
Zeit & Ort

Wann?

Mittwoch, den 11.07.18, 16:00 – 18:30

Uhr

Wo?

ComputerStudienWerkstatt (CSW)

Adresse?

S1 13/218 | Alexanderstr. 6, 2. OG, Raum
218



Kontakt

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Demanding Nature of Video Game Play

GameOn-Talk and GameOn-Workshop mit
Nick Bowman (deutsch/englisch)



TECHNISCHE
UNIVERSITÄT
DARMSTADT



*Video games:
A medium that demands our attention
(Routledge, 2018).*

Talk and Workshop

Video Games sprechen uns auf einzigartige Weisen an und fordern uns heraus. Spielerisch verlangen sie uns kognitiv, emotional, physisch und sozial etwas ab; als Spieler*innen erleben und schätzen wir dies. Mein Freund und Kollege Prof. Nick Bowman von der West Virginia University wird in seinem englischen Einstiegsvortrag über diese „demanding nature“ von Videospiele sprechen.

Abstract

From the first digital games of the 1960s to the multisensory interactions of today, video games have represented the pinnacle of human-computer interactions—a medium that is able to listen to the input of its operator and adjust with an array of interesting decisions. As players engage those decisions, they jointly and individually influence the form and content of what is eventually displayed on-screen. This requirement of co-creation between the player and the program is what makes video games among the most culturally, economically, and socially successful media. At the same time, co-creation can be a demanding process, as it requires engagement of the player's cognitive, emotional, physical, and even social resources.

Zeitplan

16:00	Organisatorisches und Intro	
16:10 16:45	Vortrag Nick Bowman : Video games: A medium that demands our attention	
16:50 17:55	(A) Freies Zocken an 4 Stationen	(B) Diskussion mit Nick Bowman
18:00	Diskussionsrunde & Abschlussreflexion	
18:20	Outro	

Nick Bowman

Our guest, my friend and colleague Nick Bowman is Associate Professor in the Department of Communication Studies at West Virginia University, where he founded and directs the Interaction Lab. His work considers the intersection of communication technology and human interaction, and the manner in which mediated communication places a variety of different demands on users. He has authored or co-authored over 120 peer-reviewed manuscripts and book chapters related to these issues. He is the current editor of *Communication Research Reports* and is an associate editor of *Journal of Media Psychology*.
