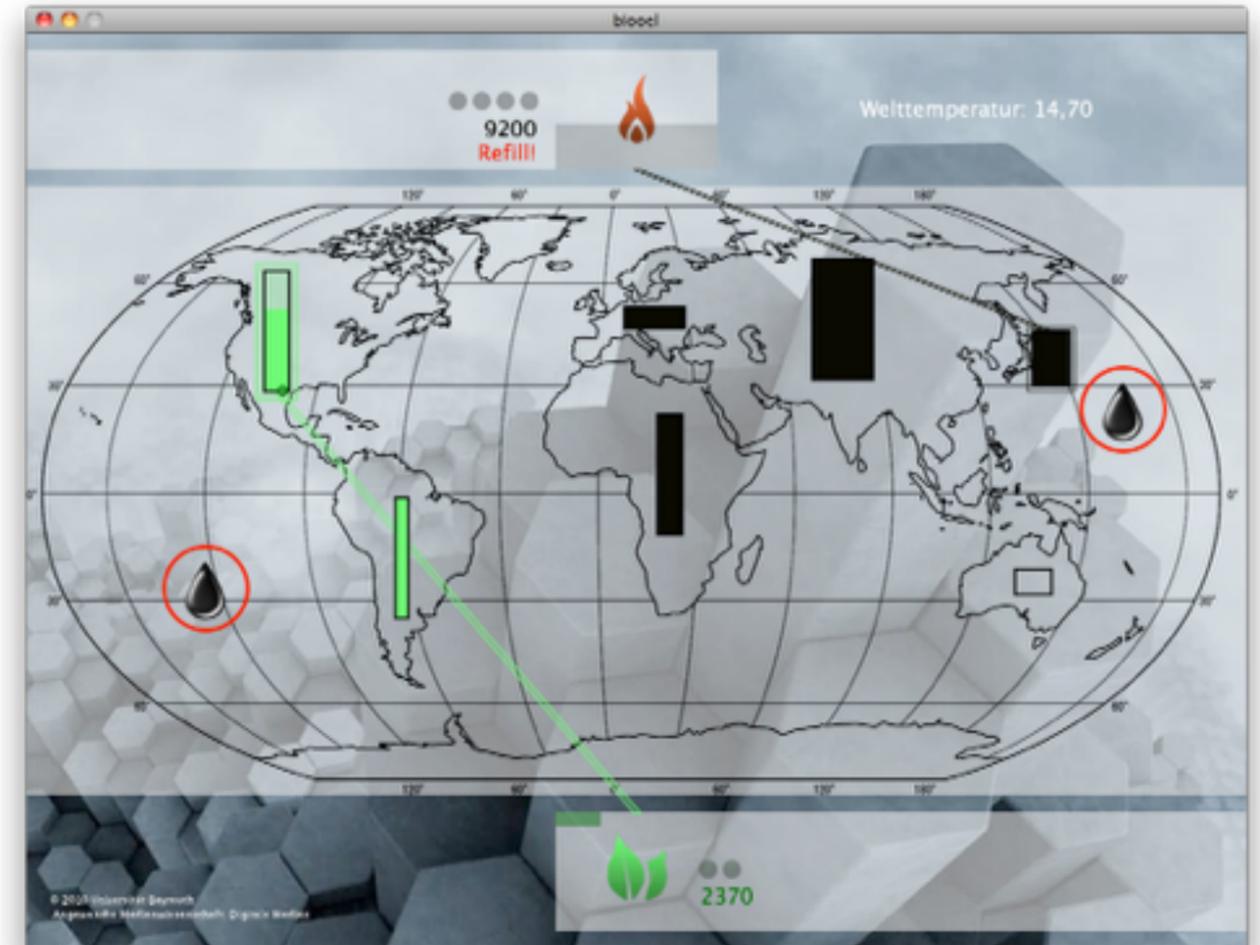
Patapon

Spiel als systemisches Medium

Spiele interpretieren komplexe Systeme



Energy Racer



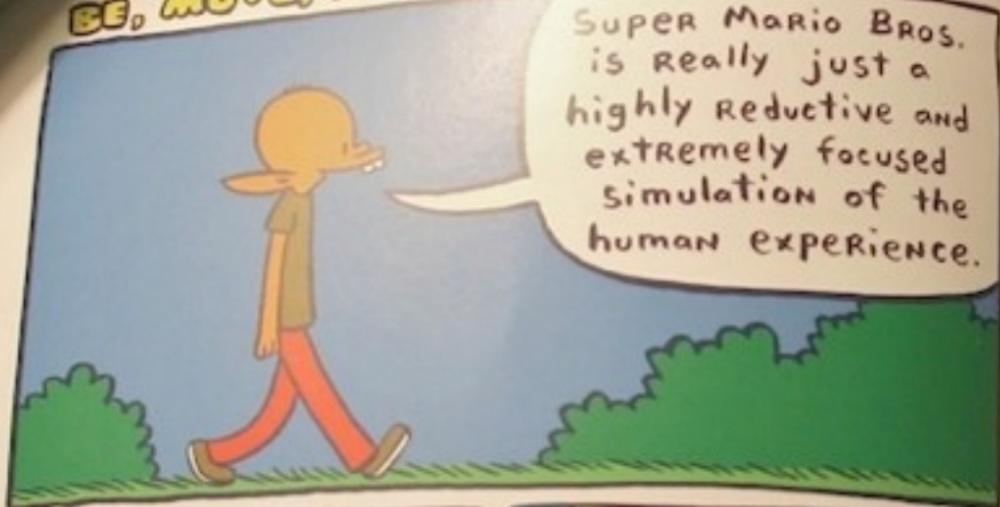
Rhetorische Spiele

An aerial view of a city simulation game, showing a dense urban environment with various buildings, roads, and green spaces. The city is built on a grid system with several major roads and highways. The buildings are diverse in style and color, ranging from modern skyscrapers to older, more traditional structures. There are many trees and parks scattered throughout the city. The overall scene is vibrant and detailed, typical of a modern city-building game.

