

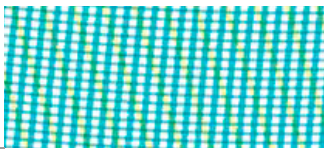
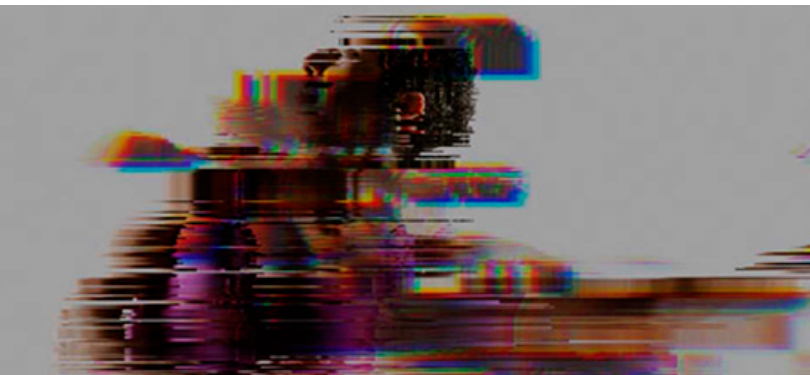
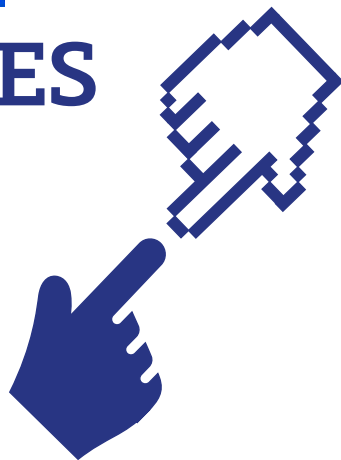


LABOURGAMES
work and play

GAMEJAM

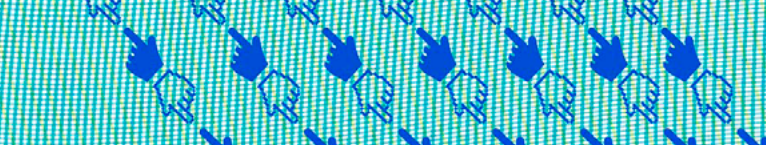
& Final Presentation

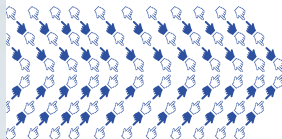
27-30 March
2019



VIGAMUS,
THE VIDEO
GAME MUSEUM
OF ROME

Via Sabotino, 4,
00195 Roma





How can the Creative Industry, Culture and Game Design contribute to alternative solutions of labour issues in Europe?

LABOURGAMES is a European network project dealing with the future of working processes and the current labour system in a playful way. The core element of the project is a series of five **GAME JAMS** in the participating countries focussing on various issues and facets of work and labour.

After **GAME JAMS** in Berlin, Amsterdam, Hamburg and Athens the final event will be held in Rome, at the premises of the **VIGAMUS Video Game Museum**. A core team of professional jammers - with 6 experts from the **LABOURGAMES** network and previous **GAME JAM** participants and three Game Designers from Rome will plunge into the playful working world with 12 to 15 jammers and Game Enthusiasts for the **66 hours**.

66 HOURS GAME JAM

Start WED 27
MARCH 2019
7PM

End SAT 30
MARCH 2019
1PM





FINAL PRESENTATION OF THE LABOURGAMES PROJECT

SAT 30 MARCH 2019 5PM

In a Nutshell

LABOURGAMES is an innovative network project that is bringing together the »world of labour« with the »world of play« by allowing smart use of game principles and applying them in the working world. It aims to facilitate learning effects, decision-making processes and motivation. A consortium of partners from four European Countries (DE, NL, IT and GR) with further strategic partners from the art world and game design, academia and research, labour market and the business world, open data organizations and the administration and policy field generated new perspectives on the current labour system in Europe. The European project also discovered game development processes as a powerful tool in order to make complex social processes and issues more transparent and comprehensible for participating groups of all ages. LABOURGAMES core element is a series of five GAME JAMS in the participating countries. The last one is going to be held in Rome from 27-30 of March at the premises of the VIGAMUS Museum. Since late 2016, we were creating self-developed games which are dealing with the connection of labour and games, with the visualization of the future of labour or the current problems entering the labour market in particular for the younger generation, amongst other topics. These game products are displayed during the final presentation in Rome and they are reachable on our website.

