

Press Release

Ready for PLAY

Hamburg, October 22nd, 2020 - The program for the online, free PLAY - Creative Gaming Festival on the topic of »Exploring Borders« is ready: From November 4 to 8, 2020, the Initiative Creative Gaming, which has been hosting the PLAY Festival since 2008, invites festival visitors and game enthusiasts to meet game developers online, discover new games and to become active themselves. International guests and key note speakers include the revolutionaries among gamers, Paolo Pedercini, and Bo Ruberg with a new publication on the subject of queer game makers.

Paolo Pedercini's games are socially critical and radical. Sometimes the players have to manage an oil company, run a fast-food chain, monitor the production of cell phones or cover up sexual abuse in the Catholic Church. In this way, borders are crossed and other perspectives are gained so that grievances can be experienced in a playful way. The developer with Italian roots lives in America and provides insight into his work in his keynote presentation. Bo Ruberg who teaches at the University of California gives a keynote address at PLAY20 introducing her book, "The Queer Games Avant-Garde: How LGBTQ Game Makers are Reimagining the Medium of Video Games", an anthology in which queer and trans game developers speak out.

Artist Talks & Evening Events

In an Artist Talk, gamer and accessibility consultant Melanie Eilert, in a wheelchair as a result of a muscular disease, talks with Christian Schiffer about barrier-free gaming. In this discussion the representation of people with disabilities in video games is addressed as well as access to games using special hardware such as the Xbox Adaptive Controller which enable such persons also to play. In the Live Random Play evening program, game journalists Florian Zandt and Daniel Ziegner play indie games that would otherwise never have been discovered. Together with Lost Levels colleague Christina Kutscher, they click their way through strange and unexpectedly wonderful projects during this evening. The audience decides which new discovery will be played on stage.

Speakers' Corner & Exhibition

Interested participants can apply for a slot at the Speakers Corner where they can share their own topics, ideas and experiences on the topic of digital gaming culture with the festival audience. Attendees also have the opportunity to take part spontaneously during the festival. The six games nominated for the Creative Gaming Awards will not only be on display in the PLAY Exhibition online during the festival; they will also be playable. The nominees in the "Most Creative Game Award" category are: Song of Bloom by Philipp Stollenmayer (Germany), Stilstand by Ida Hartmann (Denmark) and The Almost Gone by Jeroen Janssen (Belgium). In the "Most Innovative Newcomer Award" category for the best young talent, the games Jessika by Seren Besorak (Germany), Marble Run by the development team No Time (Germany) and Archipelago by Shalev Moran (Denmark) compete for the Creative Gaming Award. The award ceremony will take place on November 7, 2020 in the PLAY Studio in the Fundus Theater | Theater of Research in Hamburg.

Press Release

Live-Adventure & Game Jam

The interactive live adventure “Lost in PLAY” developed by the festival organizers will begin on November 4th. The audience will receive puzzles in the morning that must be solved by the evening. The grand final will be held on November 7th at 8 p.m. In cooperation with Gamecity Hamburg, an online game jam has also been organized for November 6th. Festival attendees and game enthusiasts with very different talents are invited to develop new games within a 48-hour time span. Applications are accepted starting now.

Workshops & Advanced Education

Workshops on creative computer games and game design will also be offered this year. Young people age 13 and over and adults will be able to part in online workshops where they can for example, build roller coasters together in Minetest, shoot films in RecRoom or program text adventures in Twine. For teachers and instructors there are training courses on creative gaming. Participation in all workshops is free; registration via the festival website is required.

Festival Access

All channels can be accessed from the PLAY website www.playfestival.de. The PLAY Studio, PLAY on Stage, Laboratory, Machinima Cinema and the online exhibition can be accessed via Channels 1 through 5 respectively. The production location and broadcasting center is the Fundus Theater | Theater of Research in Hamburg. From here, conversations, discussions and keynote speeches will be produced in advance or streamed live on YouTube. The virtual Festival Location A MAZE./SPACE, provides a festival feeling. It is a digital platform developed for this year's A MAZE. Festival in Berlin and has been specially adapted for PLAY20. Here the avatars of the visitors can meet, exchange ideas and explore the festival together. The blogger OddNina and the podcaster Manuel Fritsch (Insert Moin) will guide attendees through the program during the festival on Channel 1: PLAY Studio..

Press Contact:

Tina Ziegler

Mail: tina.ziegler@creative-gaming.eu

Mobil: +49 (0)174-4440454

web: playfestival.de

fb: <https://www.facebook.com/play.festival.germany/>