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Interdisciplinary, game-centered events and productions transcending media channels and cultures are the signature feature of A MAZE.

With our events we foster authorship in games, creating multidisciplinary

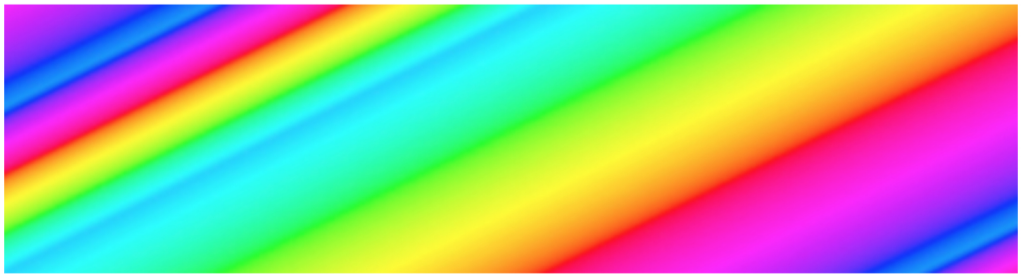
It’s POP UP season for A MAZE.

This weekend from 8.-10, 2018 we are going to showcase two hand-picked selections of games, present the first game jam in Kosovo, talks, workshops and Hyper Talks at two wonderful events.

1. TINCON in Berlin, Germany is a festival about digitale youth culture, a conference for people between the age of 13 and 21.

2. DOKU.TECH in Pristina, Kosovo is an annual event bringing together individuals and tech talents with top-tier international future makers, executives, and thinkers.

Contact us via A MAZE. (http://a-maze.net/) if your event is ready for a tailored A MAZE. Pop up. #AMaze2018



A MAZE. TINCON POP UP (Berlin, Germany)

Games selection:

Witchball by S.L. Clark
Knights & Bikes by Foam Sword
Homo Machina by ARTE France
charakter.animation.synth by Eran Hilleli, Geori Politi
Isometric Epilepsy by Ludopium

Isometric Epilesy by Ludopium
Tuned Out by Shallow Games
Line Wobbler by Robin Baumgarten
Pong Invaders Reality by Tobias O. Hermann

Talk (in german):

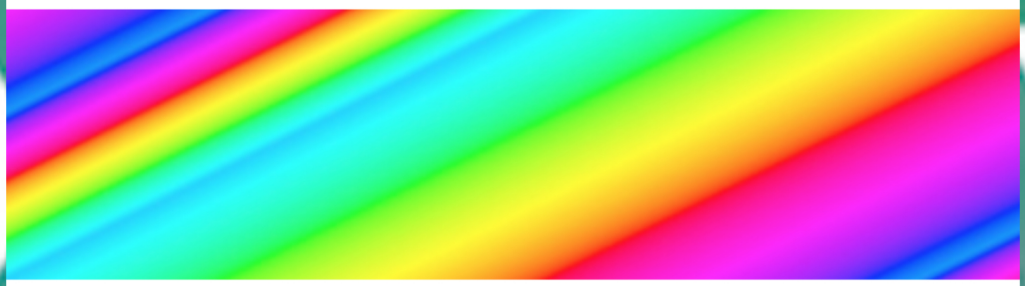
Johannes Kristmann
Titel: Berufe bei der Entwicklung von Videospielen.

Lerne die zahlreichen Berufe der Spieleentwicklung kennen. Damit ein gutes Spiel entsteht, arbeiten viele kreative Köpfe zusammen. Manch einer denkt, es geht nur ums Programmieren, dabei gibt weitere spannende Rollen zu entdecken.

Workshop (in german):

Svenja Anhut
Titel: Jetzt auch analog verfügbar! - Games easy zu Papier gebracht!

Papierprototypen zu Spielen entwickeln ist eine beliebte Methode des Gamedesigns, um schnell und kostengünstig Ideen auszuprobieren und Spielmechaniken von vorhandenen Spielen zu analysieren. Mit wenigen Mitteln könnt ihr hier eigene Prototypen eines bekannten Videospiels bauen und das Spielsystem nach euren Wünschen umgestalten.



A MAZE. DOKU.TECH POP UP (Pristina, Kosovo)

Games selection:

Tuned Out by Shallow Games
Sloppery Forgeries by Jonah Warren
Isometric Epilesy by Ludopium
Homo Machina by ARTE France
charakter.animation.synth by Eran Hilleli, Geori Politi
Museum of Symmetry by Paloma Dawkins
Museum of Other Realities by Sarah and Colin Northway

Game Jam:

Theme: Flip the Script

Mentors: Marek Plichta, Franziska Zeiner

Link: https://itch.io/jam/flip-the-script-jam

Hyper Talks:

Hosted by Thorsten S. Wiedemann

Hyper speakers are:

Flutura Sadiku - title: A Series of RC Planes
Hana Qerimi - title: The Education Revolution
Marek Plichta - title: Turn the other cheek
Franziska Zeiner - title: Flip the Script Game Jam
Liza Gashi - title: tba

more to be hyper spontaneously confirmed…

0 notes

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