

Contents

Preface

Federal Ministry of Labour, Family and Youth 11

University of Klagenfurt 13

KPH Vienna/Krems 17

Mixed Reality | Contributions to the 13th Future and Reality of Gaming Conference 2019 in Vienna

Introduction to Mixed Reality and Games
Emir Bektic, Daniela Bruns, Sonja Gabriel, Florian Kelle, Gerhard Pölsterl, and Felix Schniz .. 21

Mixed Reality | Design & Aesthetics

An Introduction to Design & Aesthetics
Florian Kelle and Felix Schniz 31

Warning: Not Suitable for Robots
A Human-Centric Game Design Approach
Alexia Bhéreur-Lagounaris 33

Game Engineering for Hybrid Board Games
Wilfried Elmenreich 49

Creating Digital Gamebooks with Twine
Richard Hahn 61

Strategy Games as Neoliberal Historiography	
<i>David Prashchak, Stefan Ancuta, and Max F. Schmidt</i>	79
The Flaneur in a Masticator	
Virtual Walking and the Philosophical Experience in <i>Amnesia: A Machine for Pigs</i>	
<i>Felix Schniz</i>	89
Cortana: A Digital Personal Assistant between Space Opera and Speech Recognition	
<i>Rudolf Inderst and Pascal Wagner</i>	101
Is This the Real Life? Is This just Fantasy?	
Alternate Reality (Games) Polliwog 2019	
<i>Michaela Kempter</i>	111
Mixed Reality Society & Culture	
An Introduction to Society & Culture	
<i>Emir Bektic and Gerhard Pölsterl</i>	123
Players Unite Legally	
<i>Katharina Bisset</i>	125
“As You Command”	
Male-Male Desire, Love, and Relationships in <i>Assassin’s Creed: Odyssey</i>	
<i>René Reinhold Schalleger</i>	133
Gender Portrayals in Videogames	
A Reflection of Production Contexts?	
<i>Christina Obmann</i>	145
Periphery: The Departure from Avatar-Sexual Characters in BioWare’s Dragon Age: Inquisition	
<i>Armin Lippitz</i>	161
When the Future Becomes the Present	
<i>Detroit: Become Human</i> as Social Science Fiction	
<i>Daniela Bruns</i>	173

The Case of <i>Pokémon GO</i> or How an AR-Game Influences Our Lives	
<i>Sonja Gabriel</i>	187

Mixed Reality | Theory

An Introduction to Theory	
<i>Daniela Bruns and Sonja Gabriel</i>	205

Save Gamer	
Gamification is Making Us Less Thoughtful; Are Gamejams a Testbed for the Cure?	
<i>John N. A. Brown</i>	209

Gotta Go Fast	
Insights into the Human-Machine-Interaction in Speedrunning	
<i>Dejan Lukovic</i>	237

Mixed Reality Is Already There!	
The Player's Body as Foundation of the Videogame Experience	
<i>Frank Fetzner</i>	251

Settlement of Digital Land	
Living Part of Your Life in the Sandbox <i>MMO EVE Online</i>	
<i>Gernot Hausar</i>	259

Archaeology and Videogames	
Towards the Nature of Artifacts as Hyperobjects	
<i>Florian Kelle</i>	267

An Introduction to Gambling in the Context of Game Studies	
<i>Alexander Pfeiffer and Georg Sedleky</i>	281

