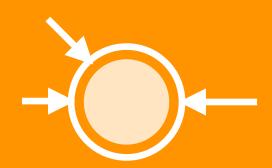
Digital Biedermeier The ,Über Genre'

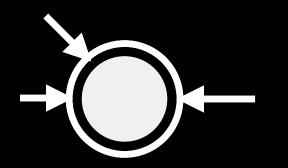


Dr. Beat Suter, René Bauer Zurich University of the Arts Gamedesign. Bachelor/Master. Research incl. Game Studies. GameLab. gamedesign.zhdk.ch





(Visual) Digital Biedermeier in Action in ...



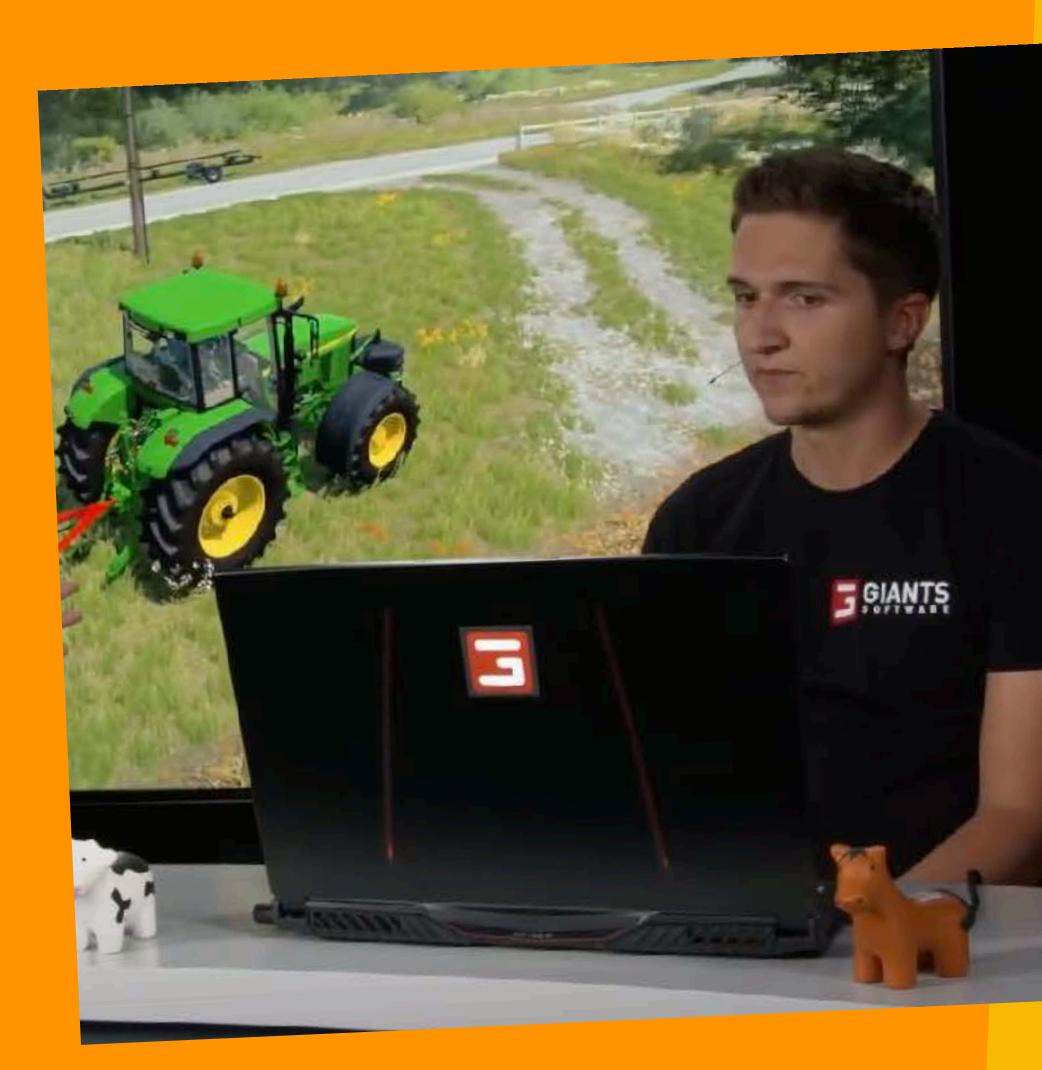


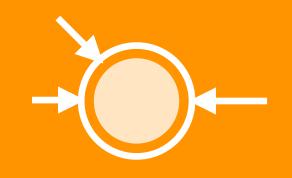
Game scenario

How is the "game" created in the digital world? Mostly as an embellished, trivialized model of rules.

- > Wholesome agriculture / Work pays off
- > Prices real, everything else fictional
- > Modern mechanical and good old world in one!

No dirty hands and clothes, clean at home on the computer.