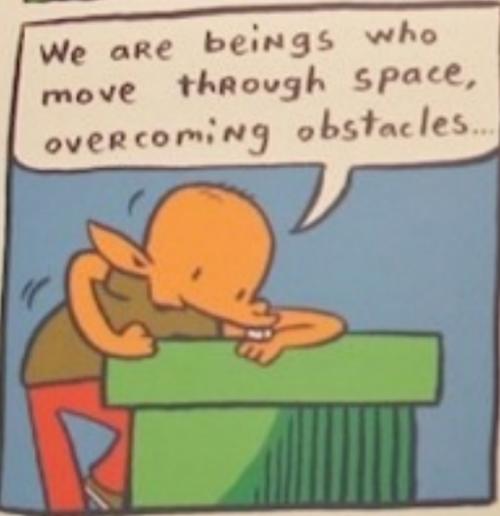
»playing video games is [a] kind of literacy ...
not one that helps us read but ... that helps us
make or critique the systems we live in«
Ian Bogost

BE, MOVE, AND DO!

BY JAMES KOCHALKA



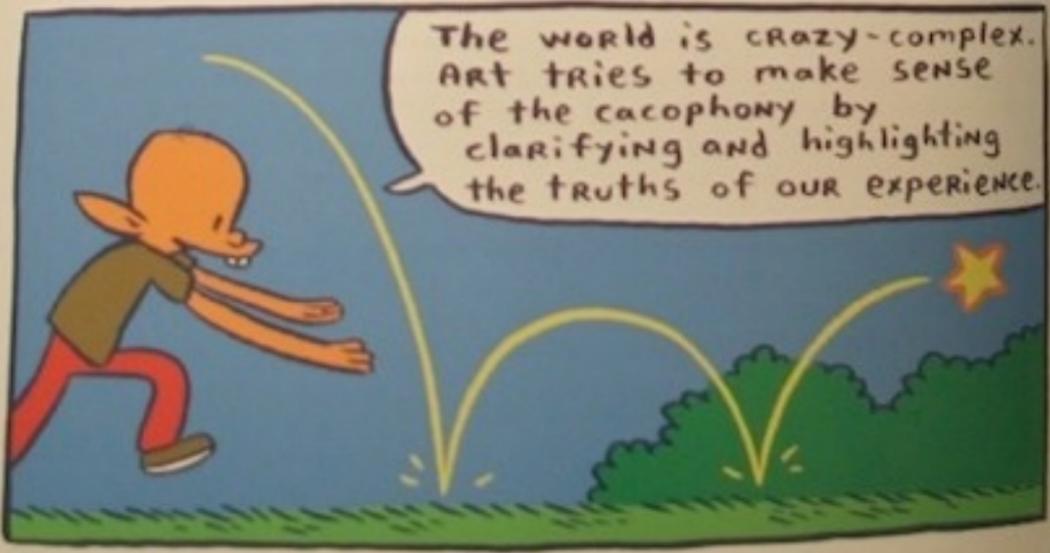
Super Mario Bros. is really just a highly reductive and extremely focused simulation of the human experience.



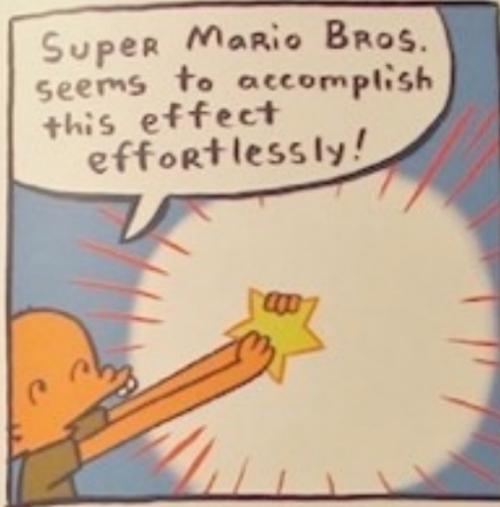
We are beings who move through space, overcoming obstacles...



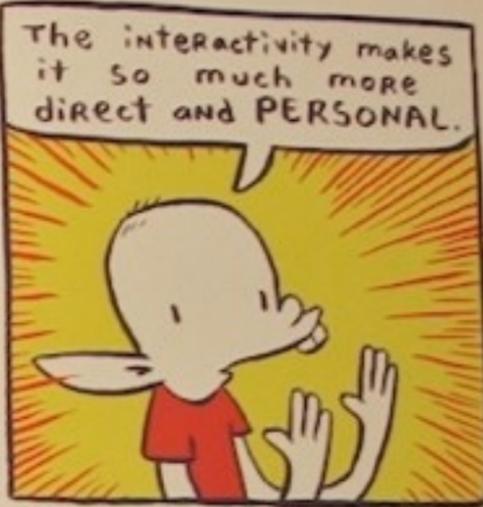
Trying to get stuff we want.



