

Table of Contents

Preface and Acknowledgments

Benjamin Beil/Gundolf S. Freyermuth/Hanns Christian Schmidt/Raven Rusch | 7

PLACES

Vegas, Disney, and the Metaverse

On the Material Anticipation of Virtual Worlds and Virtual Play
in the Second Half of the 20th Century

Gundolf S. Freyermuth | 17

Augmenting Materialities

A Case Study of MASCHINENKLANGWERK

Isabel Grünberg/Raven Rusch/David Wildemann | 99

EXHIBITS

Let's Play the Exhibition!

Radiohead's KID A MNESIA EXHIBITION, Virtual Museums, and Games

Isabelle Hamm | 123

To Craft a Game Arts Curators Kit

A Collective Record of How to

Publicly Exhibit Video Games Around the Globe

Rene G. Cepeda/Chaz Evans | 145

On Chainsaws and Display Cases

Exhibiting Video Games

Benjamin Beil | 159

MODIFICATIONS

Unpacking the Blackbox of 'Normal Gaming'

A Sociomaterial Approach to Video Game Controllers and 'Disability'

Markus Spöhrer | 187

Being a Child Again Through Gameplay

Playable Child Perspectives and the Sitting Simulator BACKSEAT

Cordula Heithausen | 223

Lego Level Up

Game Literacy and Playful Materialities

Hanns Christian Schmidt | 253

PIECES**Beyond Pawns and Meeples**

Material Meanings of Analog Game Figures

Peter Podrez | 279

Have We Left the Paperverse Yet?Maps, Boxes, and other Paper Objects as Imaginative Devices
of Unfulfilled Desires in Early Gaming

Michael A. Conrad | 315

Keep the Innovation Rolling

A Modern Board Game Review

of Dice Usages and their Mechanisms

Micael Sousa | 351

Immateriality and Immortality

Digital Toys in Video Games

Emma Reay | 379

Contributors | 399