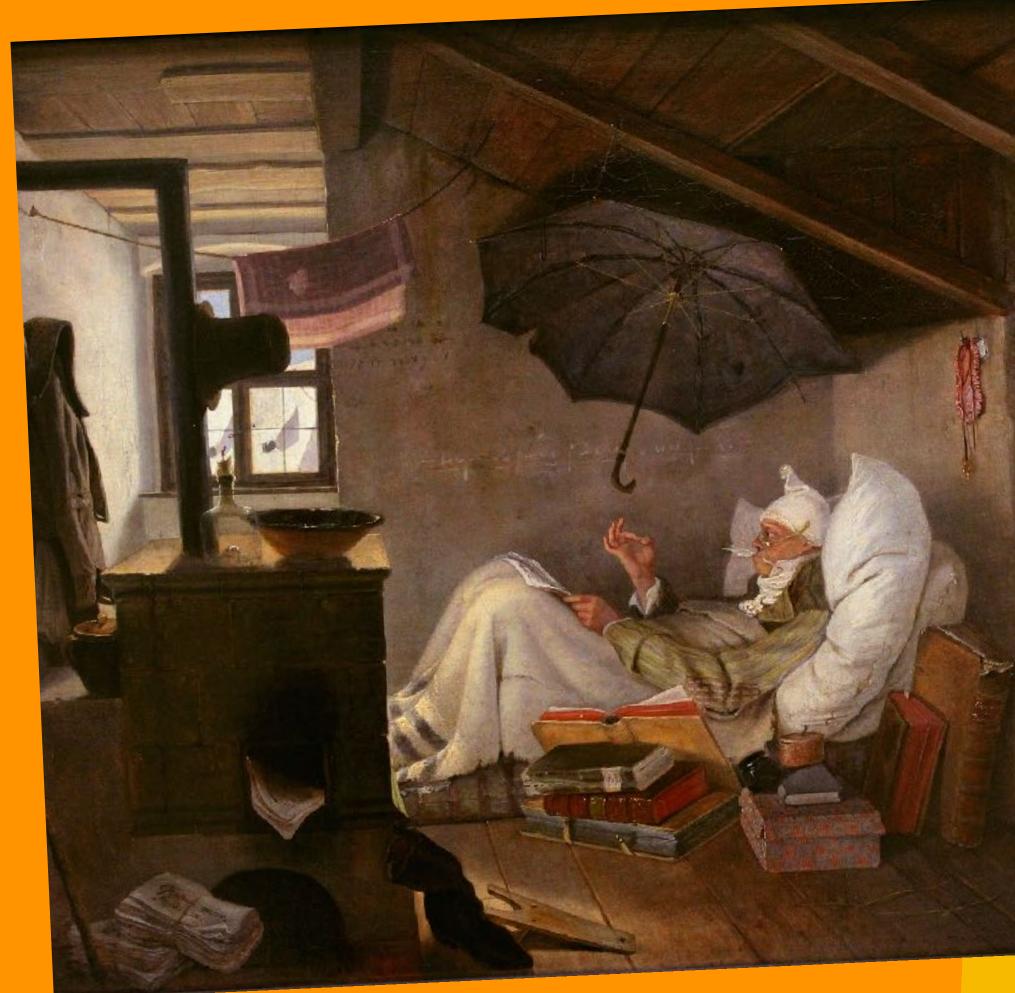




Biedermeier

"The term `Biedermeier' goes back to the German writers Ludwig Eichrodt and Adolf Kußmaul, who invented the figure of the Swabian village schoolteacher Gottlieb Biedermeier for the Munich `Fliegende Blätter' of 1855-1857. `His small room, his narrow garden, his unsightly patch, and the meager lot of a despised village schoolmaster help him to earthly bliss.'

"In itself, the fiction was intended as a parody of philistinism, but was later interpreted differently."



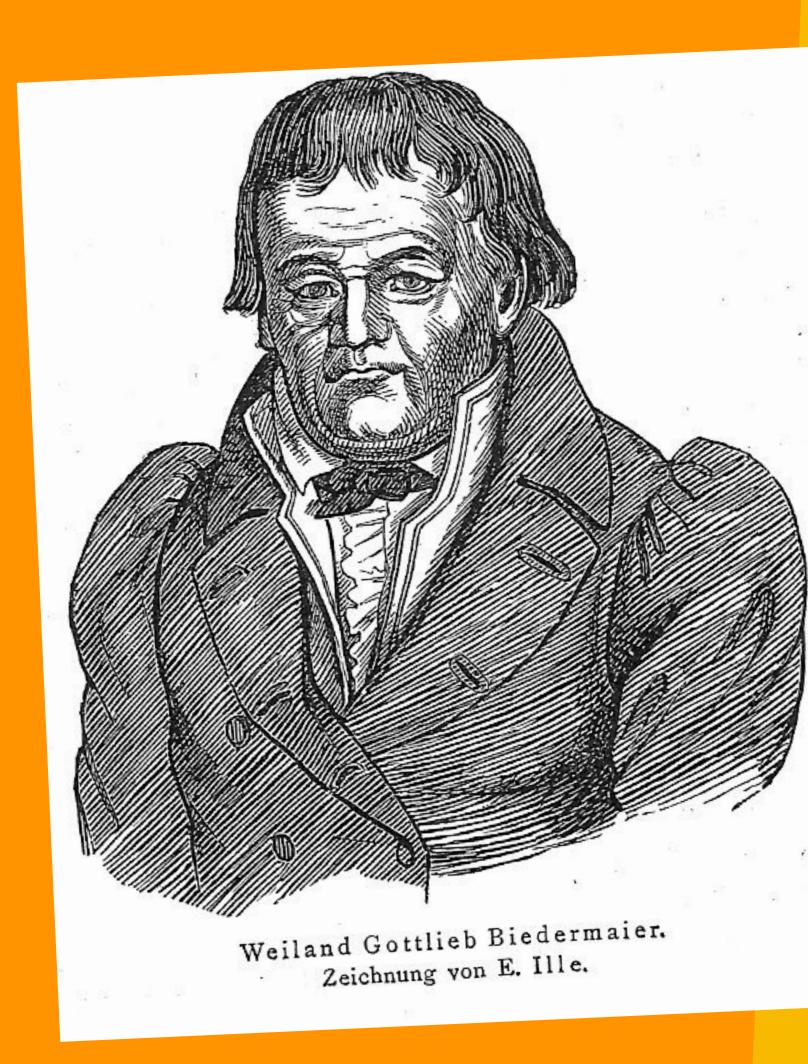


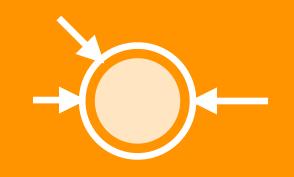
Biedermeier

"Schau, dort spaziert Herr Biedermeier und seine Frau, den Sohn am Arm; sein Tritt ist sachte wie auf Eier, sein Wahlspruch: Weder kalt noch warm."

"Look, there walks Mr. Biedermeier and his wife, his son on his arm; his tread is gentle as on eggs, his motto: Neither cold nor warm."

Poem by Ludwig Pfau, 1847, in which he denounces bourgeoisie and double standards.



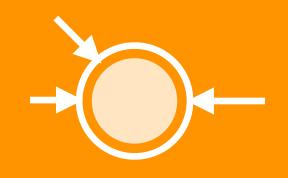


Biedermeier

Towards the end of the 19th century, Biedermeier began to be equated with **the `good old days`** and the term was used as a synonym for coziness, domesticity, sociability in the family and among friends, for the (also spiritual) retreat into the private sphere.