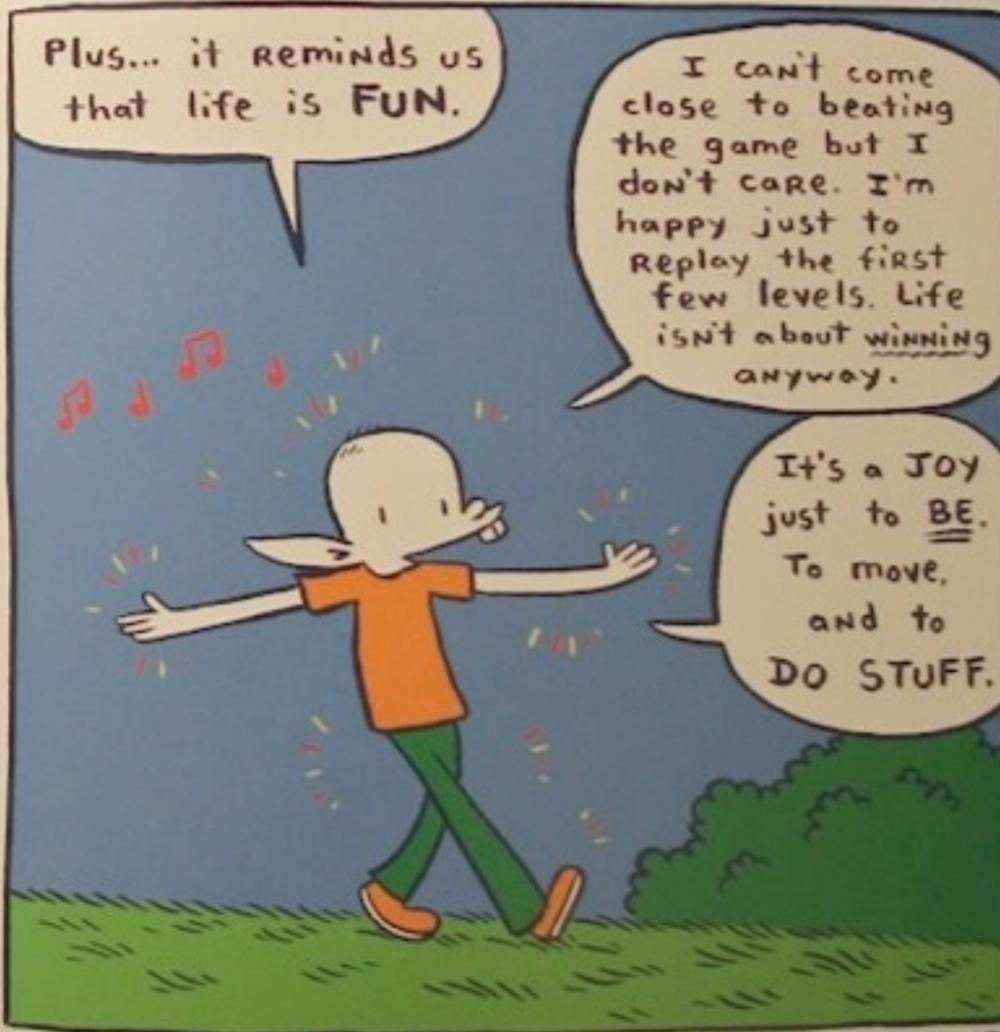
The world is crazy-complex. Art tries to make sense of the cacophony by clarifying and highlighting the truths of our experience.



Super Mario Bros. seems to accomplish this effect effortlessly!



The interactivity makes it so much more direct and PERSONAL.



Plus... it reminds us that life is FUN.

I can't come close to beating the game but I don't care. I'm happy just to replay the first few levels. Life isn't about winning anyway.

It's a JOY just to BE. To move, and to DO STUFF.

THE END

Spiel als performatives Medium

Spielen ist Interaktion und Ausdruck der Spieler



Just Dance 4



Piano Legends

Spiele als generalisierende Medien

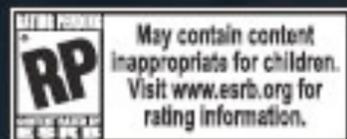
BEYOND

TWO SOULS™

10.08.13



THE FIRST EXCLUSIVE PLAYSTATION TITLE
TO BE SELECTED FOR THE TRIBECA FILM FESTIVAL



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inappropriate for children.
Visit www.esrb.org for
rating information.

Only On PlayStation.

WATCH TRAILER



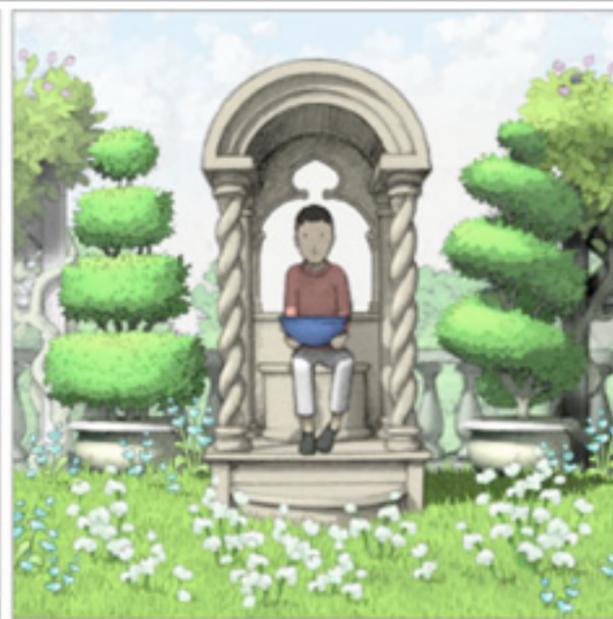
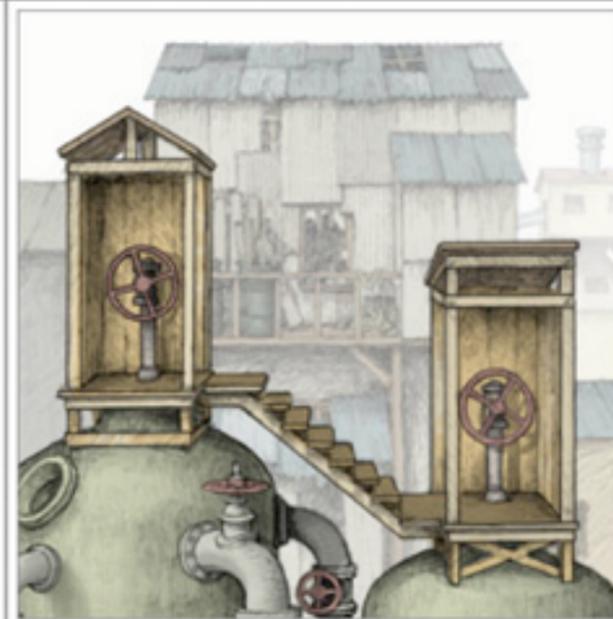
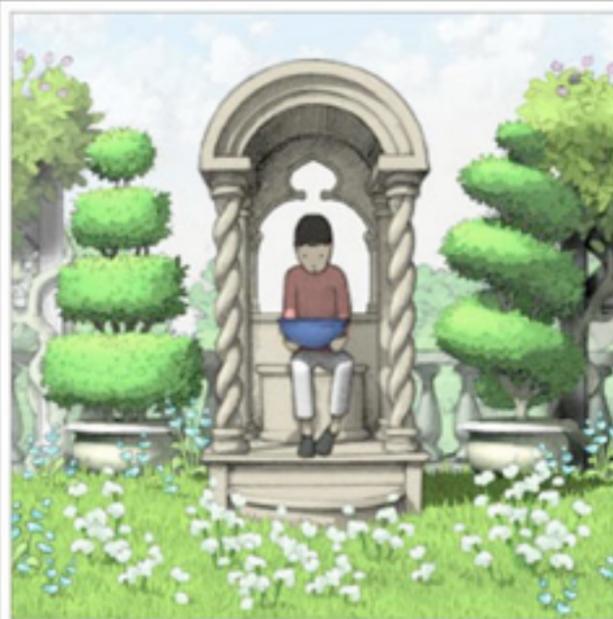
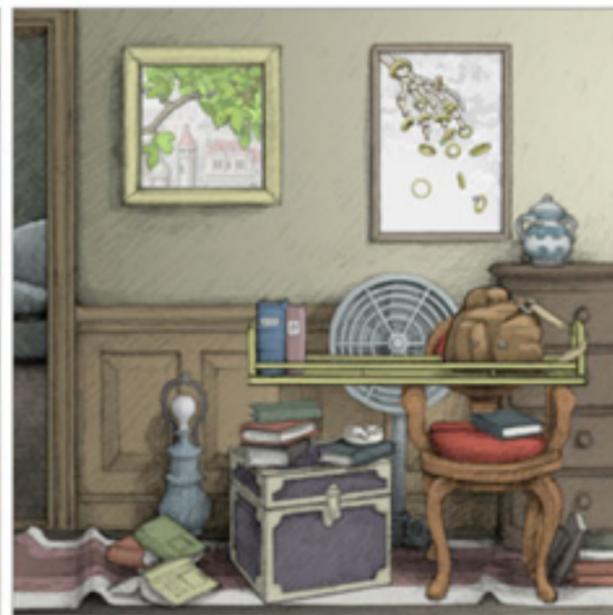
BASED ON THE VERTIGO COMIC BOOKS 'FABLES'
BY BILL WILLINGHAM AND PUBLISHED BY DC ENTERTAINMENT

