

# 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**