From 1906, the term was used for fashion and furniture from the period between 1815 and 1848, then also for a style of painting.



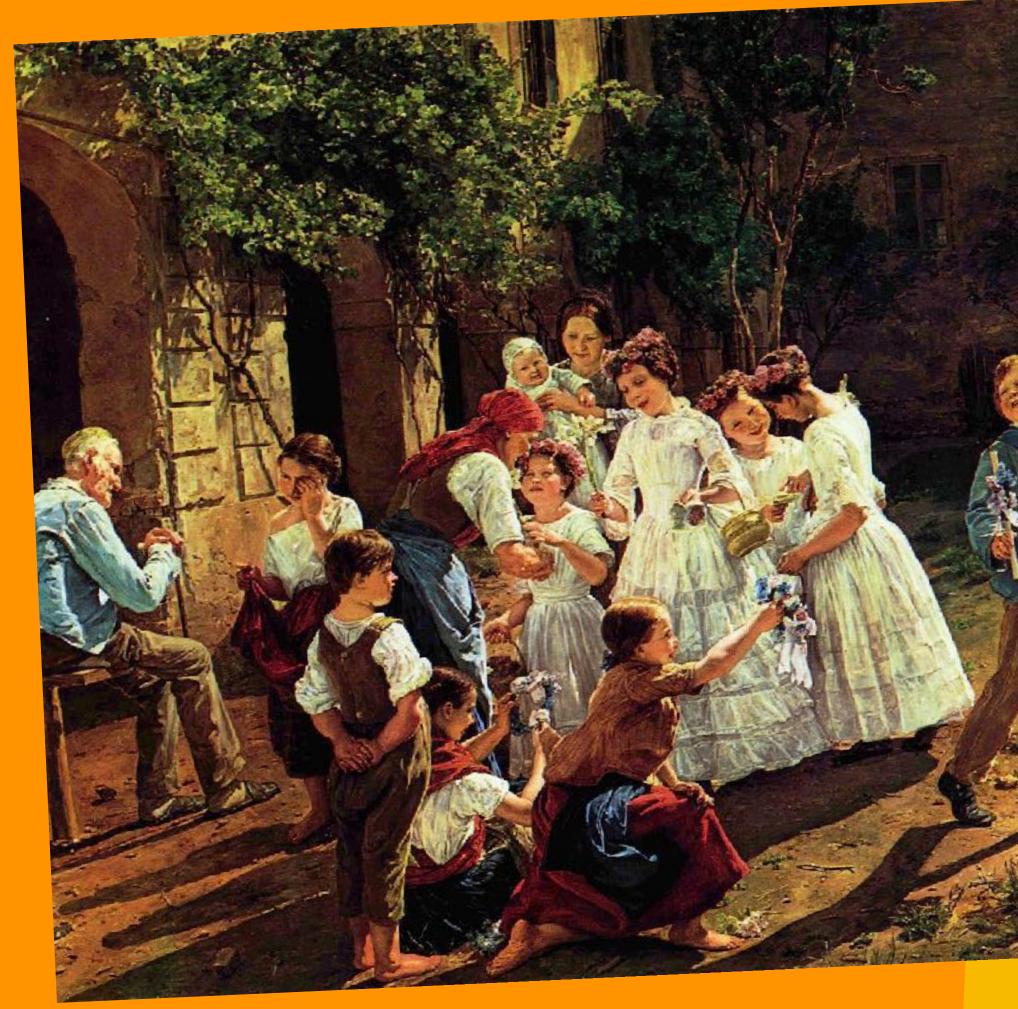


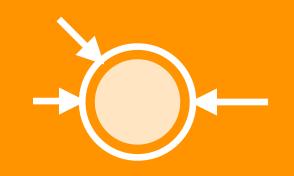
Biedermeier

The literature of the Biedermeier era was supposed to depict an equally harmonious world. Their emphasis was on tranquility and order. Their poems and dramas portrayed the ideals of the time, such as subordination and being satisfied with small things.

Themes of the Biedermeier era included love and transience.

The language was mostly simple and popular (folkloric).





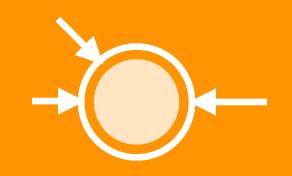
Biedermeier & Glorification

Preconditions

- > Clear world
- > Clear order
- > Focus on environment / the home
- > Control of the home
- > Good old time of order

// part of the concept in many games





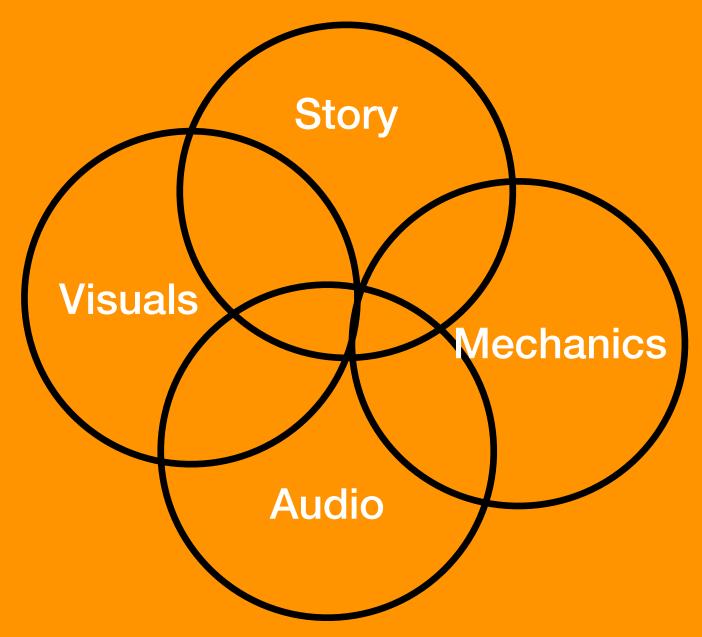
Digital Biedermeier

It usually begins at home, in the comfort of one's own living room, while playing games (such as Farming Simulator). People immobilize themselves with small things, the big revolution is far away..