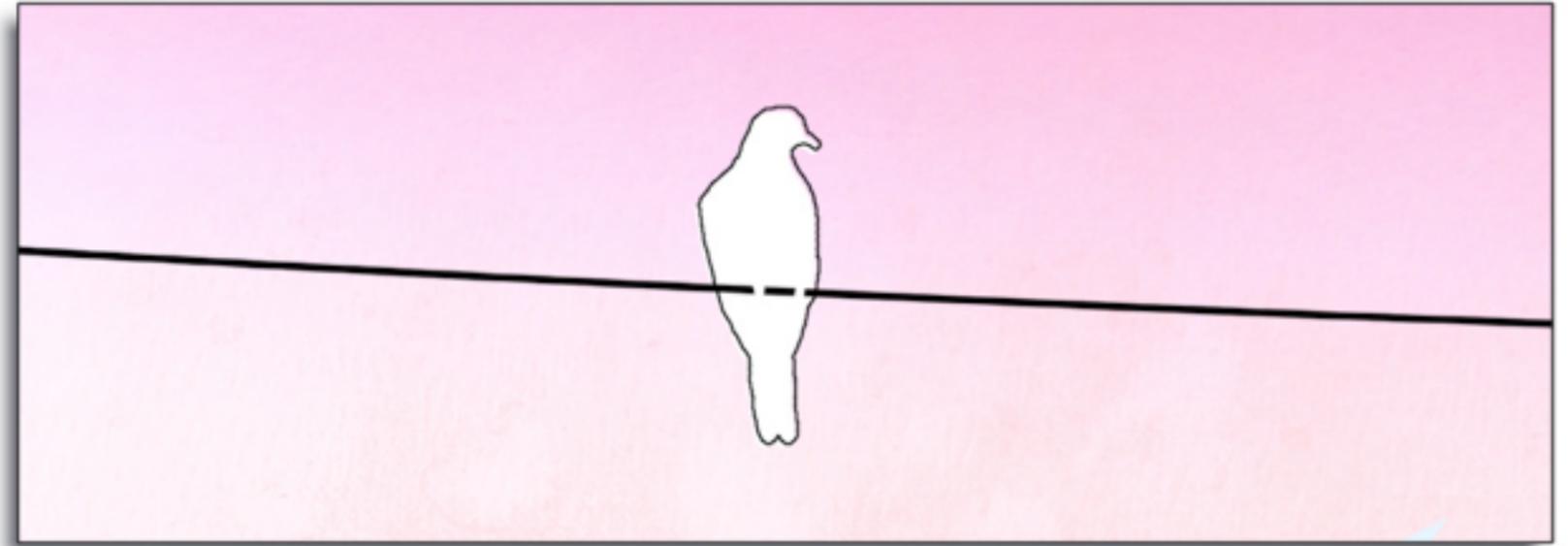
THE WOLF AMONGUS

A TELLTALE GAMES SERIES



Gorogoa







DEVICE6

1/2/3/4/5
5/6/7/8/9

>



She browsed the bookshelf. It was full of books about chemistry, mechanics, physics and mathematics. They were all out of date, just like everything else in the room. A calendar on the wall claimed that it was September 1946.

—————→
A museum then?

That would explain a lot.

● She left the room.

00476

00498

S1 S2

This is -- our song

S1 S2

We'll fight a thou -- sand le - gions

ZEIT

00:58

Sing Star



Johann Sebastian Joust

CRUSADER KINGS II

A GAME OF THRONES



New content is now available for purchase

Ruler Designer

Single Player

Multiplayer

Tutorial

Options

Credits

Ingame Store

Quit

CK2 v1.05f (EXOS)



Digitale Medien

Schwerpunkte in Bayreuth



Computerspiele



Technische Bilder



Netzmedien

Spielbezogene Lehrveranstaltungen

im BA-Studiengang »Medienwissenschaft und Medienpraxis« an der Universität Bayreuth



IGDA Curriculum Framework
The Study of Games and Game Development

These Core Topics are

1. Critical Game Studies
2. Games and Society
3. Game Design
4. Game Programming
5. Visual Design
6. Audio Design
7. Interactive Storytelling
8. Game Production
9. Business of Gaming

Geschichte und Ästhetik II (3 SWS)

Historische und ästhetische Aspekte

EDV & Multimedia (4 SWS)

Technik

Klassiker der Spielgeschichte

Vertiefende historische Aspekte

Game Studies (2 SWS)

Theorie

Produktion (2 SWS)

Ökonomie und Organisation

Game Development (2 SWS)

Konzeption

VFX (2 SWS)

Asset-Produktion

Workshops, GameJams, Programmiersprechstunde

Praxis

Mediengeschichte der Computerspiele



DECs PDP-1, ein in vielfacher Hinsicht wegweisender Computer.

