GAMEZONE

Exercises in Curiosity

Students of the School of Art and Design Kassel together with computer scientists of the University of Kassel organise an exhibition where video games, interactive installations and VR experiments are presented in an artistic context.

To what extent does an increased focus on digital media influence the perception of my own reality? How do we filter information and what is the impact of immersion on my own psyche?

These are examples of the questions which students in Kassel face up to in workshops and seminars.
A drawing hand, haptically exploring materials, is directly linked to the technological interface of the future, where computer games, installation works, and virtually real experiments establish themselves as forms of creative expression.

The impulse for the organisation and selection of this year's exhibition contributions from Kassel was given by the team of the animation class, where animation is taught as a form of artistic expression in the department of visual communication. What helps is the physical and organisational proximity to visual arts, graphic design, new media and film departments as part of the School of Art and Design Kassel. From this base, paths open up to the wide variety of modern animation, from digital production to experimental techniques, to interactive narrative forms and transmedia dissemination.

We are what we see and we see what we are shown.
The art of showing what is not visible and of seeing the world with different eyes, unhurriedly, opens up undreamed-of-possibilities of testing the audience with regard to critical self-awareness and self-reflection. We consider it our task to not only entertain, but to passionately shake up audience expectations.

The School of Art and Design Kassel is one of the few art colleges with international orientation which bring together the academic fields of science, arts, and arts education. It sees itself as a place of constant change, with the main focus on the promotion of active entrepreneurs, authors and artists who make it their goal to question questions with their work.

Close
Digital Game

author, design, music: Tobias Zarges
programming: Moritz Eberl

A fox is exploring a vast forest with its inhabitants and places. You may become a part of his quest or experience the game on your own. "Close" is a poetic and atmospheric exploration of yourself and the other one, of being alone and being together.

Ghost Catcher
Multiplayer Game (4 player) for Playstation 4

developers: Florian Boege, Clemens Emme, Christina Esch, Silvia Günther, Kai Liebscher , Natascha Nolte, Tobias Schellien

A multiplayer game soaked in minimalistic pastel-designs, coupled with a exciting gameplay. In Ghost Catcher you take the role of a ghost or a ghosthunter. At the beginning of the game the ghosthunter closes their eyes while the ghosts have time to hide. After a moment the hunter opens their eyes again and finds themself on an empty scene with the now invisible ghosts, but one simple step and sound could be enough to give their position away - the timer starts and the hunt begins.

The Lab
VR installation with a 3D room and a sculpture made of cloth, plastic, metal and food

developers: Áron Farkas, Stefan Kreller, Dennis Stein-Schomburg, Wenti Sheng
programming: Peter Müller

You were in an abandoned science laboratory. Following the introduction through an old dictation machine, you walk through a curtain into a cabinet. You see the Alien. The sound tells you to touch it. It could be a strange but unforgettable experience to get in contact with an Alien but at the end you realize, that it is just some candies and stuffed toys, realized through VR.
As we get fascinated of the infinite possibilities of this new technology, we also reflect its influence on our perception of the real world. The VR separates what we see and what we touch, so that it builds a dual world out of our sight. The question, how people react in this jam, is as interesting as the game itself.

Home Sweet Home
WiFi Performance

developers: Isabel Paehr , Lennert Raesch, Jörn Röder

How long can we leave our home without feeling homesick, how many hours until we try to reconnect?
Our smart devices are not as stable as we are, with WiFi turned on they long to connect to what they know, frightfully seeking for their home nets, nevertheless exposing their generic voices to everyone who dares to listen. The suitcase "homeSweetHome" gives voice to the numerous smart devices screaming network names.

The Internet Restroom
interactive online space

Topicbird, studio for connective virtualities
Jasper Meiners, Isabel Paehr

http://188.166.163.33 is the IP-address of the internet restroom, an online space released by the artist duo Topicbird. The project consists of the virtual space itself, which provides a floor with access to two mirrored washing rooms and several toilets, and a website with trailers (internet-restroom.net). In the no longer, if ever, private environment of the world wide web, the internet restroom offers users a private cabin to rest: By clicking on a toilet lid, one can close the cabin's door and be all by oneself. On the internet restroom, users have no visualized body, but can interact with each other by switching on and off lights, use water basins, doors and dryers. Communication becomes action, sometimes play, as each user can simultaneously see the changes other users make. While the social is part of both public restrooms and spaces on the internet, the artists considered privacy as equally important and implemented the possibility to occupy one cabin to inhabit an exclusive space on the world wide web. Only if one refreshes their browser or leaves the website, the occupied cabin becomes free to other users again.

Line of thought
Interactive Installation

idea/concept: Martina Bramkamp
programming: Topicbird, studio for connective virtualities
Isabel Paehr, Japser Meiners

This interactive room installation invites viewers to perceive theoretical terms that are related to animation in an audio-visual context and at the same time to actively influence the manner in which these terms appear. In this work, an approach is taken that is intentionally in opposition to the standard expectations of family-friendly entertainment – no cartoon figures are to be found jumping across the screen and no narrative story is told. Viewers are put in a position to consciously perceive ideas in the context of animation, to begin to interpret these ideas perhaps, and to bring these ideas into connection with one another in novel ways.

The interactive projection becomes an instrument of meditation, a construct that can be influenced from the outside, an experimental production that is continually generated anew and is defined through interaction with the public. The content should be informative, should establish new connections, and should entice viewers to new interpretive possibilities while at the time generating a sort of creative confusion.

She Remembered Caterpillars
Videospiel

developers: jumpsuit entertainment UG
Daniel Leander Goffin, David Priemer
published by Ybryd Games

"She Remembered Caterpillars" is a color-matching puzzle game with an unsettling fungipunk aesthetic.
Set in a phantasgamorphic world of writhing caterpillars, brightly-colored Gammies, and living architecture, the game will have players eavesdropping on what appears to be one scientist's quest to save her father.

SHIRO
Game for Android- and iOS

developers: Topicbird, studio for connective virtualities
Jasper Meiners, Isabel Paehr

In SHIRO your smartphone or tablet becomes a Japanese lacquer box full of stories and enigmas: You reconcile past and present with empress Gemmei, travel through dark forests to invite spirits to the shrine of old Yoshida, and climb Mount Inari in southern Kyoto with an outcast fox. SHIRO means white, or emptiness, and is thereby waiting to be filled by you. By solving puzzles, you will intuitively hear and learn words of Japanese language.

Where's Joe?
Interactive Virtual Reality Experience

developers: Áron Farkas, Georgi Krastev, Stefan Kreller, Dennis Stein-Schomburg, Simon-Lennert Raesch

3D Modellers: Chen Yang, Ferdinand Kowalke, Jan Wielers, Max Holicki, Maximilian Wagener, Mikola Debik

"Where's Joe?" is an interactive VR-Experience. The player sees the world through the eyes of a giant. Before him sprawls a miniature, fictional city with buildings and people the size of toys. The city is in chaos. A crime scene lies in front of the hotel. A building has been damaged by an explosion, its debris scattered along the sidewalk. Intuitively, the player begins to look around the world, to stray and reposition himself, to analyze, all the while speculating and spinning stories.

Zoetrop
Interactive Virtual Reality Experience

developers: Filip Dippel, Max Holicki, Petra Stipetic
programming: Peter Müller

This VR-experience is based on the idea of a zoetrope. The player is being put into this wonderous drum of animation and compiles a looped picture sequence of 12 drawings. By rotating the zoetrope around him he experiences at first hand the illusion of movement.