Possible applications:

- Events, visuals, Furnishings

In Games:
 Story, Visuals, Audio,
 Mechanik







Home

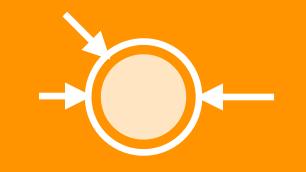
Homey cozy, the world comes to the users and not vice versa.

Free time:

No more going out.

The world comes home.





Services

In the past, people went out; today, anything comes to your home.

> New kind of social life.

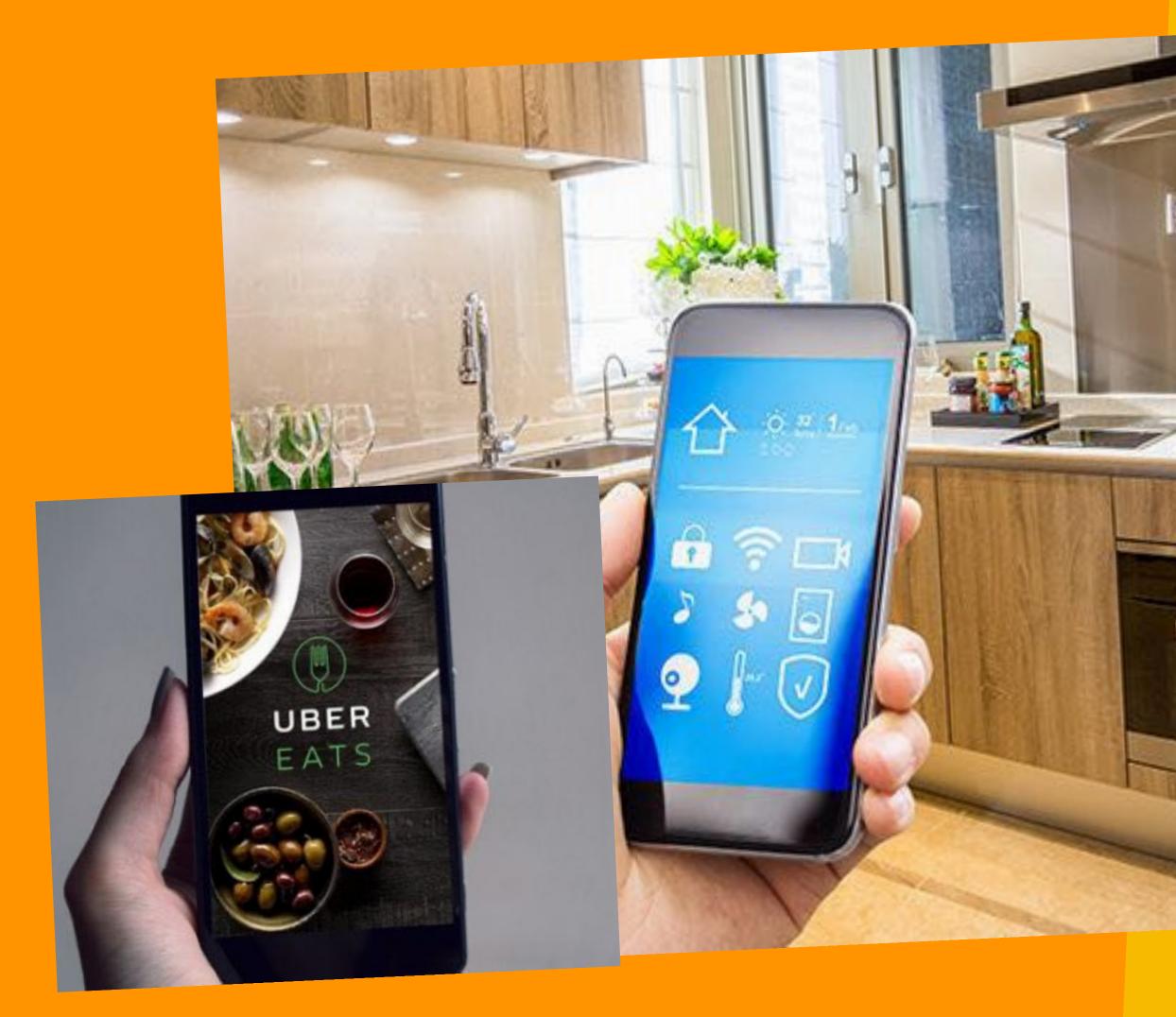


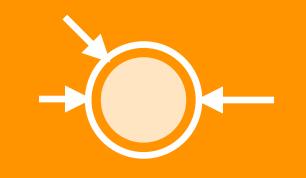
Living at Home

Our comfortable home with smartphone, Netflix, Amazon Prime, Ubereats, etc.

Home office (Switzerland)
7% in 2001;
20% in 2014;
25% in 2019;
34% 2020;
40% 2021
37,6% 2022

Smarthome, smartliving, the new digital coziness!





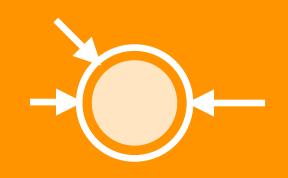
Sports at home

Peloton makes a billion-dollar business with videos on yoga, fitness, etc., and sells the home trainers with tablets through which you can access the videos and chat with other exercisers via WhatsApp.

Will Oculus soon offer virtual cycling?

