



Michaël Samyn

Tale of Tales

Thomas Grip

Frictional Games

Heather Kelley

Perfect Plum

Jeroen D. Stout

Stout Games

Dan Pinchbeck

thechineseroom

BEYOND FUN

Perspectives on Video Games as Expressive Experiences



Beyond Fun

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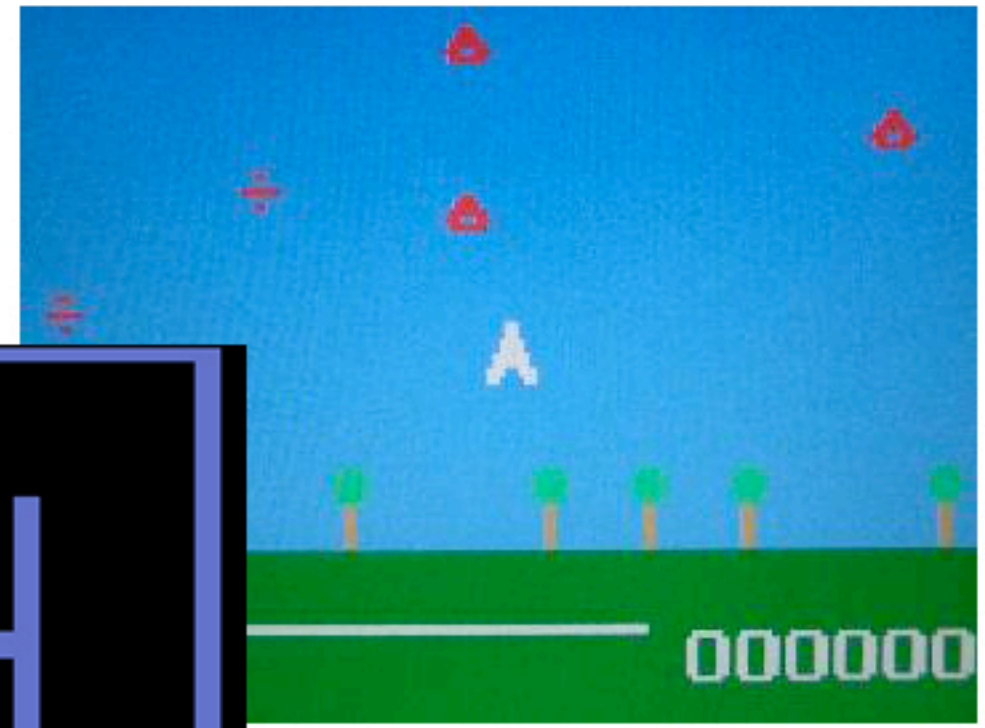
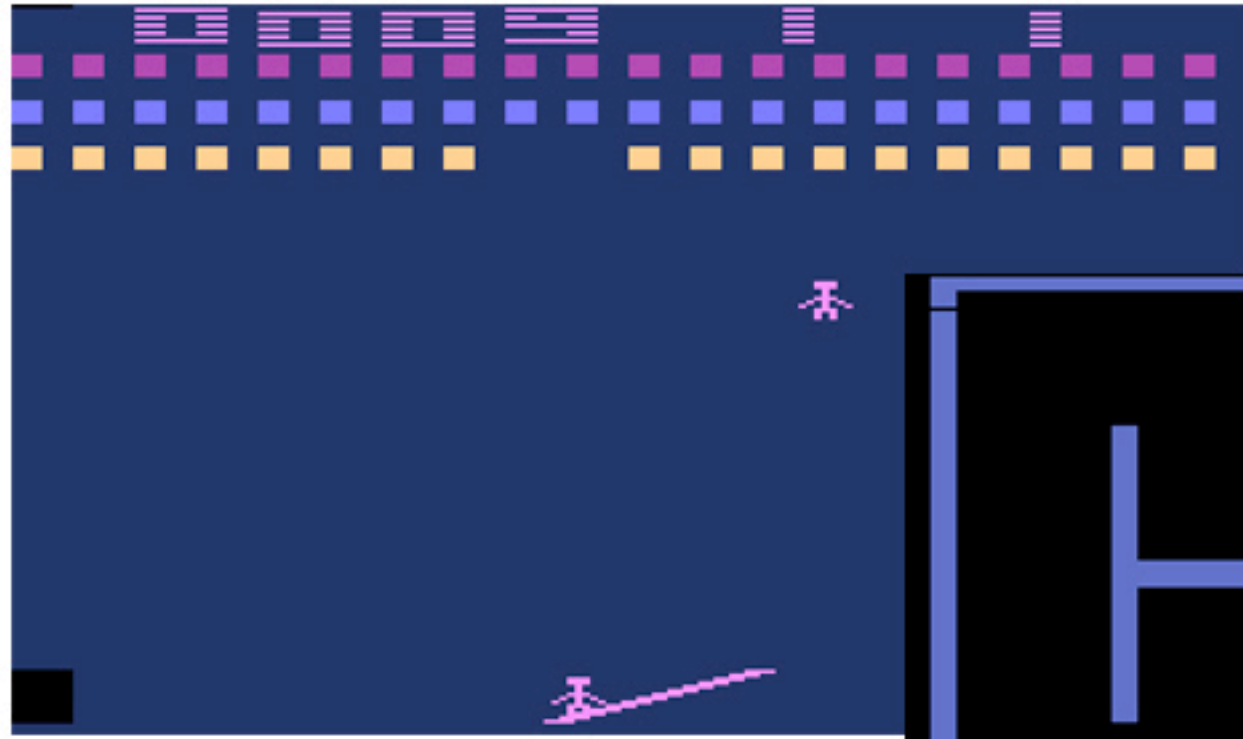


