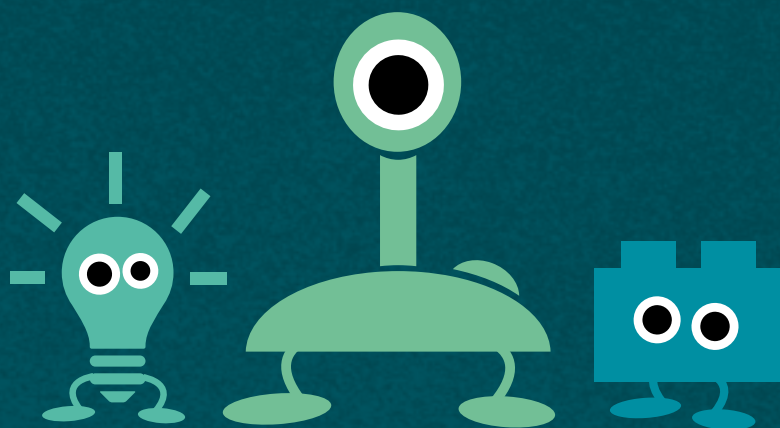


CounterPlay^{'15}

A festival
of playfulness



Come and play

CounterPlay is an international festival exploring and challenging the role of games, play and playfulness across domains. We believe play is a powerful force that can be leveraged for a multitude of purposes, in our jobs, in society and in our lives.

CounterPlay 2015

CounterPlay ^{'15}

Day 1 | April 9th

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|-------------|--|--|--|---|--|
| 8.30-9.30 | Registration & coffee | | | | |
| 9.30-10.00 | Welcome / Mathias Poulsen & friends | | | | |
| 10.00-10.45 | Keynote: “Play is what makes us human” / Carsten Jessen, International Play Association - Denmark | | | | |
| 10.45-11.00 | Let’s play! - a playful performance | | | | |
| | Playful Learning | Playful Culture | | Playful Organisations | Expo |
| 11.00-11.30 | Panel: “Playful Education - for all ages at all stages” / Rikke Toft Nørgaard & Janus Holst Aaen, Aarhus University | Workshop: “Get started making great games with GameMaker” / Dania Games | Talk: “Making the Smart City Human” / Hilary O’Shaughnessy & Verity Macintosh, Playable City | Talk: “Why leaders should PLAY! more” / Annemarie Steen | The venue will offer several spaces & opportunities for playing with games, toys, robots, drones, technology and each other. |
| 11.40-12.10 | | | Talk: “Making the city playful with traditional street games” / The Tocati Festival | Talk: “Testing gamification scientifically - the piecemeal approach” / Andreas Lieberoth, Aarhus University | |
| 12.10-13.00 | Lunch | | | | |
| 13.00-13.30 | Time to play! | | | | |
| 13.30-15.00 | Workshop: “Games, game mechanics & playfulness as teaching strategies” / Stine M. Lassen & Tore N. Kjellow, School@Play | Workshop: “How do we make our cities more playful?” / Hosted by CounterPlay & Playable City | | Workshop: “Designing for playful customer relations” / Morten Fryland, Playground Marketing | |
| 13.30-15.00 | Workshop: “Drones & robots in school – ethics & practicalities” / Anne-Marit Selstø, Rothaugen Skole & Kristine Sevik, IKT-Senteret i Oslo | Workshop: “Gamification through Rewards, Meaning, and Play” / Scott Nicholson, Because Play Matters Game Lab | | Workshop: “LEGO Serious Play” / Lars Louring | |
| 15.20-16.00 | Keynote: “Game Jams and Informal Learning Spaces: Playful Making for Everyone” / Scott Nicholson, Because Play Matters Game Lab | | | | |
| 16.00-18.30 | An afternoon of play - a space to play, talk, contemplate or simply drink a beer together. | | | | |
| 18.30- | Dinner & party | | | | |

