TAG: Technoculture, Art, and Games Events Winter 2009

The TAG initiative is an effort by faculty and students across several departments at Concordia to consolidate some of our digital culture and media/computation arts research and design around the shared object of digital games (game design, gameplay and game culture). Our goal is provide some institutional structure and incentive for cross-disciplinary games-oriented thinking, talking, writing, designing and of course, playing. While the effort is primarily directed at students and researchers at Concordia and at other universities in the Montreal area, we are enthusiastic about having the participation of game designers and other industry folks, gamers, artists, entrepreneurs, policy makers, and other educators who are interested in working with, and thinking further about, digital games in relation to culture and design.

Note: All meetings held Fridays from 12:00-2:00 in the TAG Space in EV-11.425 at Hexagram-Concordia University, unless otherwise noted. However all meetings in January will be in an alternate location – usually at the Hexagram Resource Center in EV-11.705 - while the space is being assembled and the consoles purchased!

You can see a map of Hexagram-Concordia with various locations marked here:
http://hexagram.concordia.ca/media/documents/HexCUcleanMap.pdf

For questions, corrections, or to schedule events send an email to morgaken@alcor.concordia.ca or call 514-848-2424 x5669 and leave a message for the coordinator.

Date	Subject	Presenters	Location	Comments
Jan 16	TAG Strategy Meeting	TAG Board	EV-11.705	Start @ 12:30
Jan 23	Intro. to Games Studies	Bart Simon	EV-11.705	Open to All!
Jan 30	Gestural Gaming Brainstorm	None	EV-11.465	Meeting Room
Feb 6	Ludic Documentary Brainstorm	Cindy Poremba	EV-11.425	New TAG Space
Feb 13	TAG Inauguration Party w/AbTeC & Interstices Groups	None	EV-11.425	Katherine Hayles after - LB 659.04
Feb 20	Wii Symposium: NHL 2K9	Various	EV-11.425	Start @ 11:00
Feb 27	Reading Week - No Meeting	None	NA	
Mar 6	TBA	TBA	EV-11.425	
Mar 13	Digital Narrative Brainstorm	TBA	EV-11.425	

Event Descriptions:

January 30 - Gestural Gaming Brainstorm

This is an open meeting of the gestural gaming projects group led by Lynn Hughes and Bart Simon. The goal of this meeting is brainstorm technical, conceptual and aesthetic considerations in the analysis and design of gestural interfaces and gesture-centric games. We welcome anyone interested in commercial gestural gaming (the Eyetoy, Powerglove, Wii etc...), movement-based art games, game interfaces, virtual reality, alternate reality games, screen-less digital gaming, movement games and issues of kinesthetics, corporeality, materiality, play, performance and interactivity in digital culture.

February 6 - Ludic Documentary Brainstorm

This is an open meeting of the Ludic documentary projects group led by Elena Razlogova. The meeting will begin with a short talk by Cindy Poremba (PhD Humanities, Concordia) to be followed by a discussion and general brainstorm on technical, conceptual and aesthetic considerations in the analysis and design of non-realist documentary expression in games. We welcome anyone interested documentary games, historical reference in commercial games, audio indexicality in games and folks in questions of realism, simulation and referentiality in digital culture, historical documentation and narrative, sound and games, and documentary expression.

February 12 - Katherine Hayles Lecture - The Spatialization of Time: Software and Its Effects

This interdisciplinary lecture, sponsored by the Center for Interdisciplinary Studies in Society and Culture, will explore the effects of Google Earth and Google Maps on the "spatial turn" in history, narrative, and art. Professor Hayles (English, Duke University) will also lead "How We Think," an advanced seminar for faculty and students on Friday, February 13, at 14h00 in LB 659.04. This interdisciplinary seminar will explore the challenges that the digital humanities present to the traditional humanities.

February 13 - New TAG Space Open House

Everyone is invited to come and see the new TAG Space set-up, talk about all things gamey and play! This event will be held in concert with Lynn Hughes's Interstices lab and Jason Lewis's/Obx Lab's Aboriginal Territories in Cyberspace project for a full-on Hexagram gaming extravaganza! Full details will be announced shortly on the website.

February 20 - UdeM/Concordia Game Studies Symposium 2009 - NHL2K9 for the Wii

As with previous years, Bernard Perron (Cinema, UdeM) and Bart Simon (Sociology, Concordia) will host some interdisciplinary academic shinny on a game few of us have played, none of us has studied, and on which no one is exactly sure what to say. As always, the symposium represents a game studies challenge to test our assumptions, methodologies and perspectives against one another on the virtual ice as only Canadians can (but no rough stuff and non-Habs fans are grudgingly allowed.) Warm-up gameplay starts at 11am and the symposium puck drops at 1pm. Full details available shortly on the website.

March 13 – Digital Narrative Brainstorm

Full details will be announced shortly on the website.

April 23-25 - UdeM Conference - Thinking After Dark: Welcome to the World of Horror Games

This international conference wishes to study horror video game from an eclectic range of critical and theoretical perspectives. It aims to fill a gap in game studies between general theory and analysis of particular genres and games. Hosted by the Ludicine games studies group. Full details available at http://conference2009.ludicine.ca