Games or Toys

Thomas Grip

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NINTENDO DS™

PROFESSOR LAYTON

and the CURIOUS VILLAGE™



Game Experience May
Change During Online Play

Solve brainteasers
to crack the case!



Nintendo



NATALIE



5 LUMP



Pet House

Your hamster is attracted to this adorable little house when it's within three spaces of him, but he always ignores it and heads toward a nearby apple if the choice exists.

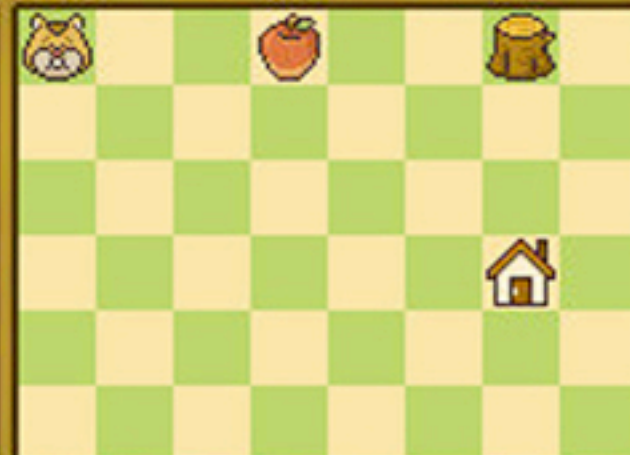


Arrange items to make the hamster walk as far as possible.



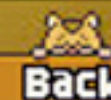
Goal ... 008

Record ... 006

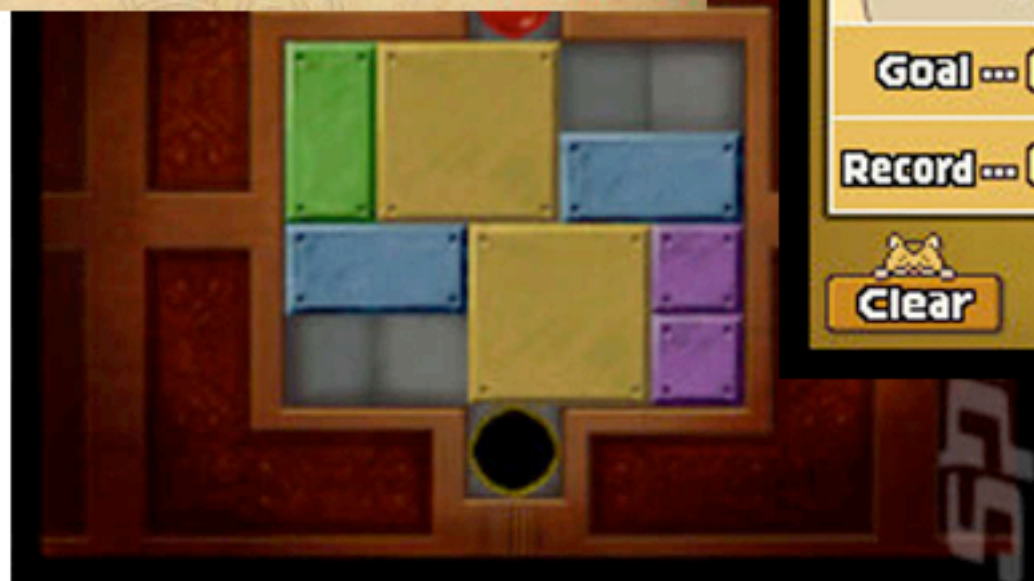


Clear

Exercise!



