

JOINT WORKSHOP BY
AG ANIMATION & AG GAMES

The workshop (organised and hosted by **AG ANIMATION** and **AG GAMES** within the German Society for Media Studies) aims to explore material, practical, systematical, and theoretical overlaps between animation and games with the goal to foster the academic exchange between Animation Studies and Game Studies.

The workshop will take place as a virtual event via Zoom. Workshop language will be English.

WORKSHOP ORGANISATION

JULIA ECKEL (Paderborn University)

CHRISTOPHER LUKMAN (FU Berlin)

ANDREAS RAUSCHER (University of Freiburg)

HANNES CHRISTIAN SCHMIDT (University of Cologne / Macromedia University for Applied Sciences Cologne)

MORE INFO

www.animation-games.blogs.ruhr-uni-bochum.de

CONTACT & REGISTRATION (until June 8, 2022)

animation-games-workshop@rub.de

ANIMATION & DIGITAL GAMES

INTERSECTIONS,
AESTHETICS,
PRACTICES

AG ANIMATION
gesellschaft für medienwissenschaft

AG GAMES
GESELLSCHAFT FÜR
SPIELWISSENSCHAFT

GfM
Gesellschaft
für
Medienwissenschaft

**UNIVERSITÄT
PADERBORN**



INTERNATIONAL ONLINE WORKSHOP

09.–11.06.2022

animation-games.blogs.ruhr-uni-bochum.de

THURSDAY | JUNE 9, 2022

9:30–10:00 **WELCOME & INTRODUCTION**
Hanns Christian Schmidt & Julia Eckel

10:00–11:00 **KEYNOTE I**
Chair: Andreas Rauscher

SUSANA TOSCA (Roskilde University, DNK)
From Choosing to Watching:
Uncomfortable Reception
in Game to Anime Adaptations

11:00–11:15 *Break*

11:15–12:15 **KEYNOTE II**
Chair: Julia Eckel

JUERGEN HAGLER (University of Applied
Sciences Upper Austria, AUT)
Animation & Digital Games in Theory
and Practice: Studying 'Digital Arts'

12:15–12:45 *Lunch Break*

12:45–14:00 **PANEL I
LIFE & MATTER**
Chair: Christopher Lukman

JAN-HENDRIK BAKELS (FU Berlin, GER)
It's alive – The Video Game In
Between Animation, Animism, and
Subjectivity

MICHAEL NITSCHKE (Georgia Institute of
Technology, USA)
Bits of Material Performance

FRIDAY | JUNE 10, 2022

9:30–10:30 **KEYNOTE III**
Chair: Hanns Christian Schmidt

RAZ GREENBERG (Tel Aviv University, ISR)
The Animation of Gamers and the
Gamers as Animators in Sierra
On-Line's Adventure Games

10:30–10:45 *Break*

10:45–12:00 **PANEL II
PHENOMENOLOGY & AESTHETICS**
Chair: Julia Eckel

CHRISTOPHER LUKMAN (FU Berlin, GER)
The Skating Body. Towards a
Phenomenology of Playthings

ALESHA SERADA (University of Vaasa, FIN)
Crudely, a Machine. *The Dream Machine*
Through the Lens of Russian Formalism

12:00–12:45 *Lunch Break*

12:45–14:00 **PANEL III
TRANSMEDIA & TRANSFER**
Chair: Hanns Christian Schmidt

CHRISTOPHER TOTTEN (Kent State
University, USA)
Art, Play, and Winsor McCay:
The Critical Art of *Little Nemo* and
the Nightmare Fiends

ANDREAS RAUSCHER (University of
Freiburg, GER)
Transmedia Tableaus – Building Bridges
Between Animation and Games

SATURDAY | JUNE 11, 2022

10:00–11:15 **PANEL IV
IMAGES & INTERACTIVITY**
Chair: Andreas Rauscher

JULIA ECKEL (Paderborn University, GER)
Documenting Games |
Documenting Animation

UNDINE REMMES
(University of Freiburg, GER)
The Influence of Rembrandt's Light
and Shadow on Video Games

11:15–11:30 *Break*

11:30–12:45 **PANEL V
PRODUCTION & PLAY**
Chair: Christopher Lukman

ALEXANDER KREISCHE
(Filmakademie Baden-Württemberg, GER)
The Camera Player:
Game Images in Virtual Production

WERNER FLEISCHMANN
(Media Akademie Hochschule Stuttgart, GER)
Freedom of Virtual Camerawork in
Story Driven 3D Animations and
3D Video Games

12:45–13:15 **CLOSING REMARKS &
NETWORKING IDEAS**
Christopher Lukman & Andreas Rauscher