

A SERIES OF INTERESTING DECISIONS SUNDAY 7 APRIL, THE SCREENING ROOM

Conference sessions in which artists talk about the decision-making process behind one of their works.

During the breaks Nikki Pugh and Tarim will be running drop-in sessions with *Colony*, a walking experience in which participants carry landscape-reactive animatronic objects. Please find them in Makers Corner if you would like to try it out.

11:00 Conference starts

11:15 Robert Yang on *Macho Cam*

11:45 Making Playful Objects, with Amy Godliman (*Daggerland Radio*), We Throw Switches (custom game cabinets), and Raphael Kim (*MouldCraft*). Moderated by Hilary O'Shaugnessy.

12:30 Break

13:00 Board Games, with Sindi Breshani (*Propaganda*), Hwa Young Jung (*Probationary: the Game of Life on Licence*) and Kenechukwu Ogbuagu (*Safe Journey*). Moderated by James Wallis.

13:45 Break

14:45 Sabrina Shirazi on *AFFIX*

15:15 Games to get players creating, with Tomo Kihara (*Is This Violence? Am I Too Sexy?*), Rubna (sok-stories), and bleeptrack (*Glyphsprache*).

16:00 Break

16:30 Grace Bruxner on *Frog Detective 2: The Case of the Invisible Wizard*

17:00 Playing in public space, with Zach Gage (*Transit Meditation*), Kristi Minchin (*Making Faces*) and Nikki Pugh (*Colony*)

17:45 Conference ends

SOMERSET
HOUSE

NOW PLAY THIS

Makers Weekend

6 - 7 APRIL, 2019

Our Makers Weekend features two days of talks and workshops for people with a particular interest in making games and other playful work. Book a space in workshops in advance, or turn up on the day.

WORKSHOPS SATURDAY 6 APRIL, MAKERS CORNER

Working with Unity ECS 11am–1pm

A workshop with Terry Yu introducing the new Unity3D Entity Component System. Participants must bring their own laptop.

Shitpost Tarot 1pm–2pm

Join Dámhín Mckeown for this collaborative generative deck-buiding game where players work together to create a unique tarot deck for DIY divination.

Playing with Artificial Eyes 2pm–4pm

Tomo Kihara introduces his game design experiments using computer vision and machine learning. Play along and learn the latest AI-using tricks and game design ideas.

Mouldcraft 4pm–6pm

MouldCraft is a game that allows you to design and modify alternative worlds dominated by micro-organisms. In this workshop, we invite you to design your own MouldCraft blocks.

WORKSHOPS SUNDAY 7 APRIL, MAKERS CORNER

Is This Violence? Am I Too Sexy? 10am–12pm

Drop in to try Tomo Kihara's game, which uses the algorithm behind Google's safe search filter to return the rate of violence or sexiness on the incoming webcam footage. Can you fool the AI?

Shitpost Tarot 12pm–1pm

Join Dámhín Mckeown for this collaborative generative deck-buiding game where players work together to create a unique tarot deck for DIY divination.

A Series of Unexpected Constraints 1pm–2pm

Abi Palmer moderates a workshop about inventing absurd rules and playful solutions to real-life dilemmas, exploring classic games from Oulipian, interventionist and Fluxus movements.

Board Game Selection 2pm–4pm

Drop in and join some of our featured board game designers as they run their games. Bluff, plot, plan, invent and strategise.

The Mission: Occupy Mars 4:30pm–6pm

Exit Productions run a live game about trying to survive on Mars. But what is survival? What would you fight for if you could start everything over again on a brand new planet?