

LIST

**a summit about romance,
love and sex in games**

**5-7th of June 2015
Programme and info**

PRACTICAL INFO

Lyst Symposium is held at the WHS teatteri Union,
Unioninkatu 45 LH 1-2, 00170 Helsinki, Finland

Lyst game jam is held at the Vartiosaari Island
See the schedule in the back

TICKET PRICES

Symposium day: Free

Symposium **After Hours**: 25 EUR

Game Jam: 100 EUR (75 for students)

Buy tickets at: lyst.eventbrite.co.uk



www.lyst-summit.dk
facebook.com/lyst.summit
#LystSummit

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Nordic Culture Point

Welcome to Lyst 2015

We are very excited about this years line-up of speakers, talking of topics that range from family structure in games to My Little Pony porn. Furthermore we have an interesting kick-off workshop on how to turn a personal experience into a game and also a game about playfully transmitted diseases that will run throughout the game jam.

The game jam kicks off on Friday night and this year it will be with a wonderful camp feel, including tents, bonfire, saunas and a beautiful island - all to ourselves!

Welcome! We hope you will have a wonderful time, be inspired and make some amazing games.

The logo for Lyst is a stylized, handwritten-style wordmark in red. The letters are connected and have a fluid, cursive quality. The 'L' is tall and loops back down. The 'y' is lowercase and loops under the 'l'. The 's' is a simple, rounded curve. The 't' is tall and loops back down. The overall appearance is that of a quick, energetic sketch.

TALKS

Hanna Wirman

Classifying the classless

From dating sims to Pinkie Pie Bukkake



There are many digital experiences thematically focused on sex or romance. Dating sims, Pinkie Pie Bukkake, Cunt Touch This, Fingle, Smart Kegel Exercise Aid are all different but somehow related. In this talk, Hanna Wirman will look at the field of sex/romance games through academic glasses and propose a way to classify the "classless".

Sarah Homewood

Private Dance (talk and performance)

I will invite you for a Private Dance. You will say yes. We will then create our own augmented reality in order to help me face the reality of my past actions. As we walk our journey of acceptance. You will stand by me and support me by not rejecting the images I present to you.



Joy Richardson

Representations of the Family Unit in Video Games, Past and Present

In contemporary society the meaning of family is constantly changing with rapidly evolving legislation relating to marriage, gender, sexuality & fertilisation. We will see how the nuclear family unit is represented in games in the past, the 21st Century and beyond.



Anna Westerling

Larp, Love and Spells - Creating an alibi for teen-age anxiety romance in a magic universe

How can you use the magic spells already existing in the established LARP universe to improve the game and make it about themes such as love and teen-age anxiety



Mata Haggis

Sharing Your Love

Creating a story around an emotion



This talk covers the early development of the PINE (Playable Interactive Narrative Experience) game; 'Fragments of Him', and discusses how a single emotional moment was developed to form a prototype that has delivered an emotional punch for an international audience.

Richard Lemarchand

Infinite Play in Games of Love, Sex and Romance

In this talk, game designer and USC Games Associate Professor Richard Lemarchand will take a look at the entanglement of passion and play, on our computers and TVs, upon our tabletops, and in our lives.



Dale Cooper In collaboration with Wonderlust

Sex and the Machine - A survey of what is hot in sex, technology, and gaming

How do we distinguish sex on a screen with actually having sex? New technology and media forms make possible both real and illusory interactions that can cause physical arousal and even mime the literal grasping and touching of sex, all in the privacy of the home.

Photo Credit: Adrian Armas



Pekko Koskinen

Redesigning Sex (and other interactions)

Came Structures as Creative Tools for Human Conventions

Our codes of interaction, sex among them, are rooted on an ancient basis. Too ancient. Even with our expanded norms, the range of defining our interactions doesn't have the range of options, mixing and matching, that you would find on an average RPG character sheet.



SYMPOSIUM AFTER HOURS

Want a little more Lyst-feel?
After Hours is for you.

You've been inspired by great talks all day, you are feeling satisfied, but perhaps not quite ready to go home just yet. - What about actually getting a chance to chat with some of those speakers?



Or perhaps just enjoy a glass of bubbles and contemplate the informative day. Getting a ticket for 'Lyst After Hours' gives you access to that, but also allows you to join us

Friday night after the Symposium

at Vartiosaari island, where there will be **an arcade**, a **delicious dinner** and a **party**.

Buy tickets at: lyst.eventbrite.co.uk



GO ON THE ADVENTURE

05/06/07
JUNE 2015

WHS Union
Helsinki

1 Day
Symposium
2 Days
Jamming

CAMPING



GAME JAM (CAMPING)

A game jam is an event format where you create a game or a digital experiment in **48-hours**.

The game jam will be on the beautiful island of Vartiosaari; an island with no cars, that we have all to ourselves. It is easy to reach the island from the city center of Helsinki. Take the Hakaniemi-Vuosaari ferry or meet us at the Symposium After Hours.

Sleeping

Bring your own tent and sleeping bag, and set up camp at the island. It will be a great way to bond with the other game jammers and have a nice experience in nature. Another option is to find accommodation in the city, at your own expense, and travel back and forth with the ferry.

Games

Zack Wood will introduce his game 'Playfully transmitted diseases', that will run over the course of the weekend. There is also a treasure hunt (designed by Lena Mech), where you can explore the hidden gems of the island, plus other activities.

Food

A special catering team, used to cooking in the wild, will prepare us food throughout the weekend!

WORKSHOP AND ACTIVITIES

Sabine Harrer & Henrike Lode

Let's get personal

Leveraging your dirty secrets for game design



This workshop is about you, and your lovely, awkward, saucy, aggravating, exciting, horny, and sweet moments in life. We invite you for a session of brainstorming, concepting and prototyping with these moments. You bring a situation related to one of the Lyst themes, we provide a method to help you turn it into a game. *Henrike photo credit: Julian Dasgupta*

Zack Wood

Playfully Transmitted Diseases (PTDs)

The goal is to catch as many PTDs as possible and in doing so better understand one's own playful orientation.

PTD will be running during the whole duration of the game jam.



Joon

Lyst Conferencier and all around cool guy

Joon is a public speaker, event organizer, game designer, and arcade builder living between Belgium and Denmark. At CDC Europe he hosted the European Innovative Games Summit, and he is hosting the first Tech Toolbox at the ICS this year. With the Copenhagen Game Collective and the House of Indie he has been helping out and setting up events in Europe, like Screenshake and Nordic Game Indie Night.

Photo credit: Julian Dasgupta



Please help us create a comfortable and considerate environment by making no assumptions about anyone's gender, age, race, religion and by being kind and respectful to each other.

SCHEDULE

Thursday

Island open for
setting up camp

15:00

Friday

Registration and Coffee

10:00

Hanna Wirman

10:30

Joy Richardson

11:00

Pause 11:30

Sarah Homewood

12:00

Anna Westerling

12:30

Pause 13:00

Mata Haggis

13:30

Richard Lemarchand

14:15

Pause 14:45

Dale Cooper

15:00

Pause 16:00

Pekko Koskinen

16:15

Saturday

Morning Yoga
08:00

Let's get personal
2h Workshop
10:00

Brunch
09:00 - 12:00

Afternoon Snacks
15:00

Dinner
18:00

Sunday

Morning Yoga
08:00

Brunch
09:00 - 12:00

Afternoon Snacks
15:00

Presentations
16:00

Dinner
18:00

Winners + Party
19:00

Monday

Taking down camp until
15:00

Lst



Island map