

June 6th, 2014

LYST SUMMIT CONFERENCE PROGRAM



10:00

Anita Frank Goth (DK)

Gender representation in media

10:30

Jaakko Stenros (FI) - Keynote

Touching the Player

Game Mechanics for Amorous Interaction from Nordic Larp



11:15 *Coffee break*

11:30

Menno Deen (NL)

Why the Games [4Diversity] Jam Mattered Matters



12:00

Christina Majcher (DK)

Being the only woman in the room

And why that can be a good thing. Turning the cons into pros



12:25 *Lunch and Coffee*

13:00

Lau Korsgaard (DK)

Reinventing slumber party games



13:30

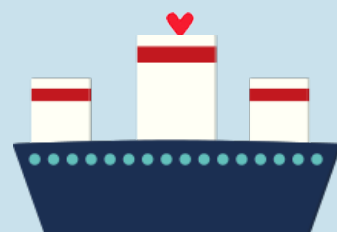
Ernest Adams (UK) - Keynote

The mechanics of love

The mechanics of love - practical challenges in implementing mathematical models of love and sex



14:30 *Coffee and Cake*



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15:00
Esther MacCallum-Stewart (UK)
Ellie's Last Line
Saying 'I Love You' in Videogames.

15:30
Johannes Grenzfurthner (AT)
Arse Elektronika
Sex, Tech and the Future of Screw-It-Yourself



16:00
Hanna Elina Wirman (HK)
Loving through games, designing for compassion

16:30 *Conference End*

Love birds Performance game

Game Arcade and drinks

Read more about the program at
lyst-summit.dk/theprogramme.html

