

## **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)

### **Sebastian Burckhardt. Kloppyssimo**

#### **Abstract:**

What happens when the development process is approached in a playful way? Sebastian will show how he used "Play" as a tool for his experimental project "Kloppyssimo". He also explains why he always starts with the mechanics at the beginning of a game's development.

#### **Bio:**

Sebastian Burckhardt graduated from ZHdK in summer 2022 with a Bachelor in Game Design. During his studies he focused on game mechanics and the bottom-up approach. He is also interested in 3D modeling and sound design. In his free time, Sebastian plays in a theater group and enjoys cooking.

<https://gamezandrulenz.ch/>