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| 9.00-9.45 | Keynote: “The Power of Play - Insights from a Lego Practitioner” / Elaine Rumboll, The Creative Leadership Consultancy | | | |
| 9.45-10.00 | Playful Performance | | | |
| | Playful Learning | Playful Culture | Playful Organisations | Expo |
| 10.30-11.00 | Pitches: “Playful Education Prototypes” / student projects, Aarhus University | Talk: “Inside Hamlet - creating immersive roleplaying experiences” / Bjarke Pedersen, Odyssé | Talk: “Design for a playful world - helping organisations do things with games and play” / Alper Çugun, Hubbub | The venue will offer several spaces & opportunities for playing with games, toys, robots, drones, technology and each other. |
| 11.00-11.30 | | Talk: “Playing with queerness” / Jonatan Yde, Dania Games | Debate: “Why play at work?” (debate between experts from the field) | |
| 11.40-12.10 | Talk: “Kids as co-designers: on creating HopSpots, a physical learning concept” / Aviaja Borup, CxD - Child Experience Design | Talk: “More alike than different: play and the dangers of gendered marketing” / Let Toys Be Toys | | |
| 12.10-13.00 | Lunch | | | |
| 13.00-13.30 | Rapid-fire presentations / pitches | | | |
| 13.30-14.45 | Workshop: “Combining learning spaces: classrooms and video games” / Santeri Koivisto, TeacherGaming | Workshop: “Run Marco! - learning to code by playing & creating” / Kostas Karolemeas, Allcancode | Workshop: “The Art of Leading through Play - leadership lessons from childhood games” / Elaine Rumboll, The Creative Leadership Consultancy & Moira O'Reilly - Design Entrepreneur | |
| 13.30-14.45 | Workshop: “Well Taught - education, learning and the well played game” / Tobias Staaby, Nordahl Grieg | Workshop: The playful city - part 2 / Hosted by CounterPlay & Den Gamle By/“The Old Town” | Workshop: “Using games to playfully support change in organisations” / Sune Gudiksen, AAU, & Relation Technologies | |
| 15.00-15.45 | Keynote 4 (TBA..but it will be great!) | | | |
| 15.45-16.00 | Goodbye! | | | |
| 16.00- | We'll host an open, informal & playful hangout after the end of the second day | | | |

April 11th | Academic Workshop

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|--------------------|---|
| 10.00-16.00 | <p>Workshop:</p> <p>In relation to the CounterPlay festival, we wish to invite you for a day of thinking, paper pitching, collaboration and idea development. Following the two days of hopefully inspiring and creative encounters with old and new colleagues and contacts at the CounterPlay festival, we invite you to dwell on and put some effort into transforming all of your wild thoughts and ideas into further work and writing. The one-day workshop is open to academics as well as practitioners, and depending on the participants we might split up into separate tracks. For academic publishing we offer an opportunity to submit your work to a special issue of Conjunctions. Transdisciplinary Journal of Cultural Participation. A small participation fee will cover the cost of catering etc.</p> |
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CounterPlay is an international festival

... exploring and challenging the role of games,
play and playfulness in our jobs and our lives.

We believe play is a powerful force that can be leveraged for a multitude of purposes. This includes play with the sole purpose of playing, and play that has a purpose “outside” of play.

The festival builds on a firm belief in the value of cross-pollination, and in deploying a kaleidoscopic perspective on play and playfulness. To achieve this, we approach play across three overall domains:

- **Playful Culture**
- **Playful Learning**
- **Playful Organisations**

This means we will examine play as part of our culture, and as ways of creating increased value in education and organisations.

The festival consists of many different formats and activities, so you can always find inspiring speakers from around the world, engage in active workshops or visit our playground with lots of playful stuff to try out. We also like to mix things up, experimenting with new formats, while always trying to increase the level of interactivity.

The playful city

While we're always exploring multiple approaches to play & being playful, we'll also pick specific themes to examine in more detail.

This year, one of those themes will be “playful cities” and the appropriation of urban spaces through playful interventions.

Practical information

When: April 9th & 10th 2015 (and an academic workshop on April 11th)

Where: Aarhus, Denmark, in Filmby Aarhus, hosted by the amazing Kaospilots

Price: DKK 1600 (€215) for regular tickets and DKK 500 (€67) for students. For the price of admission, you get:

Two full days of talks, panels, workshops, playgrounds – and a huge dose of playfulness with contributors from Denmark, Scandinavia, Europe, the World. Full catering (delicious lunch both days, festival dinner on Thursday evening, coffee, water, fruit, cake etc.)

Registration: www.counterplay.org/register

You can read more on www.counterplay.org, follow us on @CounterPlayFest, join our group on Facebook at www.facebook.com/groups/counterplay or write us at mathias@counterplay.org

