



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

24th - 26th of June 2016
Domkirkeodden in Hamar, Norway

PRACTICAL INFO

The Lyst Came Jam and Symposium are held at Domkirkeodden in Hamar Norway

See the schedule at the end.

TICKET PRICES

Symposium day: 200 NOK

Came Jam: 500 NOK

Symposium + Came Jam 650 NOK

Buy tickets at: lyst.eventbrite.co.uk

Video games are bad for you? That's what they said about rock n' roll.

- Shigeru Miyamoto



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Hamar Kommune



HEDMARK
FYLKESKOMMUNE



Welcome to Lyst 2016

yet again we are hosting Lyst at an absolutely beautiful spot, Hamar, located by the biggest lake in Norway, and it is also the home of the Hamar Game Collective, our partner.

We are very excited about this years Symposium

From 'Finding the sexy in videogames' to 'Polyamorous game development', we fully believe we will live up to our two previous years of Lyst and more. **Baby, you ain't seen nothing yet.**

We are very happy to have Lyst regular Gemma Thomson returning as our Conferenciér

Sincerely,
From all the Lyst organisers.

this year - we can't wait to have her spread her positive vibe.

We are finishing the Symposium day, with an 'interactive session', which will be a great way to get up and move after a day of talks.

The game jam kicks off on Friday night, and we can't wait to see what you all come up with!

Please feel at home!

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

DOMKIRKEODDEN

- 1 LYST SYMPOSIUM @ STORHAMARLÅVEN
- 2 LYST GAME JAM LOCATION
- 3 DINNER LOCATION
- 4 CATHEDRAL





2

3

1

4

TALKS



Ste Curran

Love & Violence

How we tell stories of love and violence, where we fail, and why.

Love & Violence is a confessional journey that deals with the biggest question of all — what does 'love' mean? — and asks why games, so adept at portraying violence, appear incapable of delivering love. Sometimes funny and sometimes sad, it's also the story of an internet ghost, a life-changing conversation, and half a dozen games that might not exist.



Sabine Harrer

Rated R for Raunchy

Finding The Sexy In Video Games

Finding The Sexy In Video Games Tunnels, rifles, space ships, conquest, explosions: When we look at mainstream video games, we still take such features at interface value. Time to wake up from this cultural princess sleep and explore what the 'R' in Rated games really stands for. The art of carefully reading genitals and sexual acts into games can enrich our experience with AAA games. This is why this interactive lecture provides you with tools to enhance your Genital Literacy of Games (CLG).



Kim Johansen Østby

Homosexuality and gender in video games

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.



Barbis Ruder

Playful approaches in the Performing Arts

Love Hacking project that aims to look at gendered roles of courtship and create a performance for WienWoche Festival in September. Moreover, Barbis will present earlier performances such as binge-dating, Club Mindfuck and Pimpette's Performing Business.

Joy Richardson

Guess Who's Dating?

My Journey with Gender and Representation



Guess Who's Dating? Is a two person tabletop game which game out of the 2016 Global Game Jam held recently where the theme was Ritual. It is based on the popular Hasbro game Guess Who? But involves using questioning your opponent to discover who you are going to go on a date with. All the characters are gender ambiguous and so questions focus around the rituals people use in order to get ready for a hot date: Have you put on make-up? Have you spiked your hair? Have you brushed your teeth?

Genetic Moo

Fight, Flight, Fuck or Dance?

When animals interact four basic instincts come into play known in evolutionary biology as the four Fs. We adapt this model to interactive art both by us and other artists. We look at sensual responses to interaction - where the body rather than the brain does the thinking. We talk about how kinect can be used for new types of unencumbered social games.

The talk will include demos and audience engagement with some easy to set up interactive art works.



Thomas Govan

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

Evolution has not only sculpted our bodies, but also our behaviour: At first glance altruism, friendship, and other times where we make sacrifices for the good of others, pose a problem for a 'survival of the fittest' theory. In this talk I will explore some of the selection pressures and phenomena that are thought to have favoured prosocial behaviour. Also discover why dogs wag their tails, how wasps are more related to their siblings than their mothers, and why we kiss.



Karstein Røsnes Ersdal

Polyamorous Game Development

Views from the Trenches

Karstein will talk about his good and bad experiences with polyamorous relationships and the striking similarities and connection this has with his job as a producer on multiple simultaneous game projects. He will debunk common myths about polyamory and project management of games, and leave the listener more enlightened about both.



