

# LIVE PERFORMANCE AND VIDEO GAMES

Appropriations, Inspirations and Mutual Transfers  
5, 6 and 7th of October 2022  
International Online Symposium

## Organisers

Réjane Dreifuss (ZHDK, Zurich University of the Arts, Switzerland)

Simon Hagemann (Crem, Center for Research on Mediation,  
University of Lorraine, France)

Izabella Pluta (CET, Centre d'études théâtrales, University de  
Lausanne, Switzerland)

*In collaboration with* Théo Arnulf (University Paris 8, France)

## Experts

- Ágnes Bakk (Moholy-Nagy University of Art and Design, Hungary)
- Réjane Dreifuss (ZHDK, Zurich University of the Arts, Switzerland)
- Laurent Di Filippo (Crem, University of Lorraine, France)
- Douglas Eacho (Center for Drama, Theatre and Performance Studies,  
University of Toronto, Canada)
- Georges Gagneré (Inrev, University of Paris 8 - Vincennes Saint-Denis,  
France)
- Simon Hagemann (CREM, University of Lorraine, France)
- Marleena Huuhka (Faculty of Information Technology and Communication  
Sciences, Tampere University, Finland)
- David Javet (Gamelab, University of Lausanne, Switzerland)
- Cédric Plessiet (Inrev, University Paris 8, France)
- Izabella Pluta (CET, University of Lausanne, Switzerland)
- Hélène Sellier (The Seed Crew, France)

**>Free registration<**  
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Gamelab - Groupe d'étude  
sur le jeu vidéo



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PARIS 8  
VINCENNES-SAINT-DENIS

UTC+2



**13:45** Registration Zoom

**14:00** **Welcome address**

Anton Rey (Institute for the Performing Arts and Film, ZHdK)

**14:05** **Introduction**

Izabella Pluta (University of Lausanne) / Réjane Dreifuss  
(Zurich University of the Arts) / Simon Hagemann  
(University of Lorraine) / Théo Arnulf  
(University of Paris 8 - Vincennes Saint-Denis)

**14:15** **Keynote 1: Performances in Videogames**

Speaker: Britta Neitzel (University of Düsseldorf):  
Chair: Simon Hagemann (University of Lorraine)

**15:00** **Panel 1 - Theater and Video Games: mutual appropriation.**

Chair: Georges Gagneré (University Paris 8)

Fanny Barnabé/Sacha Bernard (University of Liège):  
«Spectacularization of Play in Live-Streaming Speedrun  
Marathons: From Performativity to Mediation»

Cason Murphy (Iowa State University):  
«No Longer “Merely Players”: Porting the Elements of  
Theatre into Video Gaming»

Jacques Ghoul-Samson, Jean-Michel Denizart (University  
of Toulon):  
«To stream, a performance between YouTube and  
television»

**16:30** **Keynote 2: Yes, But . . . : On Performance and Videogames**

Speaker: Mike Sell (Indiana University of Pennsylvania)  
Chair: Izabella Pluta (University of Lausanne)

**17:15** End of the day

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**13:45** Registration Zoom

**14:00 Keynote 3: Playing Bits: Play and Performance With Computational Agents**

Speaker: Miguel Sicart (IT University Copenhagen)

Chair: Marleena Huuhka (Tampere University)

**14:45 Panel 2 - Game World, Real Life: learning tools.**

Chair: Mike Sell (Indiana University of Pennsylvania)

Isabelle Starkier (University of Evry) :

«Differences of Games: When theatre encounters escapegames in video conferencing»

Diane Dufort (Catholic University of the West):

«Serious Alternate Reality Games: towards a design framework»

*-pause-*

Chris Berchild (Indiana State University):

«Video Games and their Place in Live Theatrical Pedagogy»

Julien Feyt (University Jean-Monnet-Saint-Etienne):

«Repeat After Me : Performance between gamification and cartography»

**16:45 ROUNDTABLE - «Theatre artists and game designers : creativity and interplay»**

Chair: Izabella Pluta (University of Lausanne) / Théo Arnulf (University of Paris 8 - Vincennes Saint-Denis)

Speakers:

Mia Consalvo (Concordia University, Montréal)

Susanne Kennedy (theatre artist, Berlin)

Michael Goodchild (theatre artist, RGB Project, Lausanne)

Mary Flanagan (artist and game designer, Dartmouth College, New Hampshire)

**17:45** End of the day

13:45 Registration Zoom

14:00 **Keynote 4: Who (and What) Performs in Video Game Theatre?**

Speaker: Larry Switzky (University of Toronto)

Chair: Réjane Dreifuss (Zurich University of the Arts)

14:45 **Panel 3 - Digital technologies : new challenges for theatermakers.**

Chair: Cedric Plessiet

(University of Paris 8 - Vincennes Saint-Denis)

Georges Gagneré (University of Paris 8 - Vincennes Saint-Denis): «Directing avatars in live performances»

Aria Giacona (University of Houston): «Virtual Mask : Isekai as Performance»

Victor Inisan (University of Rennes 2):

«Unreal Engine in the theater : new challenges for the lighting designer»

*-pause-*

16:15 **Keynote 5: Ludic Performances in Hybrid Assemblages**

Speaker: Margarete Jahrmann (University of Applied Arts, Vienna)

Chair: Josephine Machon (Middlesex University)

17:00 **Keynote 6: 'It's (not) only a game'... some game-changing potentials of game-based theatre**

Speaker: Josephine Machon (Middlesex University) with Munotida Chinyanga (Middlesex University)

Chair: Margarete Jahrmann (University of Applied Arts, Vienna)

17:45 Closing words