SCHEDULE LABOURGAMES GAME JAM ROME

27 March

7PM - Opening

Welcome and Check-In

Brief explanation of the project and of the workflow for the next 66 hours

Start of the Game Jam

28 March - 30 March

ONGOING Game Jam: The Marathon continues

30 March

12PM - The last hour: Celebration of the game results of the Game Jam

1PM - End of the GAME JAM

FINAL PRESENTATION OF THE LABOURGAMES PROJECT

30 March

5 PM - Opening
of the Final Presentation

Welcoming by

Marco Accordi Rickards,
Director of VIGAMUS Foundation

Presentation of the results

GAMES, RESULTS and
DOCUMENTATION of the
LABOURGAMES Project
GAMES and RESULTS of
the GAME JAM ROME

6 PM Couch Discussion

How can the Creative Industry, Culture
and Game Design contribute
to alternative solutions of labour
issues in Europe?

with: Maciej Hofman, Prof. Marco
Accordi Rickards, Ton Sluiter
and representatives of the
LABOURGAMES network

7 PM Buffet & Goodbyes

Participants Couch Discussion

Maciej W. Hofman
(European Commission, BE)

Maciej is a Policy Officer at Culture
Policy Unit, Directorate-General for
Education, Youth, Sport and Culture
of the European Commission.

Prof. Marco Accordi Rickards,
Director of VIGAMUS Foundation,
Professor at Università di Roma
"Tor Vergata", Journalist and Writer.

Ton Sluiter
(USG People, NL)

Ton works as a manager for
Corporate Marketing at USG
People and takes care of a central
online jobboard of USG People
where visitors can find all the
vacancies at a central place.

Leydi van den Braken
(Open State Foundation, NL)

Leydi is program manager at
Open State Foundation, where she
lobbies for open data at different
levels of government and organizes

events that accelerate the use of
open data.

Sebastian Quack
(paper/mirror, DE)

Sebastian is an artist, game
designer and curator working at the
intersection of play, participation and
the politics of urban society. He is the
co-creator of the paper/mirror Game.

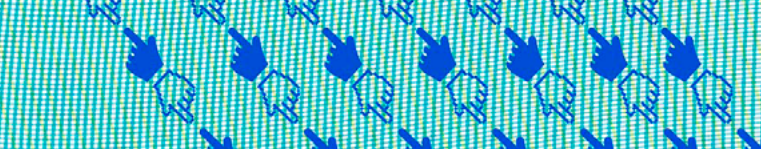
Maria Saridaki
(University of Athens, GR)

Maria is a researcher and her interest
lies on games and new multimedia
environments with a special interest
on games as an educational,
motivational and recreational tool.

Moderated by Stefan Horn
(urban dialogues, DE)

Stefan is the artistic director of the
Berlin-based art association urban
dialogues and the overall project co-
ordinator of **LABOURGAMES - the
playful world of work.**





LABOURGAMES

Descriptions of the Games

Hold Your Temper (Card Game)

Developer: Leydi van den Braken (Game Design), Joris van Beusekom (Illustrator), Nóra Al Haider (Art Director)

OpenState Foundation, Amsterdam, NL

Hold Your Temper card game is designed to help you understand your coworkers better. The game consists out of 4 types of cards: roles and emotions, your character, and situations and interventions. How would your character respond to adverse events? The game is designed for team building processes.

Hold Your Temper (Digital App)

Developer: Platipus
OpenState Foundation, Amsterdam, NL

Hold Your Temper digital is an app designed for Android and iOS. The game is based on the card game, with the same roles and emotions, your character, and situations and interventions. It is a voice-based application and it is designed specifically for remote teams.

First Impressions (Plug-in for Browser)Developer: OpenState Foundation
OpenState Foundation, Amsterdam, NL

First Impressions is a Plug-in that uses photos and job titles from LinkedIn to confront the player with stereotyping. The player has to choose 3 out of 6 photos that have a certain job. First Impressions gives you feedback on whether you were correct and is designed for recruiters and HR-personnel.