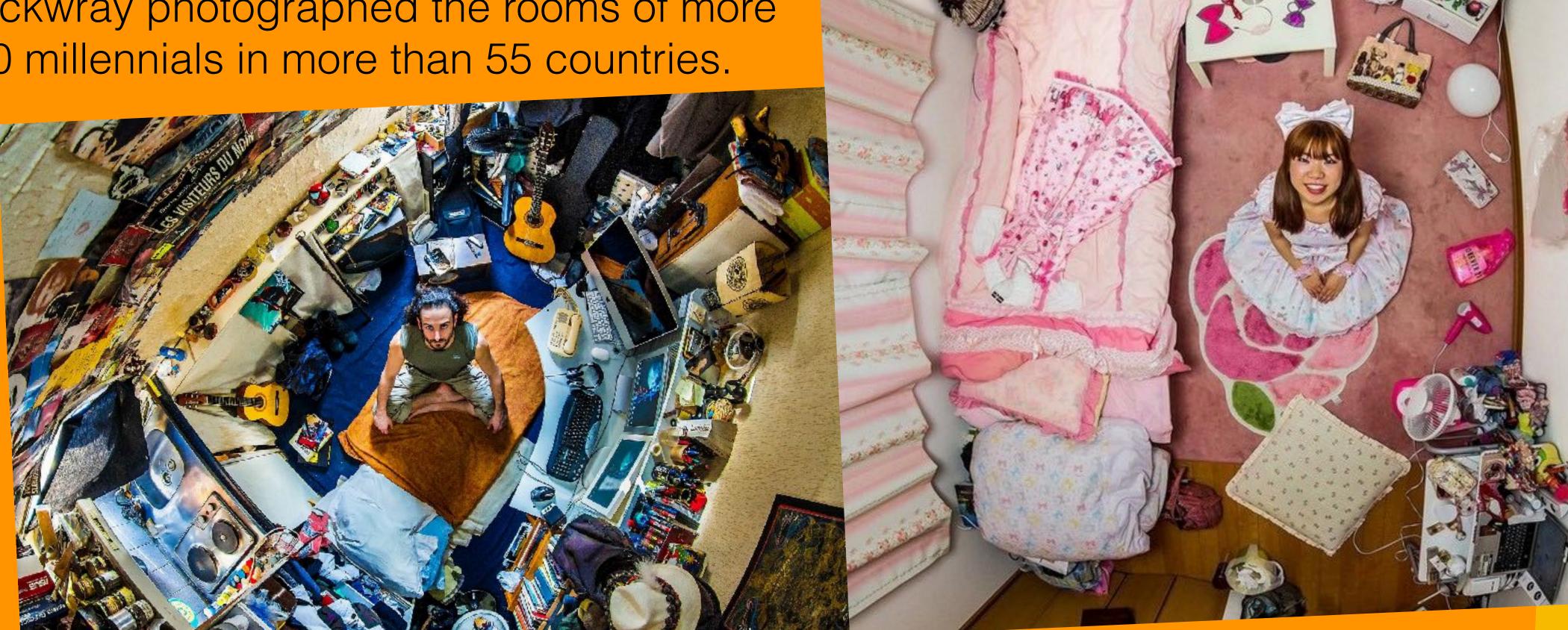
(During the lockdown 2020 some races were held by means of home bike races!)

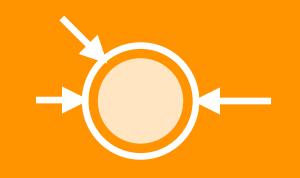




My "room"

John Thackwray photographed the rooms of more than 1000 millennials in more than 55 countries.





Metaverses

If one's own room/house gets too small, the digital world offers designable rooms – the metaverses. Here, anyone can set up their own house, their own grand world for little money.

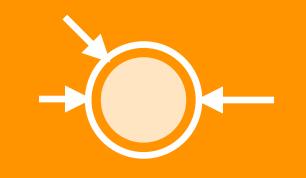
Of course, the imagination often reaches no further than to the next Biedermeier setting.

One of these first metaverses with a lot of Biedermeier was/is Second Life: a world full of allotments and cozy retreats.







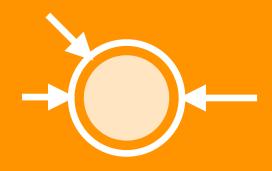


Games - Playing in a safe environment

Games often fulfill the search for digital
Biedermeier in the best possible way. They are
mostly easy to use, follow simple rules, rewards
and punishments are built in, an they are
graphically mostly close to idyllic and kitsch.
That's why they give satisfaction to almost
everyone. Fun at home guaranteed. Meanwhile,
you can also meet with your friends in a common
room. Completely without disturbing others,
isolated - in the bubble.

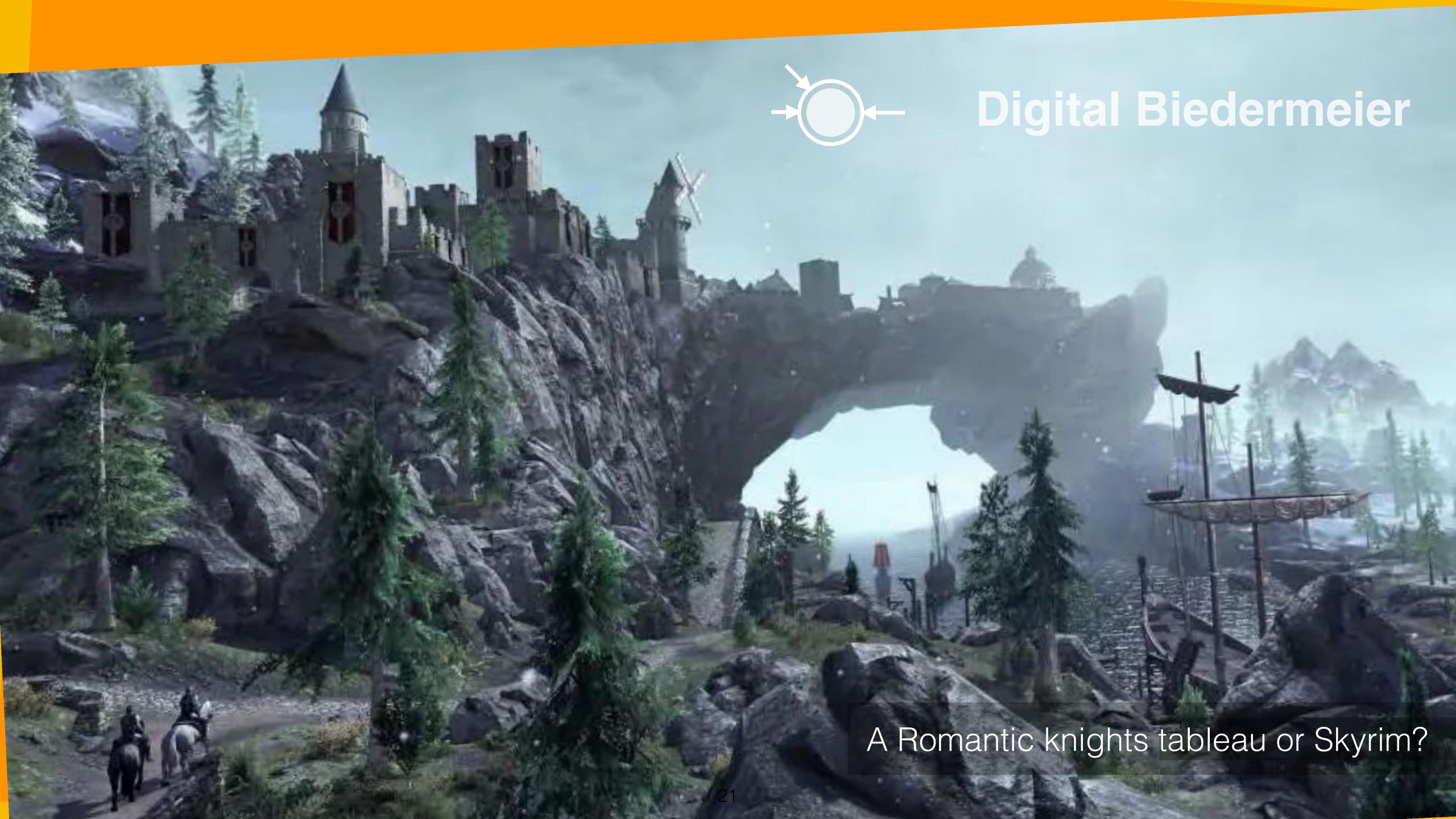
The Biedermeier Super Mario, may also break out sometimes.