Back







A close-up photograph of a hand holding a smartphone. The phone's screen is dark, and a bright blue concentric circle pattern, resembling a fingerprint or a ripple effect, is visible on the screen. The hand is positioned diagonally across the frame, with fingers visible on the left and right sides. The background is dark and out of focus.

Necessary but Not Sufficient

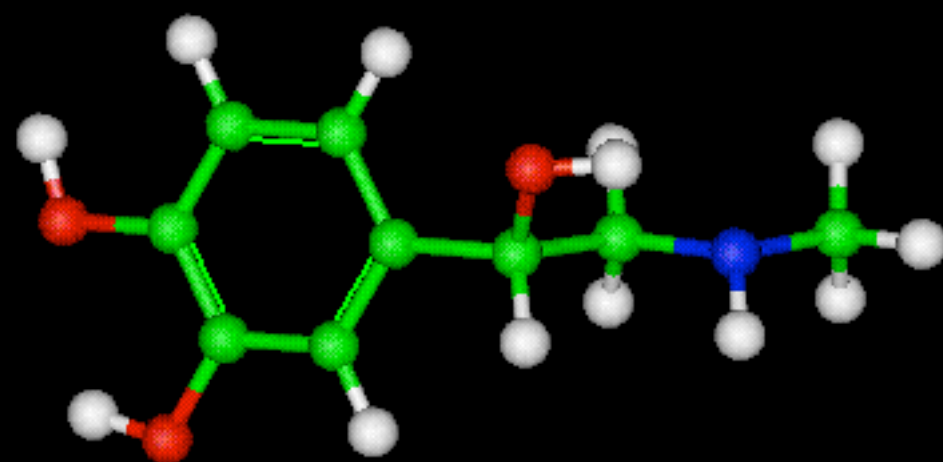
Heather Kelley

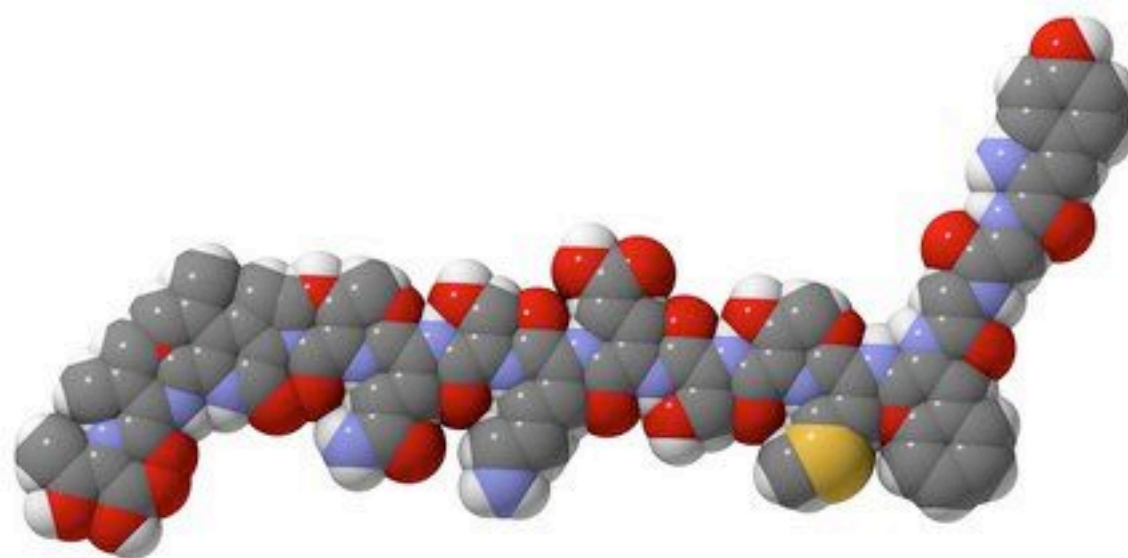
heather@perfectplum.com

<http://rapport.moboid.com>

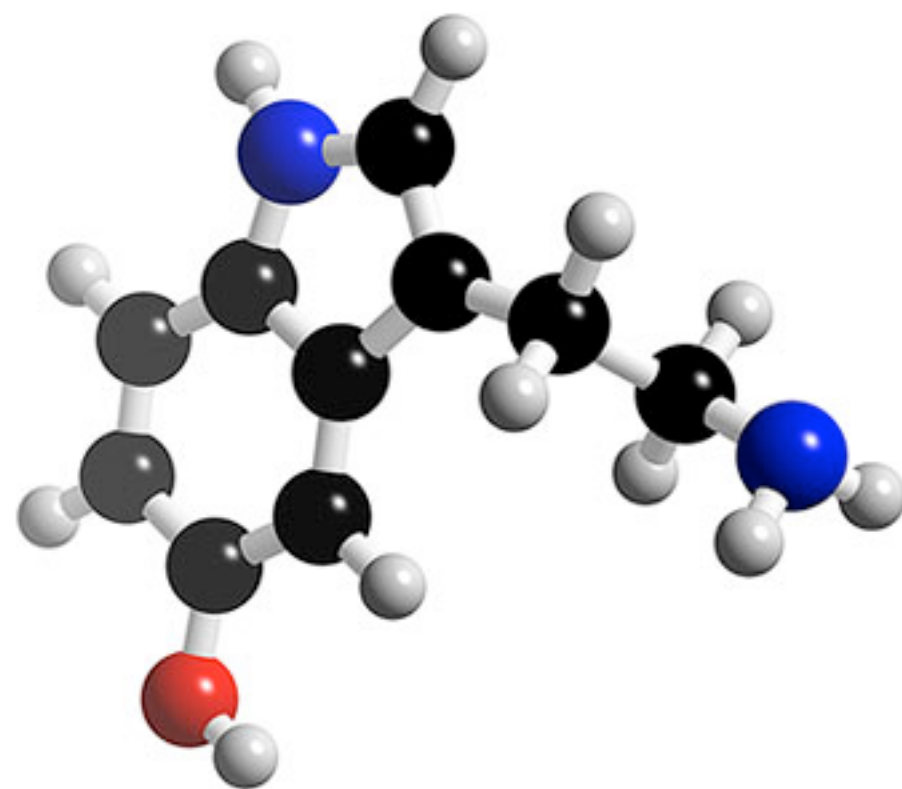




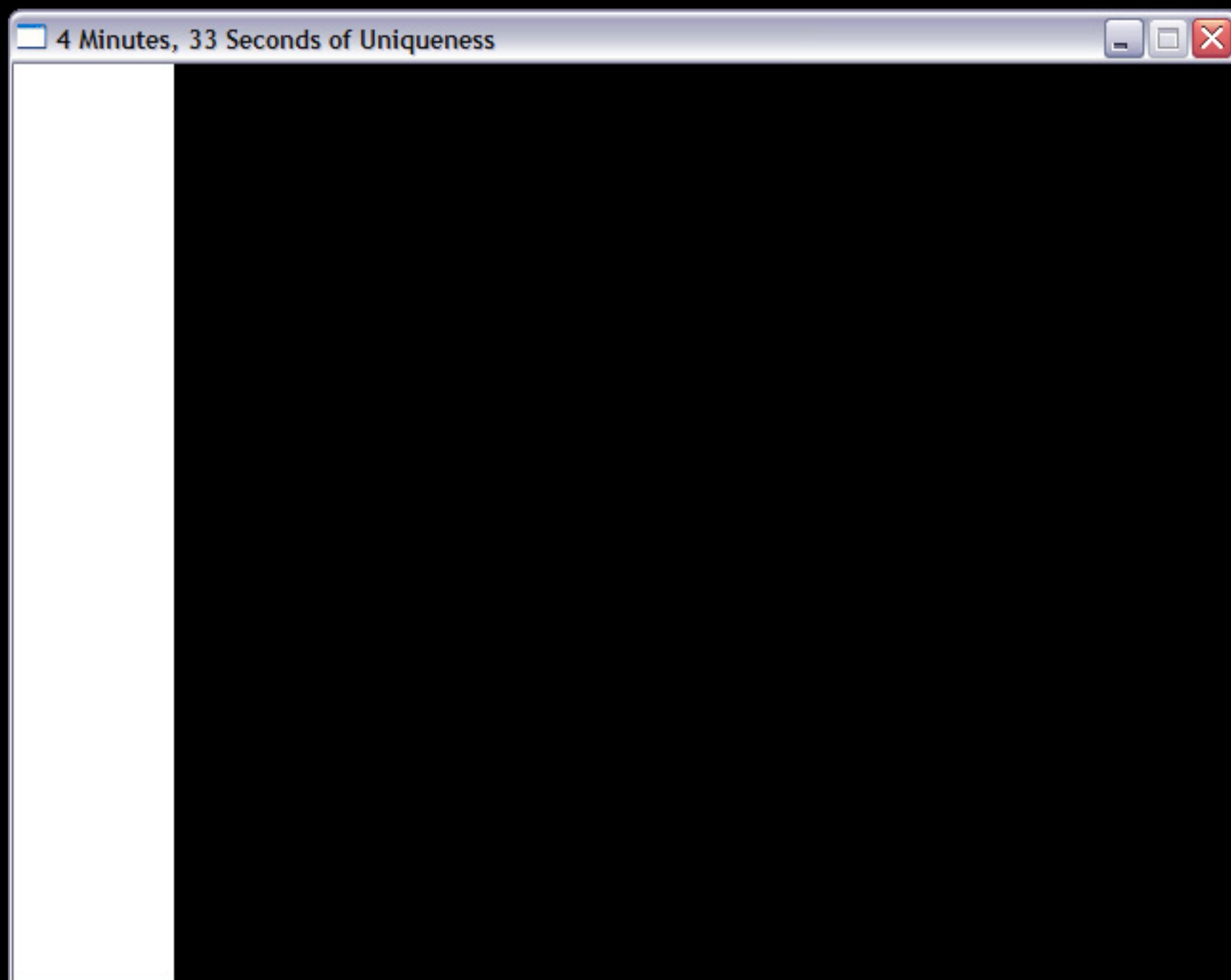




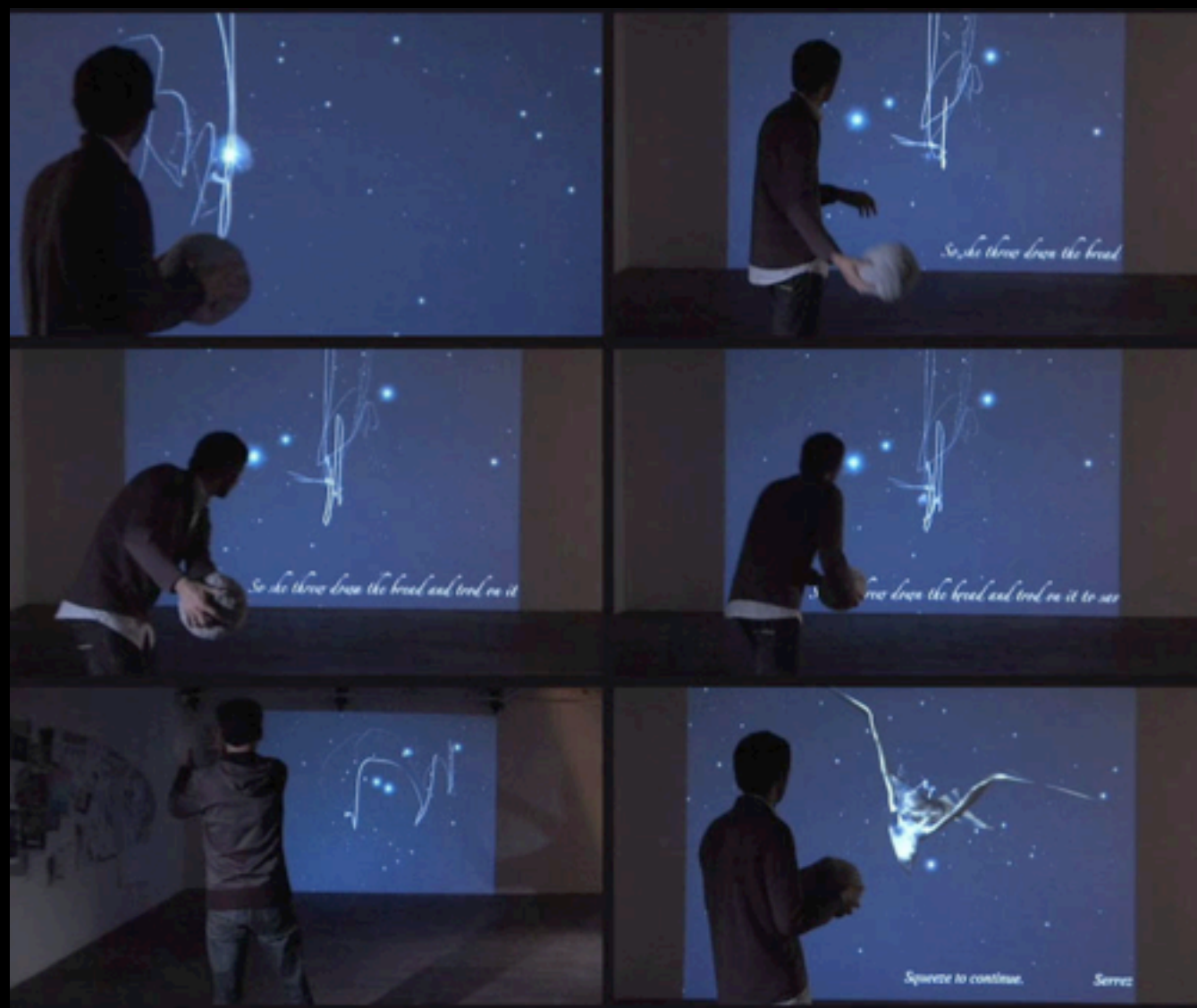
