

PRESS PORTFOLIO

PLAY20

CREATIVE GAMING FESTIVAL
NOVEMBER 4-8, 2020 | ONLINE

EXPLORING BORDERS

www.playfestival.de

Veranstalter

 **Creative Gaming**
VEREIN FÜR MEDIENPÄDAGOGISCHE PRAXIS HAMBURG e.V.

Kooperationspartner

 **bpb**
Bundeszentrale für politische Bildung

Gefördert durch

 **Hamburg**

Unterstützer

 **HAW HAMBURG**

 **BürgerStiftung Hamburg**

In Zusammenarbeit mit

 **KUNSTTHEATER**
KINDER FORSCHUNG THEATER

 **designxport**

 **VEREIN FÜR MEDIENPÄDAGOGISCHE PRAXIS HAMBURG e.V.**

 **spielbar.de**

 **JZ**

 **Gamecity Hamburg**
Kreativ Gesellschaft

Sponsoren

 **siebold/hamburg**
messebau gmbh

PLAY20 »EXPLORING BORDERS«

>>THEME

This year's festival edition is about boundaries and limits in digital games. Which invisible dividing lines, obstacles and limits are there in games? Where does a game end and where does the real world begin? Which boundaries are unavoidable for digital games, which should ultimately be abolished? Which games can you use to overcome limits, to sense your own limits? It's about diversity in games, about accessibility, about the limits of good taste. It's about overcoming borders, about community, communication and belonging. PLAY20 tackles the entire spectrum of the topic creatively and playfully and invites festival visitors to discover, sound out, measure and go beyond the limits of digital games.

>>PLAY20 & Access

»Exploring Borders«: Even before the lockdown, the topic for this year's edition was fixed and it suddenly became a reality for the organization. The members of the festival team had to overcome limits themselves and have decided to plan a new version of the festival. Due to the current situation, the PLAY - Creative Gaming Festival will take place as an online edition: with an extensive program in which festival visitors can participate from their own PCs, smartphones or tablets through various channels. In addition, festival visitors can exchange ideas with the artists and speakers on the PLAY Discord server and experience the exhibition and the entire program together with other guests in the virtual festival location, the A MAZE./ Space.

>>PLAY ONLINE

The production site, broadcasting center and festival hub is the Fundus Theater | Theater of Research in Hamburg. From here, conversations, discussions and keynote speeches will be recorded in advance or streamed live. The moderation team consisting of games journalist and podcaster Manuel (Manu) Fritsch (Insert Moin) and Janina Dreßler aka OddNina (streamer) guides attendees through the program during the festival and provides an entertaining overview of the program on Channel 1: **PLAY Studio**, takes a look at the other streams, invites to tutorials and in the evening reviews the festival day. The various channels can be accessed via the PLAY website. Channel 2: **PLAY on Stage** includes the live program consisting of the opening session and Awards show as well as the various lecture and discussion formats such as PLAY Coach and the Speakers' Corner. Channel 3: **Laboratory**, includes the online workshops as well as the advanced training sessions. Here visitors can actively participate in character design and storytelling, as well as programming and sound design for their own games. Additional features on the program are the curated **exhibition** at the virtual festival location with around 20 games on the topic of borders and Channel 4: **Machinima Cinema** with the latest and most exciting machinimas, films created from games. Another button leads to "Lost in PLAY - an interactive live adventure" and invites festival visitors to play along and explore the online festival.

PLAY20 is an event produced by the Initiative Creative Gaming e. V. and jaf - Verein für medienpädagogische Praxis Hamburg e. V. in cooperation with spielbar.de, the platform of the Bundeszentrale für politische Bildung/bpb on the subject of computer games, Behörde für Schule und Berufsbildung Hamburg and JIZ - Jugendinformationszentrum Hamburg (BSB).

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>>CREATIVE GAMING AWARDS

This is the sixth time that international prizes will be presented to the most creative project and to the best young production in the categories “Most Creative Game Award” and “Most Innovative Newcomer Award”. A jury of experts will decide on the winners, who will be announced at the award ceremony on November 7, 2020. In addition, the attendees will decide which development team takes home the Audience Award. The nominated games are available to be played in the A MAZE. / Space during the entire festival period.

>>PLAY - CREATIVE GAMING FESTIVAL

“Play with games!” Is the motto of the Creative Gaming initiative that has been hosting the PLAY Festival since 2008. Once a year, visitors are invited to exchange ideas about computer games and to develop games together, to get involved in new games and aesthetics and to have other shared like experiences. It's about irritation, about actively breaking rules, about changing perspectives and about creative redesigning together. PLAY is the world's first and only festival that combines media art, discourse and education with the culture of digital games. The focus is on the creative use of digital games. The festival is aimed at game lovers and gamers, Indie game developers and media artists, schoolchildren and students, teachers and educators, scientists and people from the games industry, as well as everyone who wants to play and learn about digital games.

>>SPONSORS

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