Technikgeschichte

Technik

Kulturgeschichte

Audiovision

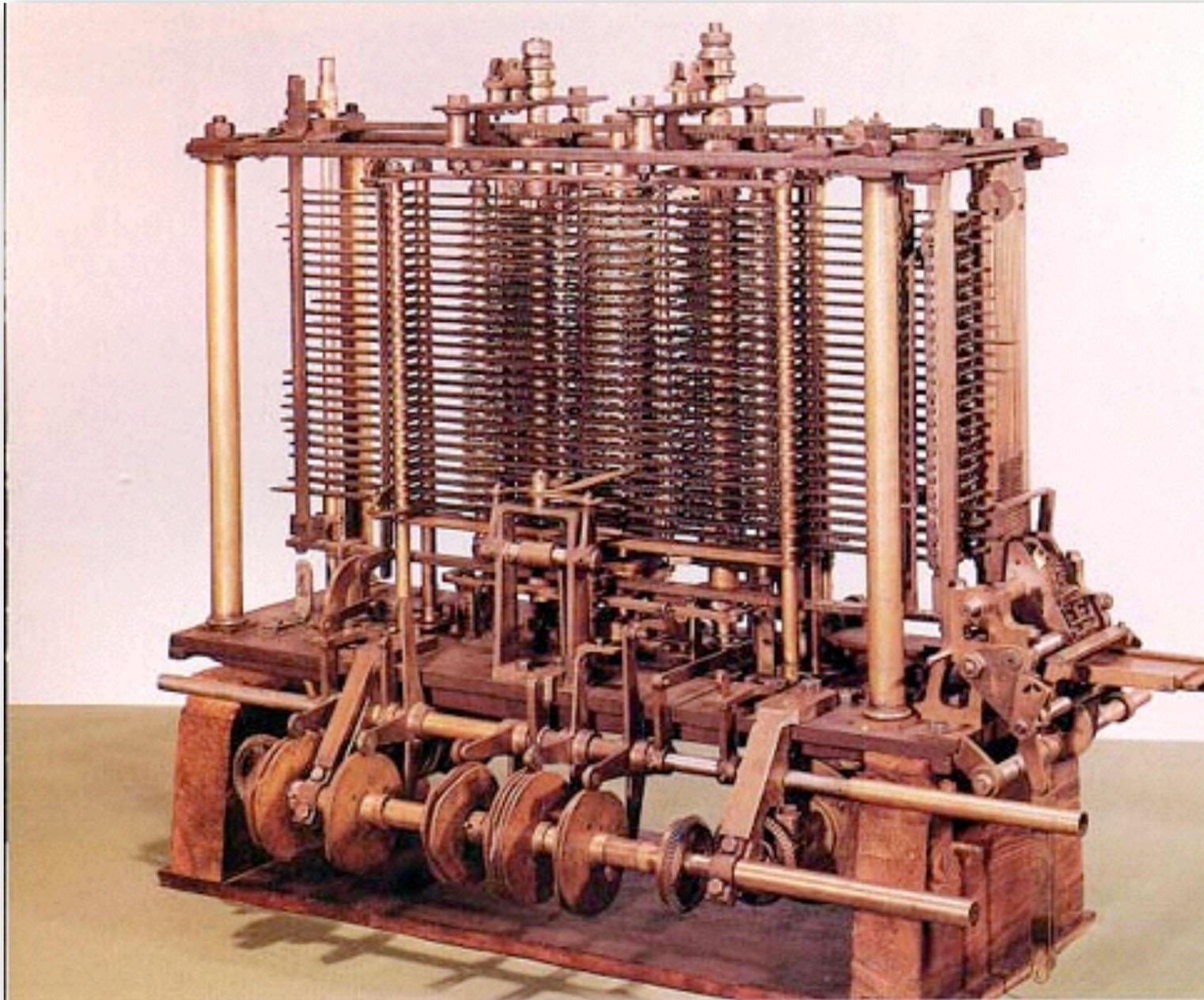
Narration

Spielgeschichte

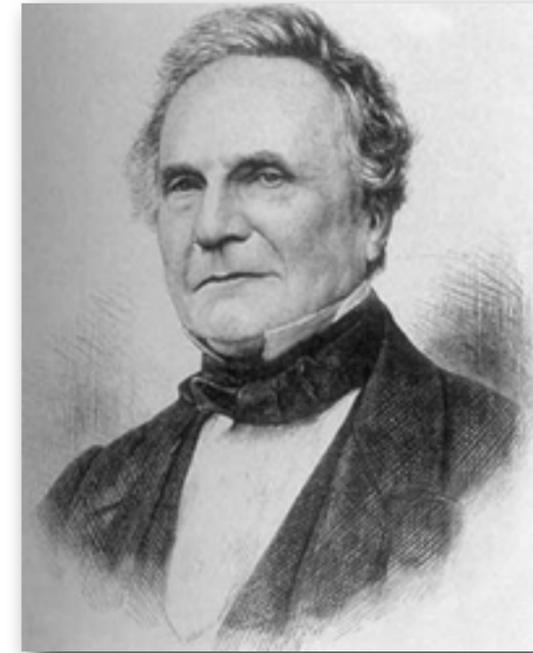
Ludition

Performanz

Technikgeschichte



Analytical Engine (Fragment)