Christiane Hütter

Love action rule play

Social fiction impact in games

How game design and playtesting could help you handle intimacy, passion, commitment and all the other shades of love. Together.



INTERACTIVE SESSION



Each presenter will give a 5 minutes introduction to their game, performance or workshop and then you can move around and try it all.

Have Fun!



Lena Mech

Blindscapes performance

How do we perceive our surroundings and how does this perception shift with the change of our focus? Can we create a situation in which we experience our environment as if it was for the first time, without preconception and judgement? I would like to invite the participants to go on an experimental journey with me on which we will play with our senses and the way we perceive the world.



Simon Johnson

Pocket Jockey game presentation

Pocket Jockey is a game about teledildonics, intimacy and privacy. It's a game where you will be virtually touching other players genitals and having other players virtually touching yours.. kind of. Really all we are doing is creating vibrations in one of our most private spaces, our phones. There are several play modes but the basic mechanic remains, who is touching me?



Martin Kvale

Cenital Jousting game presentation

When designing a short jam game at A Maze jam 2015, Martin and Evan found a neat little concept involving multiplayer, penises, penetration and ad hoc teambuilding. What followed was trying to iterate something silly, and to keep it from being offensive. It was interesting to us as it was the most ridiculous game we've ever done either of us, yet it also caused strong negative reactions at times from people who heard about it

Joy Richardson

Guess Who's Dating? game presentation

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Genetic Moo

Multiple installation

We will be bringing a range of interactive works for people to play with.

One will certainly be Multiple **Multiple** allows the players to multiply their silhouettes across the screen in awesome arrangements of pattern and colour. By adding simple responsive elements such as balls and targets open play can be steered in game like directions.



Christiane Hütter

Love action rule play workshop

This session will break down interpersonal psychological and therapist principles, knowledge about biases and strategies for game design and storytelling. How can we start the self fulfilling prophecy of a better tomorrow?



Karstein Røsnes Ersdal

Break up game presentation

Break Up is a VR vignette about the final, endlessly looping moments in between two people who are about to end their relationship This game was developed by Ole Andreas Jordet, Henrike Lode, Oscar Raby, Katy Morison, and Stefan Elkington at the Nordisk Panorama VR Hackathon.



SCHEDULE

Friday

9:00 Registration and Coffee

10:00 - Ste Curran

Love & Violence

How we tell stories of love and violence, where we fail, and why

Break 11:00

11:30 - Sabine Harrer

Rated R for Raunchy

Finding The Sexy In Video Games

12:00 - Kim Johansen Østby

Homosexuality and gender in video games

Lunch break 12:30

13:00 - Barbis Ruder

Love hacking

13:30 - Joy Richardson

Guess Who's Dating?

My Journey with Gender and Representation

Break 14:00

14:15 - Genetic Moo

Fight, Flight, Fuck or Dance?

14:45 - Thomas Covan

The Roots of Prosocial Behaviour

15:30 - Karstein Røsnes Ersdal

Polyamorous Game Development

16:00 - Christiane Hütter

Love action rule play
Social fiction impact in games

16:30 Interactivity intro + Thank you

Interactive session 17:00

WORKSHOP - PERFORMANCE

Blindscapes
Love action rule play

CAMES
Multiple
Genetical Jousiting
Pocket Jockey
Guess who's dating?
Break Up

Symposium ends 19:00

Came Jam starts 19:05

Dinner 19:30
Party

Came Jam ends sunday

GAME JAM - PRACTICAL INFO

A game jam is an event format where you create a game or a digital experiment

In 48-hours.

Activities

During the game jam, there will be different activities. If you didn't get to try it at the Interactivity session, you will still get the chance to try out blindscape by Lena Mech, or to have some down time with some fun and social games by Simon Johnson. We will also have a low-key mid-summer gathering during Saturday with a digital Maypole game called Maypole Mayhem.

This years Lyst location is Hamar, located by Norways biggest lake, so if the weather allows it, we can go for a swim.

Food

We are delighted to be joined by our wonderful chef team from last year, Karoliin & ? from Helsinki.

They will be making delicious food for all of us during the weekend. If you have any special dietary restrictions you forgot to mention in your application, have a chat with them. Bon appetite.



GO ON AN ADVENTURE

**24TH OF
JUNE 2016**



Domkirkeodden
Hamar Norway

24th-26th
Symposium and
game jam

EXPLORE A NEW SUBJECT

