

Inhalt

Preface

Program Board of the *Clash of Realities Conference* | 11

I KEYNOTES

Clash at *Clash of Realities*

Eric Zimmerman | 19

How Close Are We to the Holodeck?

Janet H. Murray | 29

The Potential of Procedurally-Generated Narrative in Video Games

Mark J. P. Wolf | 45

Cinema and Game Spaces. Contingency as Our New Casuality

Thomas Elsaesser | 57

More About EVERYTHING

David O'Reilly | 77

Play, Games, and the Good Life

Miguel Sicart | 83

II.1 GAME STUDIES SUMMIT

Introduction

Benjamin Beil, Gundolf S. Freyermuth, Hanns Christian Schmidt | 93

Transmedia. Twelve Postulates

Gundolf S. Freyermuth | 97

Worlds Apart?

Game Worlds Versus Other Imaginary Worlds

Mark J. P. Wolf | 127

Playing (with) STAR WARS

James Newman | 143

Time, Memory, and Longing in Transmedial Storytelling

Susana Tosca | 159

Playing with Stories, Playing in Worlds. Transmedia(l) Approaches to Video Games

Hanns Christian Schmidt | 175

A Game of Playful Art. Transmedia Auteurs, Genre Settings, and the Cineludic Form

Andreas Rauscher | 195

Marshmallows and Bullets

Federico Igarzábal Alvarez | 217

Teaching Game Studies. Experiences and Lessons from Tampere

Frans Mäyrä | 235

II.2 MEDIA PEDAGOGY AND MEDIA ETHICS SUMMIT

Introduction

Angela Tillmann, André Weßel | 245

Not Just a Game. Media Activity in Digital Gaming Worlds as a Preliminary Stage of Participation

Angelika Beranek, Sebastian Ring | 249

This Moral of Mine. Reflecting Ethical Decision-Making with Digital Games

André Weßel | 267

Making Ethical Decisions in Serious Games

Sonja Gabriel | 291

Moral Dilemmas in Digital Games

Jeffrey Wimmer | 311

**The Good, the Bad, and the Inbetween.
Using Digital Games for Ethics Education**

André Weßel, Maike Groen | 323

Bioethics and Biofacts in Digital Games

Arno Görgen | 339

**POKÉMON GO. User-Created
Social Environments in a Single Player Game**

Christian Toth | 365

**Spaces of Possibility?
Aspects of Spatiality in Online Role-Playing Games**

Arne Schröder | 377

**Beyond the Multi-Player.
Exploring Sociality in Single Player Videogames**

Kelly Boudreau | 387

**Camping N00b-Tuber and Other Annoying Players.
Unfairness and Its Regulation**

Thomas West | 401

Bodies That Matter in the Pursuit of Esports

Emma Witkowski | 417

**Gamers(') Talk. A Conversation Analytic Approach
to Let's Play Videos**

Ute Barbara Schilly | 441

II.3 FILM AND GAMES SUMMIT

Introduction

Lisa Gotto | 461

**Serial Games. On the Philosophy
of Difference and Repetition in Moving Images**

Lorenz Engell | 465

Games That Play People.
The Facts in the Case of D. Cronenberg
Bernhard Herzogenrath | 481

Abu Goat
Rembert Hueser | 489

II.4 GAME DEVELOPMENT SUMMIT

Introduction
Björn Bartholdy | 507

The Aesthetics of Choice.
A Question from the Outside
Klaus Gasteier | 509

Games as a Source of Future Memory.
A Typology
Daniela Kuka | 523

My Hyperideal Self.
Identification and Objectification in Digital Games
Nina Kiel | 547

Play It Again, Sam
Michael Erlhoff | 559

Open Development as Disruptive Game Design Practice
Ortwin Freyermuth | 565

II.5 GAMES PRESERVATION SUMMIT

Introduction
Martin Lorber | 593

Play, Things and Playthings.
Approaches to Videogame Preservation
James Newman | 595

**Preserving Games from Concept to Creation.
A Perspective from the Business Side**

Stefan Serbicki | 611

Contributors | 625