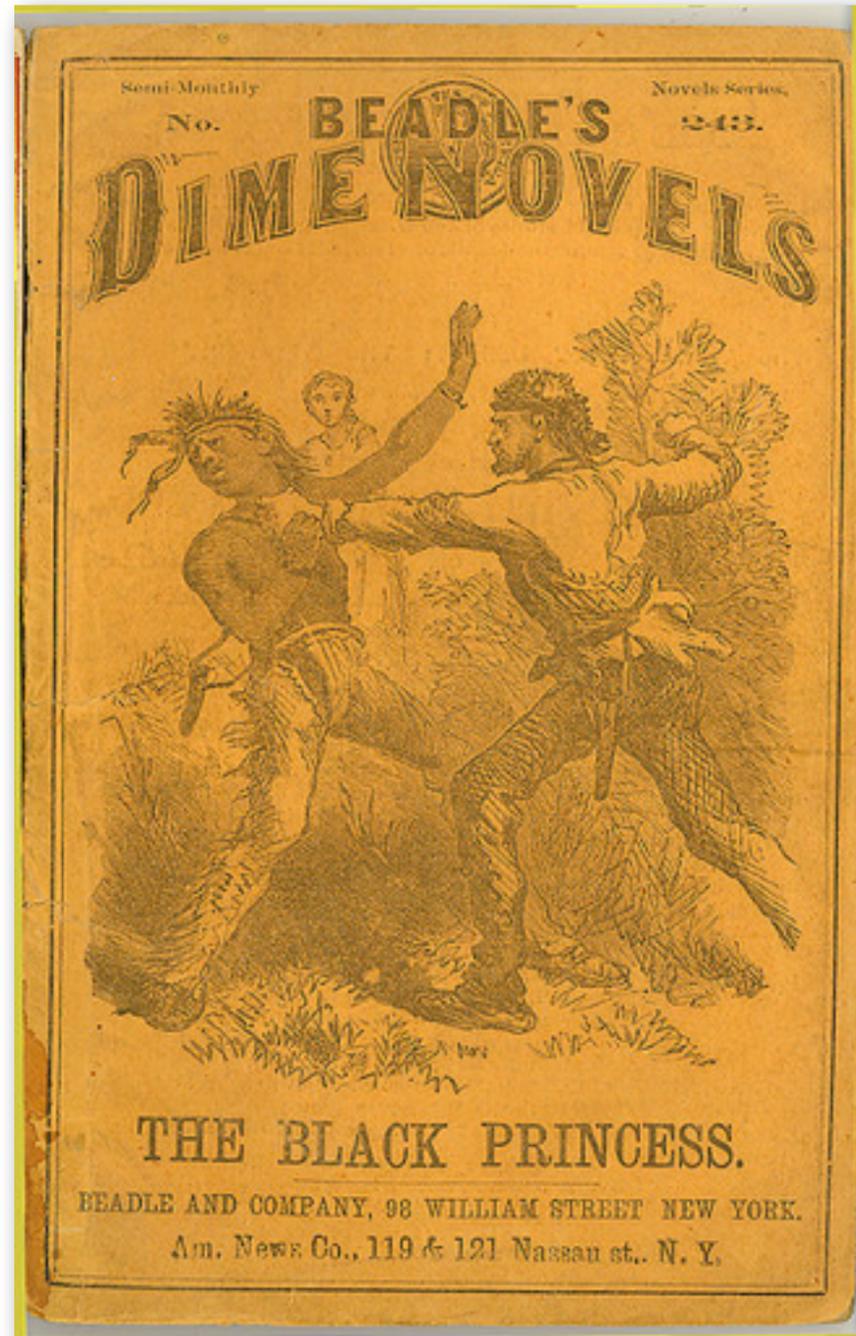


Charles Babbage (1792-1871)



Ada Lovelace (1815-1852)

Kulturgegeschichte



Abenteuergeschichten im
Groschenroman, 19. Jh.

