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

Zurich University of the Arts ZHdK, Toni-Areal, 5.K12 (Kunstraum)

==**Nathalie Lawhead. The Joy of Silly Useless Software**==

Abstract

Just like games, software can be silly, useless, and make us laugh. Software can bring joy to our virtual spaces. Let's explore some of that history, why it still matters, and how we can use these older design philosophies in our work today.
Where games and software intersect, this talk will be about the quirky little things that brighten up our virtual spaces.

Bio

Nathalie Lawhead is a net-artist and award winning game designer that has been creating experimental digital art since the late 90's. Past works include titles such as the IGF winning Tetrageddon Games, "Everything is going to be OK", and the Electric Zine Maker.

https://gamezandrulez.ch/