

## gameZ & ruleZ. The Mechanics of Play in Arts and Culture 20. & 21. Oktober 2022

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### **Abstract:**

«Accalmie» is an atmospheric game inspired by mechanics found in meditation. The character floats through a garden, adding colour to a place that lost all of its joy. However, some distractions will get in the way of your goal. Discover your inner world through your weaknesses and become stronger by confronting them.

### **Bio:**

Kathleen decided to study game design after completing a vocational training as an interactive media designer and a year of internships at two different advertising agencies. To her, games provide a diverse range of artistic expression. Their ability to create strong bonds with players also drew her in. She mainly focused on two aspects during her studies: the art and design of video games and the game-feel.

<https://gamezandruez.ch/>