Narrative Genres

Abenteuer

Detektivgeschichten

Erotik

Krieg

Krimi

Fantasy

Horror

Liebe / Romantik

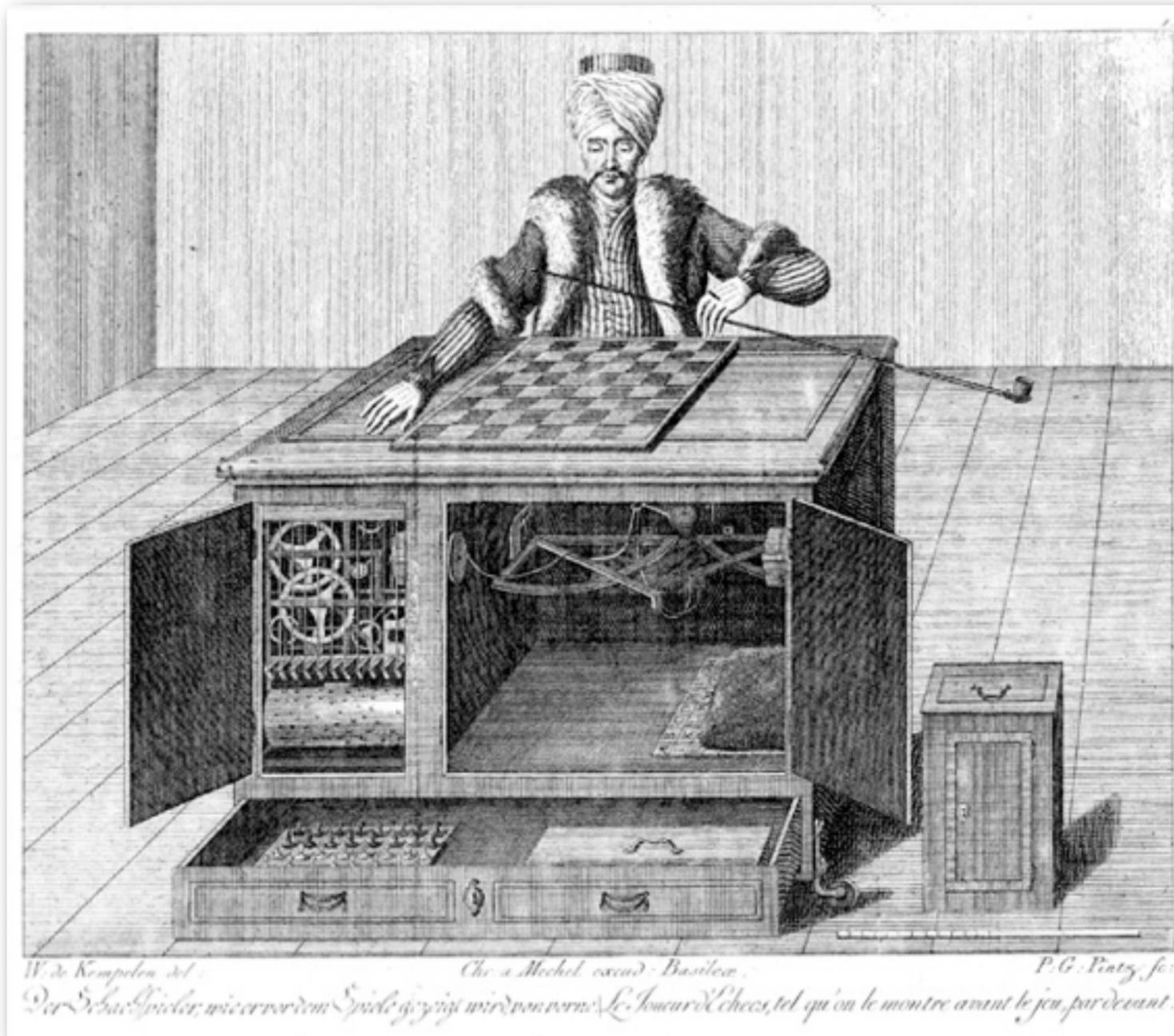
Science-Fiction

Science Fantasy

Sport

Western

Spielgeschichte



Wolfgang von Kempelen
Schachtürke
1769

Jochen Koubek / Michael Mosel /
Stefan Werning (Hrsg.)

