

## Innovative Game Design (Maastricht, 18 Feb 2005)

Jan van Eyck Academie

Symposium

Innovative Game Design

Friday, 18 February 2005

Jan van Eyck Academie  
Maastricht

On Friday 18 February 2005 the symposium Innovative Game Design is taking place at the Jan van Eyck Academie in Maastricht. An international party of researchers is discussing the different aspects of computer game design practice from various lines of approach. Keynote question is whether and how game design can be mutually instructive for researchers from academia, the artistic field and commercial industry.

These days much research is being carried out into computer games. Some research, for instance, is theoretical in nature; other research is artistically oriented or characterized by commercial aspirations. Through gathering people at the colloquium from these separate fields (academic, artistic, commercial) we intend to study how research methods can be cross-fertilizing, how they can be mutually beneficial and, finally, how they can generate innovative game design.

The symposium is part of the NWO research programme Transformaties in Kunst en Cultuur (Transformations in Art and Culture) and is organised by the project researchers of Transformations in Perception and Participation: Digital Games of the Faculteit Cultuurwetenschappen (Faculty of Arts and Culture), Universiteit Maastricht in collaboration with the Jan van Eyck Academie.

Programme

Friday, 18 February

9.30

Welcome

10.00

Maike Lauwaert (researcher CWS, Universiteit Maastricht)

welcoming speech

10.30

Chris Crawford (game designer and writer, US)

Bridging the two cultures chasm

11.15

Michaël Samyn and Auriea Harvey (game designers and former researchers at the Jan van Eyck Academie, BE)

In spite of wishing and wanting: developing a game inside and outside the game industry

12.00

Celia Pearce (Senior Research Associate Game Culture & Technology Lab/Calit2, UC Irvine, US)

Playing ethnography: cyberethnography as performance and game

12.45

Lunch

13.45

Ian Bogost (Assistant professor, Information Design and Technology Programme, Georgia Institute of Technology, US)

At this very moment: representation of events in video games

14.30

Henk van Zeijts (Head Creative Learning, Waag Society, Amsterdam, NL)

Waag Society / Creative learning

15.15

Break

15.45

Marnix de Nijs (artist, NL)

Physical engagement in the virtual representation of a city

16.30

Discussion

17.30

Drink

Language of communication: English

Admission: 15 euro; students: 10 euro (lunch included)

Registration: <http://www.janvaneyck.nl/games>

Information: Annemie Moesen (annemie.moesen@janvaneyck.nl)

Please send this message to whoever you think will be interested.

----

Jan van Eyck Academie  
Academieplein 1  
6211 KM Maastricht  
The Netherlands  
[www.janvaneyck.nl](http://www.janvaneyck.nl)

Reference:

CONF: Innovative Game Design (Maastricht, 18 Feb 2005). In: ArtHist.net, Jan 21, 2005 (accessed Jul 3, 2025), <<https://arthist.net/archive/26934>>.