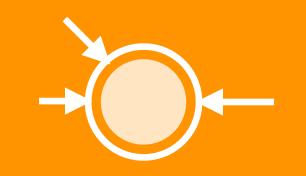


Into the distance ...









Fishing in war times

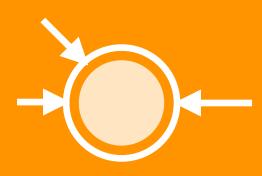
The idyllic and romantic has now even crept into first-person shooters like **FarCry 5**. One can comfortably fish with all the ideas of the Biedermeier: Instead of fishing with dynamite, bait the hook – it is a relaxing personal leisure activity.

Or as an overall concept:

Animal Crossing.

Japanese games are often 'homey' and familiar.





Walden

Video Game on Henry David Thoreau's retreat to nature In 1845 - 47.





Escape from what? Into what?

Probably from everything that is **changing ever faster, is unsteady**, and can no longer be controlled: our everyday life driven by insecurity, exacerbated by social media.

So we take refuge in the self-controllable, in simple worlds with simple, reassuring graphics and simple rules, such as in games or simulators. This brings a bit of peace, serenity - the very private fairy tales.

> Possibilities of networked cyberspace: The **digital Biedermeier** has become **mobile**, for example in the smartphone. **Always with you**.



Everything must go ...

Lawn mower simulator:
In the digital front yard on the go with the ride-on lawn mower —
https://www.youtube.com/watch?
v=q-8X4CqGSSE

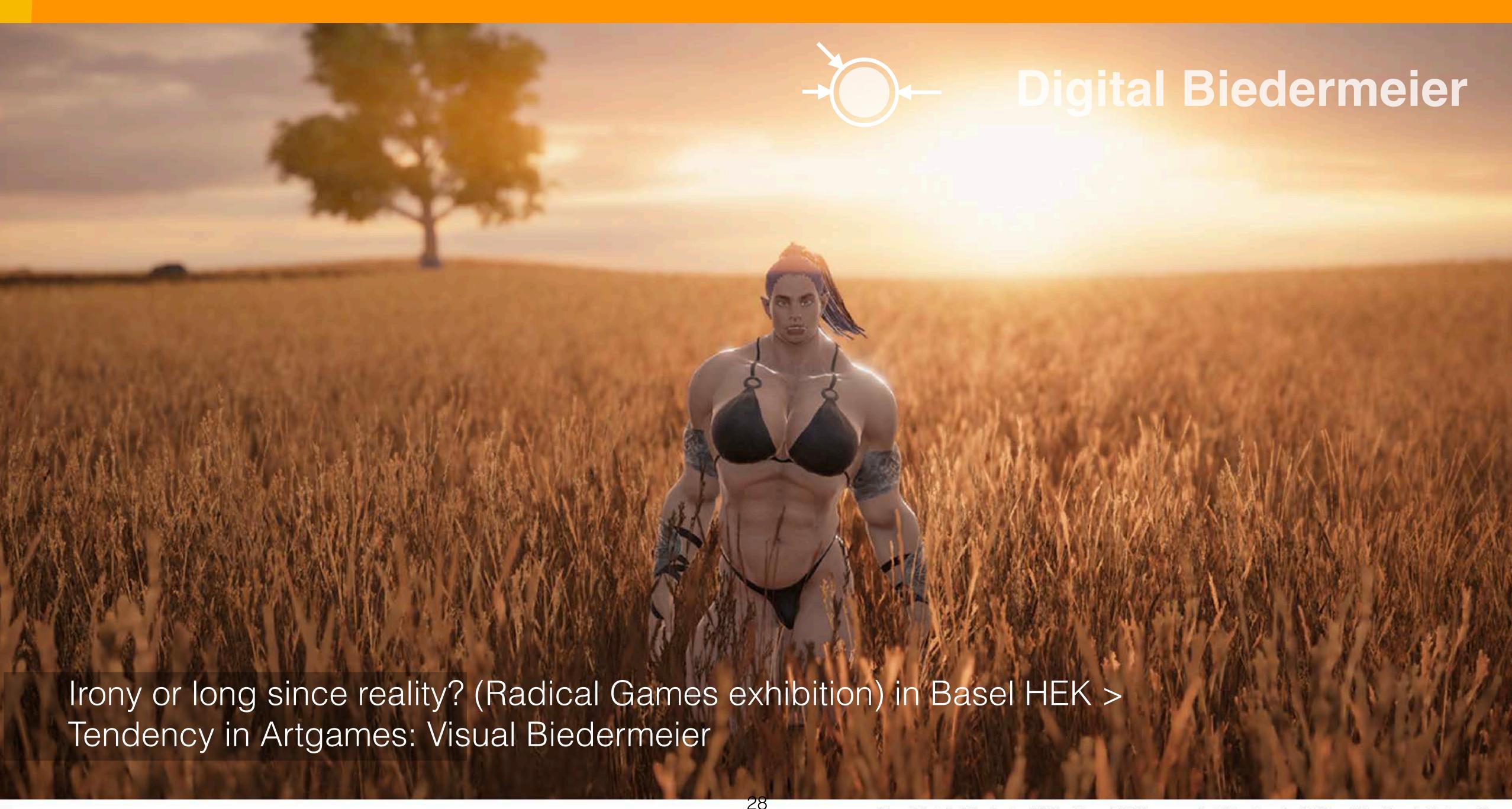
> Many games are increasingly classic civic work – voluntary and transfigured as a matter of course.