Spielkulturen

Computerspiele in der Gegenwartskultur
und im Alltagsdiskurs

■ Game Studies

vwh

Spielkulturen

Retro-Spiele

Computerspiele sind Teil der eigenen Erinnerungskultur



Weltspiele

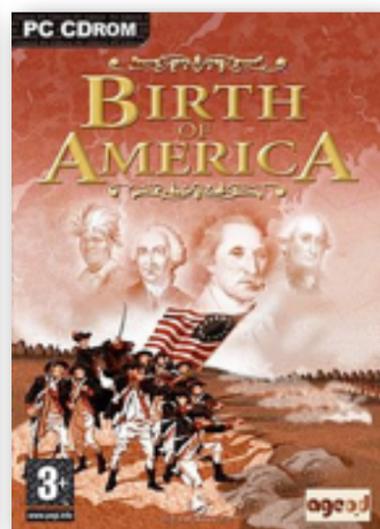


Vander Caballero: *Papa & Yo*. Minority (CA), 2012

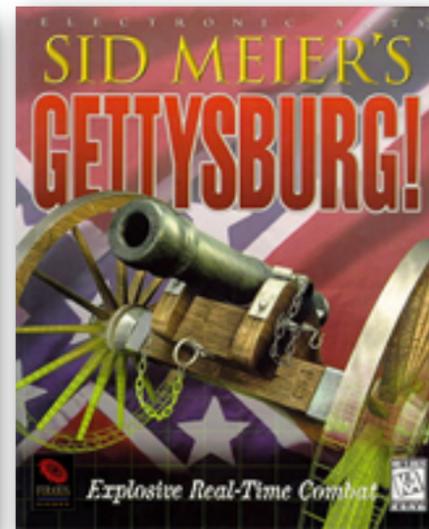
National History



1492



1776



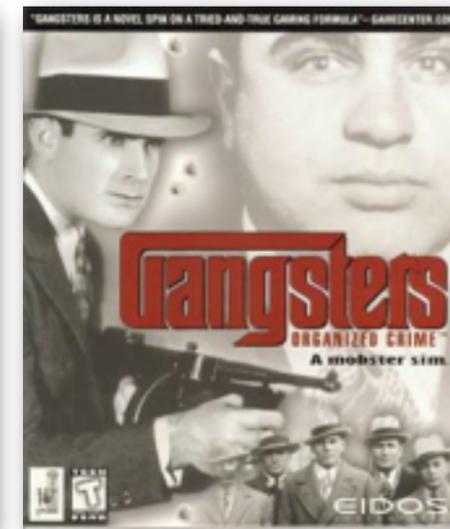
1863



1880



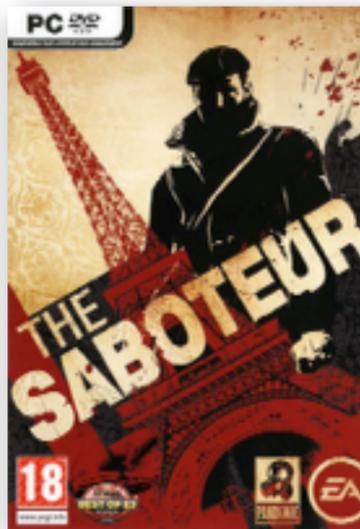
1915



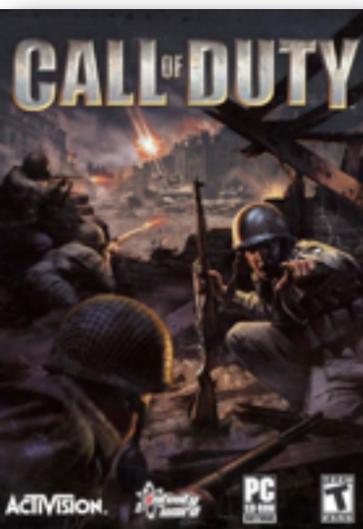
1929



1937



1940



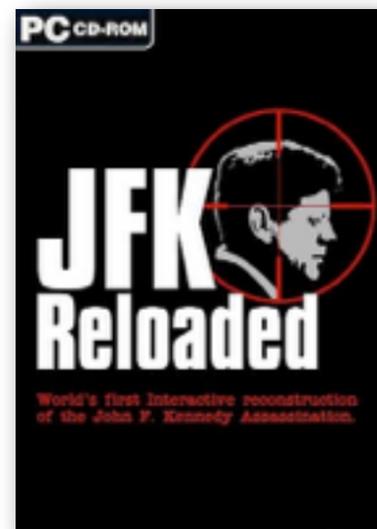
1944



1947



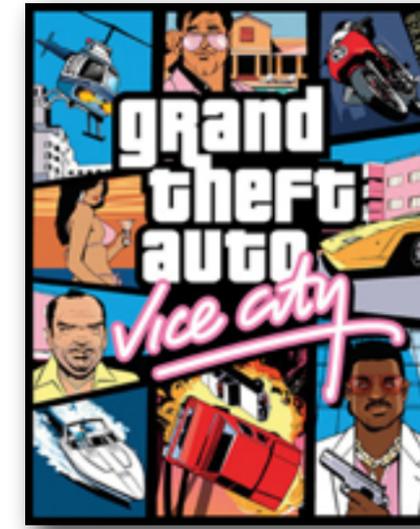
1957



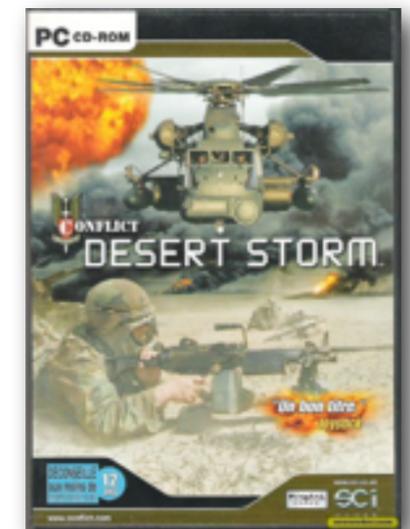
1963



1967



1986



1990



20

Spiel und Körper

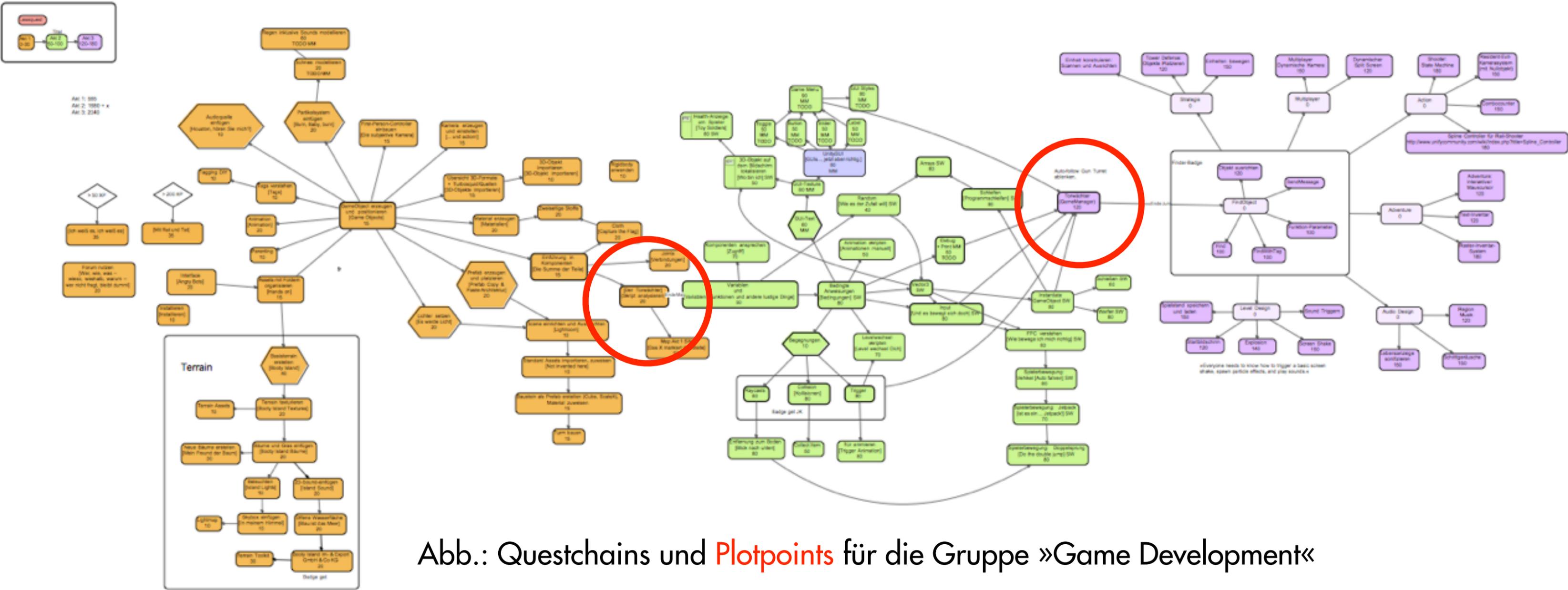


Bioshock Infinite: The Creation of Elizabeth

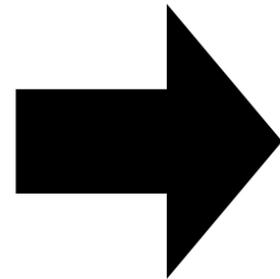


Gamification

Gamification ist mehr als XPs, Level und Badges für die Bearbeitung von Übungsaufgaben



Serious Games



- ▶ Viele Wirkannahmen gehen von dem passiven Rezipienten aus, der den Medienwirkungen mehr oder weniger hilflos ausgeliefert ist.
- ▶ Vieles deutet aber darauf hin, dass der Transfer von Lernzielen von den Rezipienten bewusst gesteuert werden kann.
- ▶ Transfer ist eine Lernleistung. Dabei ist Motivation, Aktivierung und ggfs. Hilfestellung erforderlich.
- ▶ Transferkompetenz ist eine zentrale Medienkompetenz im Umgang mit Spielen.

Vernetzungen

http://gcsc.uni-giessen.de/wps/pgn/home/GCSC_eng/research/



Research Area 1:
Cultural Memory Studies

Research Area 2:
Cultural Narratologies

Research Area 3:
Cultural Transformation and Performativity Studies

Research Area 4:
Visual and Material Culture Studies

Research Area 5:
Media and Multiliteracy Studies

Research Area 6:
Cultural Identities

Research Area 7:
Global Studies and Politics of Space

Research Area 8:
Cultures of Knowledge, Research, and Education