SCIENCEphotOLIBRARY

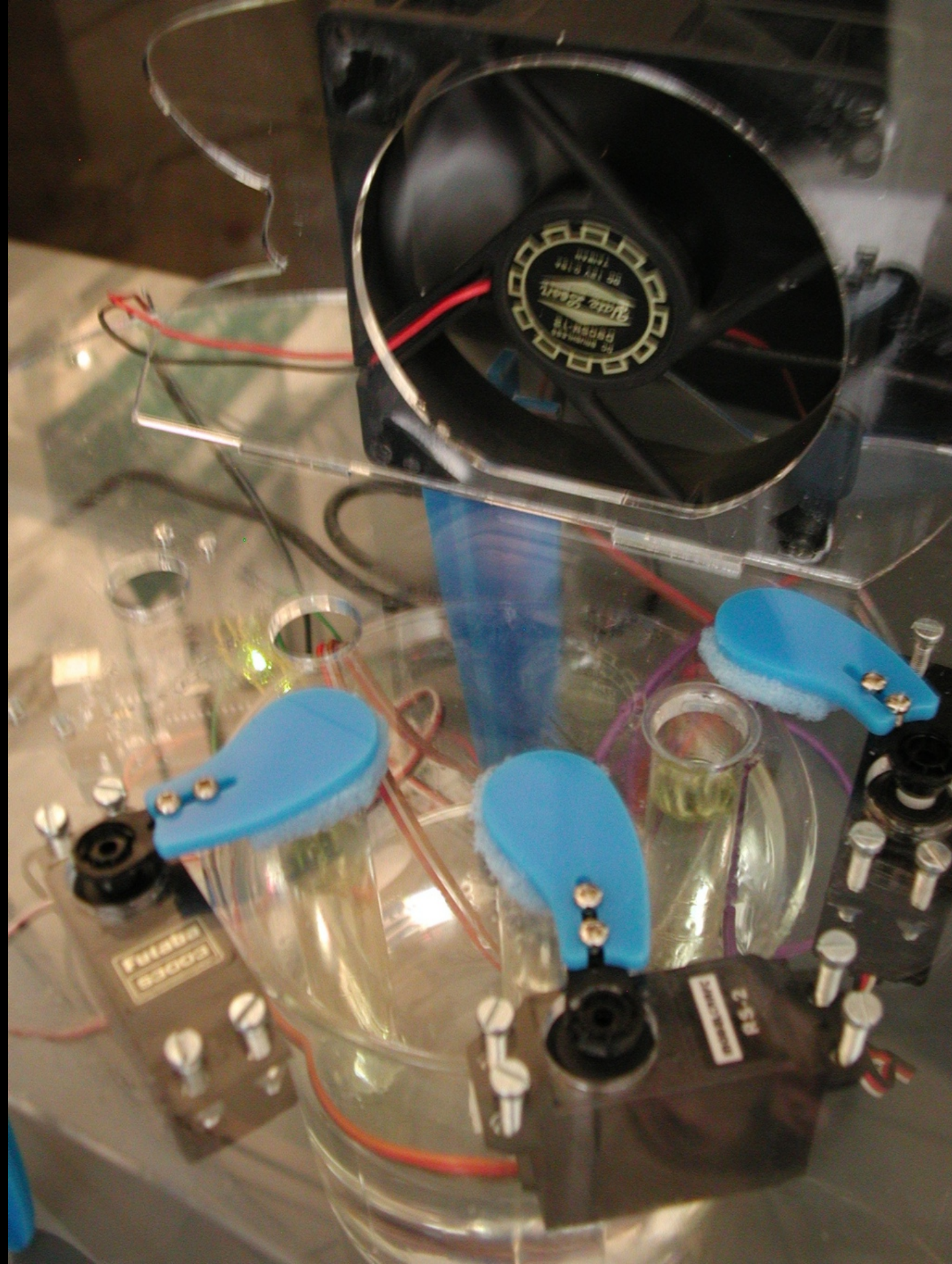


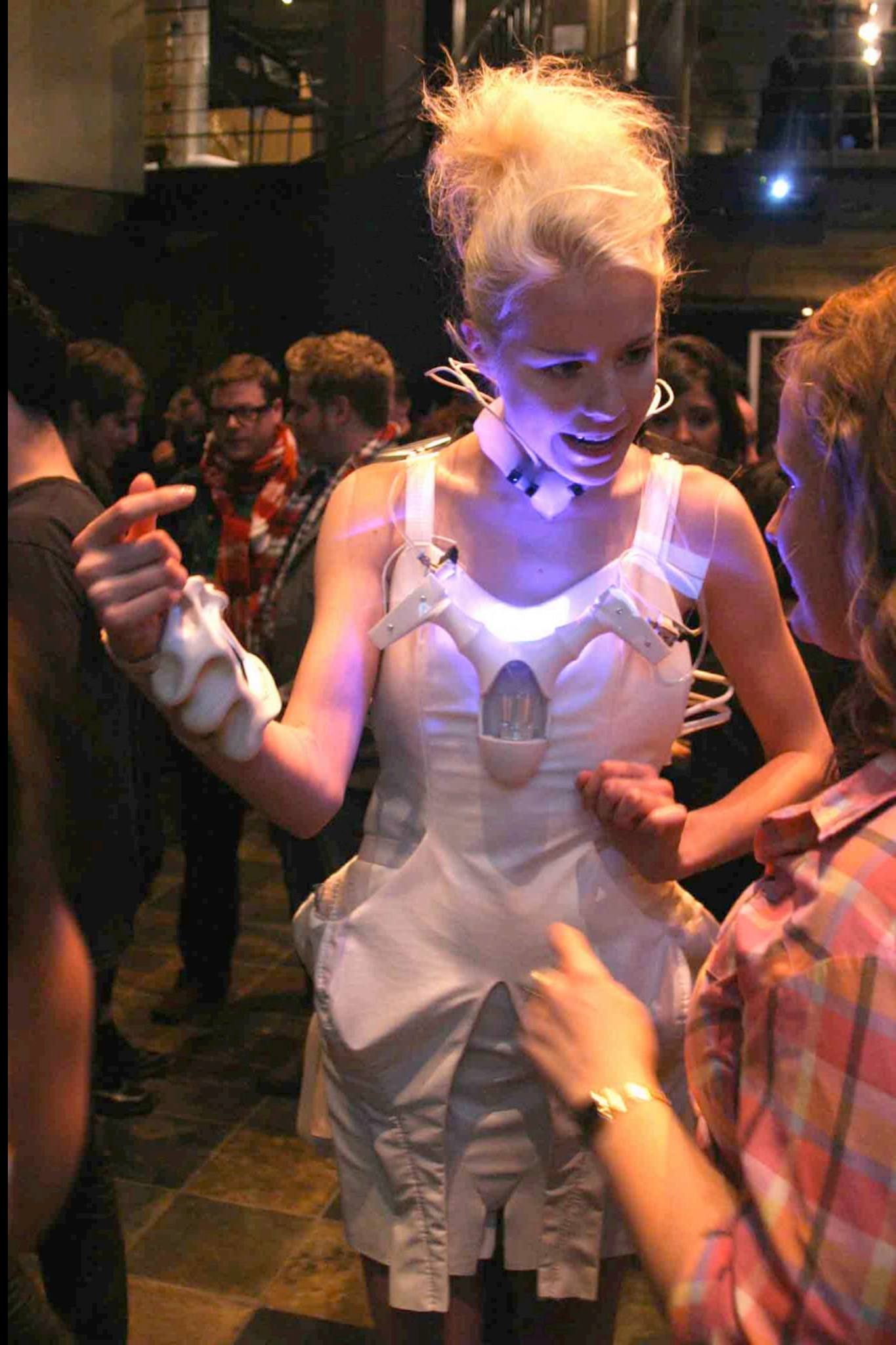




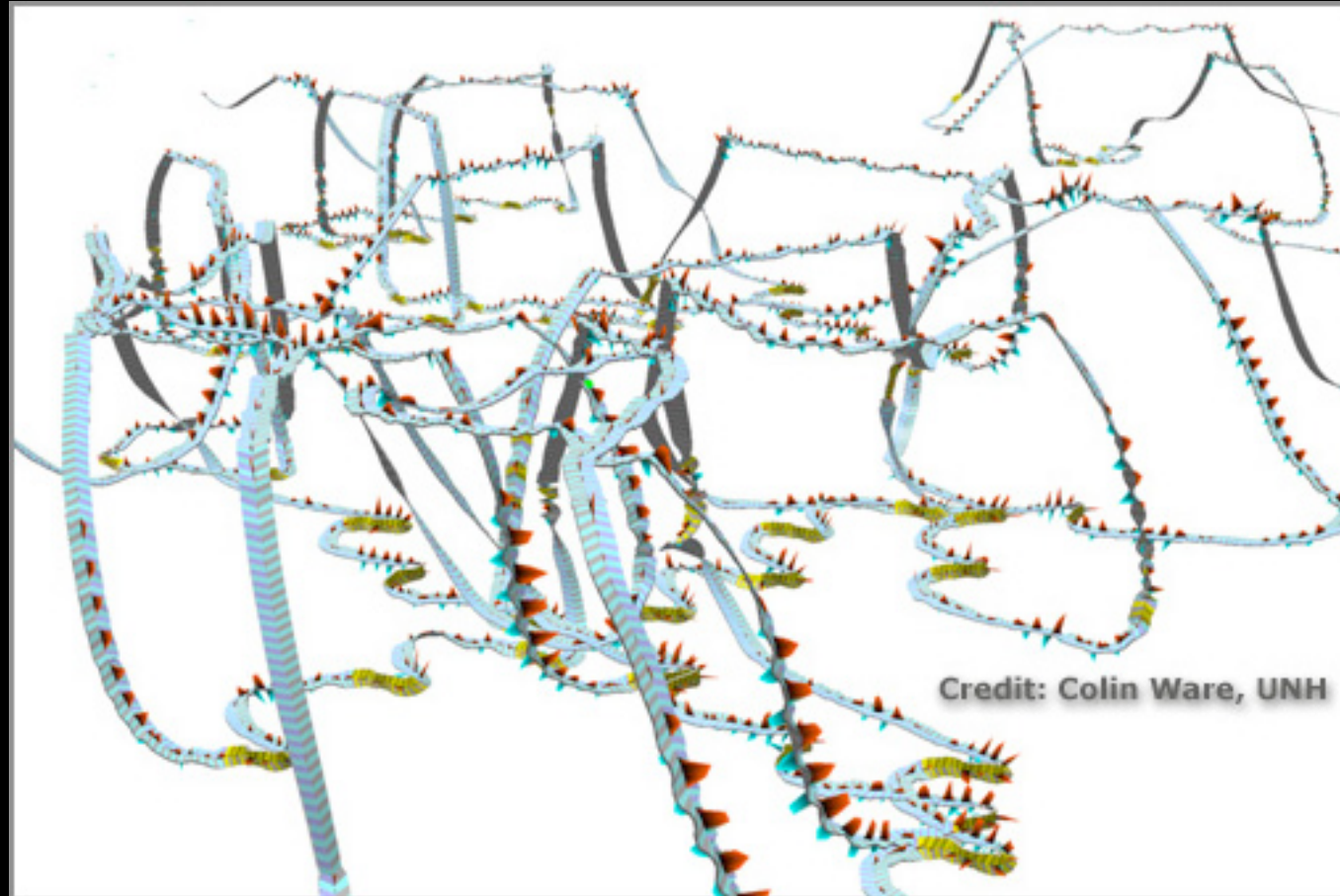














in Just-

by e.e. cummings

in Just-

spring when the world is mud-
luscious the little
lame balloonman

whistles far and wee

and eddieandbill come
running from marbles and
piracies and it's
spring

when the world is puddle-wonderful

the queer
old balloonman whistles
far and wee
and bettyandisbel come dancing

from hop-scotch and jump-rope and

it's
spring
and
the

goat-footed

balloonMan whistles
far
and
wee







A dimly lit room with a table, a lit candle, a clock, and a framed picture. The scene is warm and intimate, with a candle providing the primary light source. The background features a clock and a framed picture on the wall.

Eternal pettisms beyond the all-embracing bubble of fun

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DEAR ESTHER

Feeling the Moment: Speed, Attention and Emotion in Dear Esther

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DEAR ESTHER



DEAR ESTHER
12-24-2011



DEAR ESTHER

NOTGAMES FEST

{ EXPRESSIVE VIDEOGAMES, EXPO & PARTY }

COLOGNE GAME LAB
Ubierring 40
50678 Cologne

*From Koelnmesse take
Line 4 to Poststrasse then
Line 16 to Tram Stop: Ubierring*

Today & tomorrow: expo: 11 am to 9 pm
Tomorrow: party: 8:30 pm