Digital Biedermeier



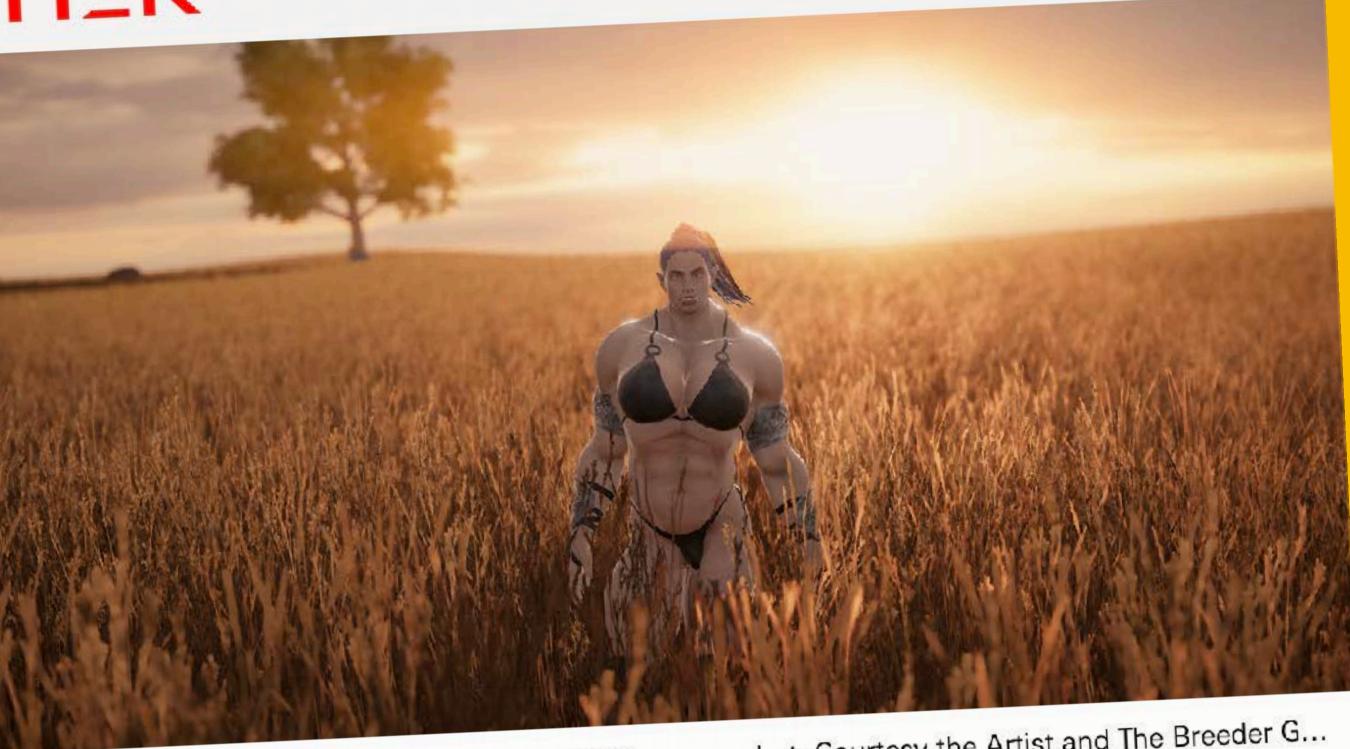








HEK

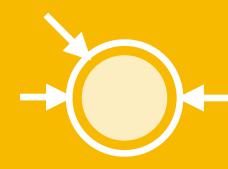


Theo Triantafyllidis, Pastoral (Video Game), 2019, screenshot. Courtesy the Artist and The Breeder G...