Feel me, feel me not

Developer: Konstantinos Vasileiadis in collaboration with **University of Athens H.A.B.I.T. Group**

A card game about the space between flirting and harassment. This game seeks to take the attention away from absolute or objective definitions of what terms such as personal harassment and personal space should mean, and focus it on what they do mean to you and to those around you. What are your limits, so that others may tread freely, in that sweet spot between invading

your personal space, and being so distant that they might as well not be there. Feel me – Feel me not is a game of conveying, understanding and discussing those limits in a group of friends, colleagues and why not people you don't really know (yet).

Agile Knights

Developer: Another Circus in collaboration with **University of Athens H.A.B.I.T. Group**

Agile Knights is a digital party game developed by Another Circus Creative Agency in Athens. As implied by the title, Agile Knights is all about Agile Software Development methodology. Knights/Developers run to escape a monster while collecting tusks/tasks.

DEMOS

Developer: UrbanDig Project & Odysseas Valentzas in collaboration with **University of Athens H.A.B.I.T. Group**

DeMos_The game is a site specific performative game that intends to function as an alternative educational model to acquire and cultivate the



“soft skills” of participation and collective decision making. Its main aim is to constitute a unique methodology for the investigation and the processing of issues that concern already established or random diverse communities –while connecting and having fun! The everyday life in the city is the inspiration. For the game, the city becomes a big floor-map that functions as a board. An urban imaginary walk and its unpredictable character becomes the condition in which the players investigate a large palette of issues -from practical issues of everyday life to wonderings that start from abstract concepts.The game ends with a performative live-art experience that helps participants go deeper regarding their whole experience.

Moral Run

Developers: Students from Hamburg, Max-Schmeling District-School: Samira, Quentin, Christian and Gabriel in collaboration with Johanna Janiszewski (Game Design), Mario Janiszewski (Graphic Design) anschlaege.de in collaboration with **Tiny Crocodile Studios Berlin**

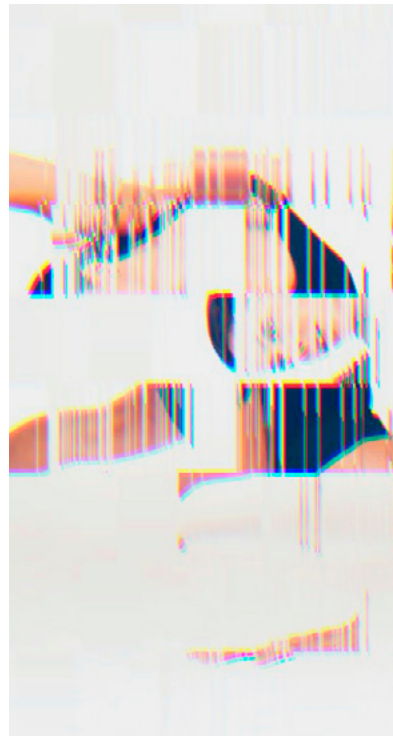
The »Max Guardians« participated as one out of 6 student teams at **LABOURGAMES** Game Jam in Hamburg in November 2017 and were the award winning team. In collaboration with professionals they were enabled to proceed with the development of the Jump-and-Run Game for Mobile Phones until autumn 2018. The players control main character Lucy on her run through the morally reflected fields of the advertising and communications industry.

paper/mirror

Developers: Sebastian Quack and Axel Watzke anschlaege.de, developed during the game jams in Amsterdam, Athens and Berlin

paper/mirror is a gesture-based game where humans and robots work together to craft mysterious structures.

Human players follow a series of diagrams with empty hands to show robot players what to build. Robot players mirror human hand movements to assemble the materials, while listening to music.





LABOURGAMES is a project initiated and co-ordinated by the Berlin-based art association urban dialogues in close collaboration with the design studio **anschlaege.de**.

The European partner network within the framework of the Creative Europe Sub-programme Culture consists of

Open State Foundation (NL),
H.A.B.I.T. Research Group,
University of Athens (GR)
 and **Alternative Europee (IT)**.

www.labourgames.eu

THE EVENT IN ROME
 IS REALISED
 IN COLLABORATION WITH
 GOETHE-INSTITUT,
VIGAMUS FOUNDATION,
WOMEN IN GAMES ITALY
 AND **EFGAMP**

LABOURGAMES

PARTNERS:



HELLENIC REPUBLIC
 National and Kapodistrian
 University of Athens



LOCAL PARTNERS IN ROME

VIGAMUS **WOMEN IN GAMES** 



FUNDED BY

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 Creative Europe Programme
 of the European Union