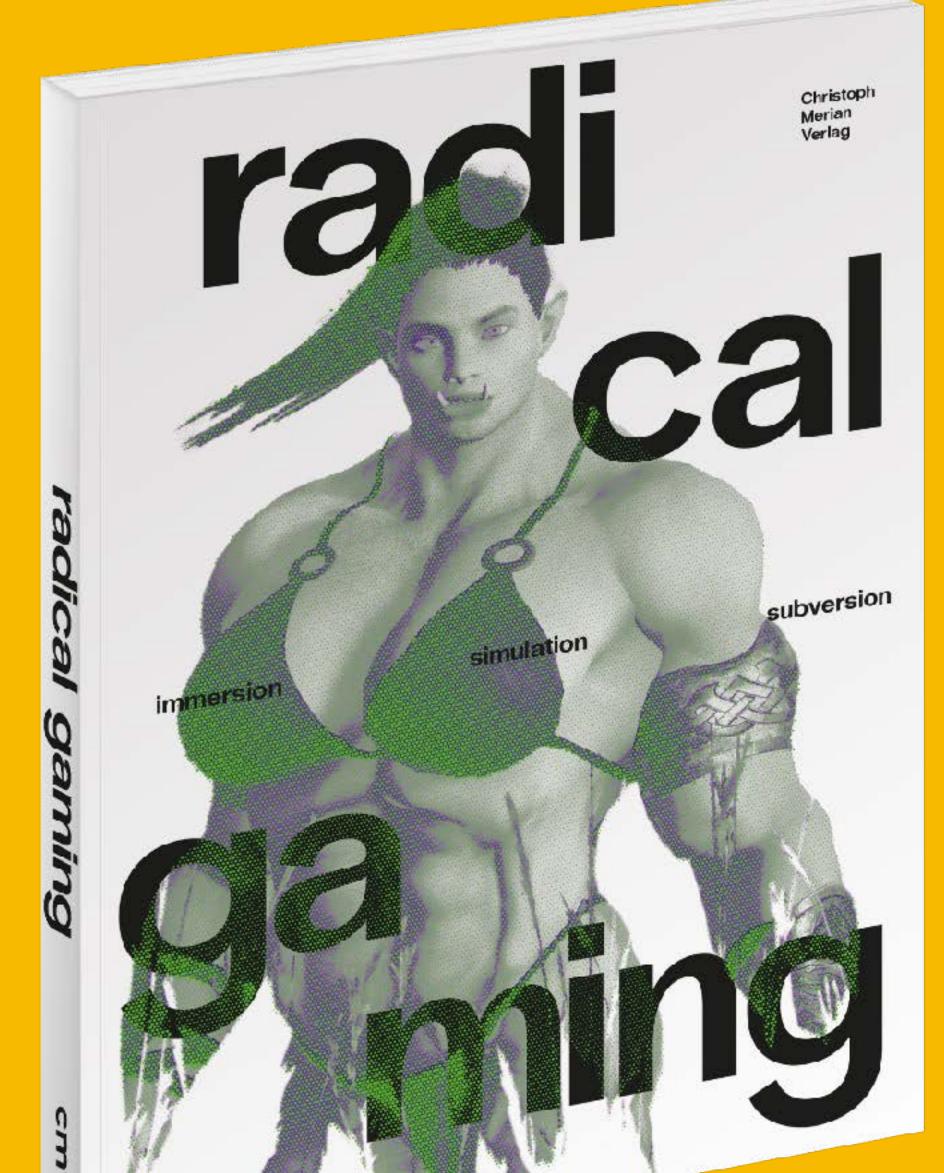
Radical Gaming

Immersion Simulation Subversion

Exhibition



Digital Biedermeier









HOTEL 19ue des Alpes

PROJECT **CHECK IN**

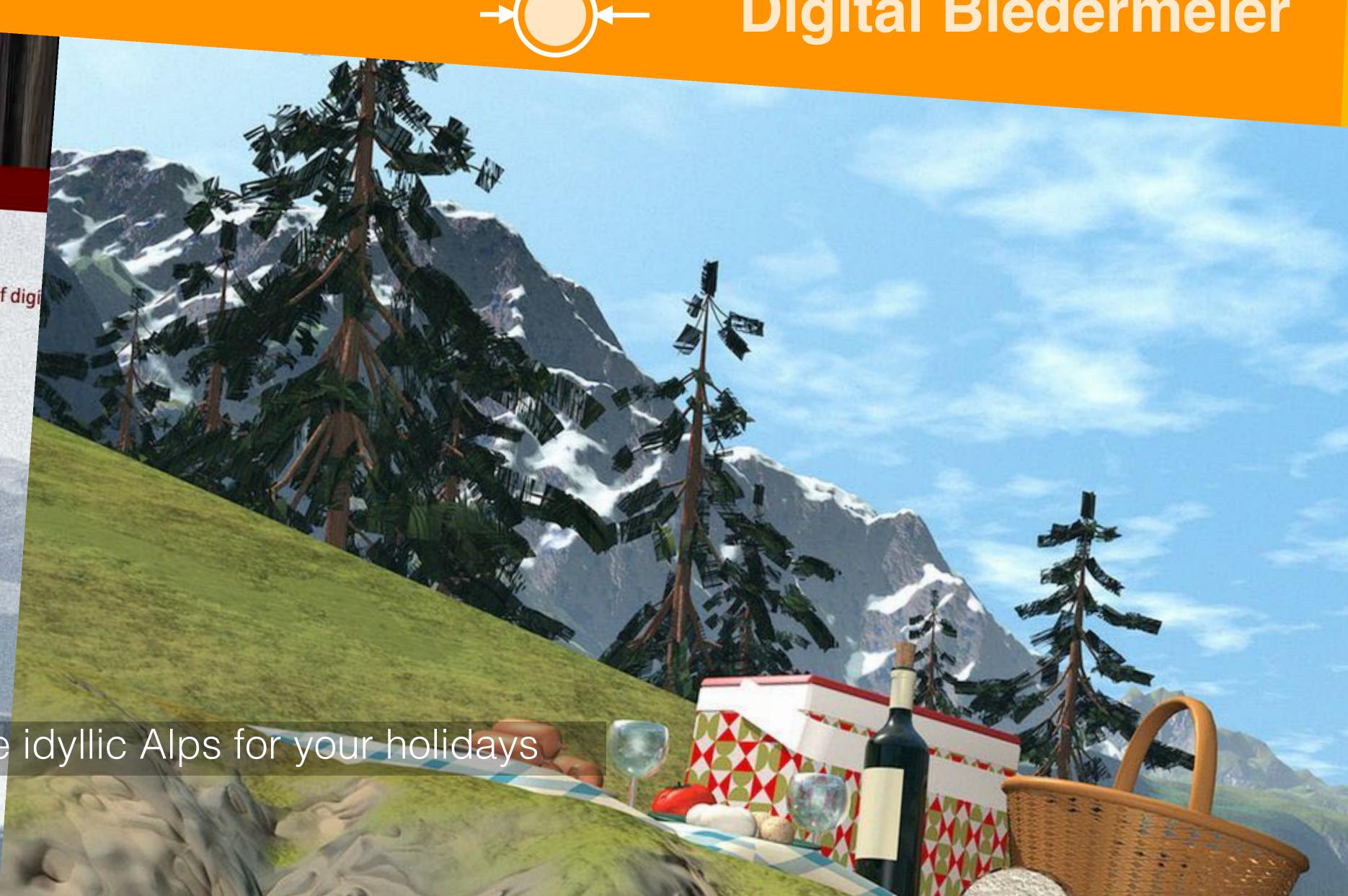
A warm welcome to our virtual hotel!

Use our room booking services to spend three relaxing days of digi oliday in the virtual Alpine region of Hotel Vue des Alpes.



And the Swiss recreate idyllic Alps for your holidays

re looking forward to your visit!









Questions?

beat.suter@zhdk.ch rene.bauer@zhdk.ch

- GameLab ZHdK
- Games and Rules (2018), Narrative Mechanics (2021)
 - > Open Access with transcript

