

GameStage@AEC: Brave New World

Friday, May 16, 2014 / 6 PM-12 Midnight / Ars Electronica Center

(Linz, May 15, 2014) The virtual worlds of computer gaming will be teeming with life on Friday evening, May 16, 2014 at the Ars Electronica Center. The lineup includes speeches by experts, presentations of game prototypes and, of course, play aplenty. Computer gamers can take role-playing hit Skyrim HD out for a test drive on Deep Space's 16x9-meter projection surface, team up on an interaction game developed especially for Deep Space and let a diverse array of indie games immerse them into surreal psychedelic worlds. Doors open at 6 PM.

Program overview:

Speeches / 7-10 PM

Alexander Grenus, a producer at Stillalive Studios in Tyrol, presents Sons of Nor, a game in which players can use telekinetic abilities to reshape the environment. Then, a Lower Austrian company named Cyberith will introduce its new game locomotion interface, the so-called Virtualizer. Finally, Rainer Sigl, a journalist who writes about gaming for GameStandard as well as his own website, Videogametourism, offers insights into the brave new world of virtual photography: in-game photography.

Play Deep Space / 8:30-9:30 PM

Spend an hour in computer gamer paradise playing on Deep Space's 16x9-meter projection surface. Among the highlights are the debut of re:collection, a cooperative group interaction game developed by Radiated Pixel and gLab Hagenberg especially for Deep Space, and a chance to try out Skyrim HD on Ars Electronica's killer infrastructure.

Open Play in the Lobby / 6 PM-12 Midnight

In the Games Corner, gLab Hagenberg presents SketchBook, a playable 3-D world awaiting completion, and IndusTree, a resource management game in which nature can strike back! The Giga Indie Corner showcases a selection of the finest games to emerge from the indie sector. And no GameStage session would be complete without a visit to the Retro-Kabinett, where Andranik Ghalustians offers trips into surreal psychedelic worlds named Child of Eden, Tempest 2000, Space Giraffe, Dyad and Gridrunner.

GameStage (in German): <http://gamestage.at/>

gLab Hagenberg: <http://games.fh-hagenberg.at/>

Ars Electronica Center: <http://www.aec.at/news/en/>

With queries, please contact

Christopher Sonnleitner
Tel: +43.732.7272-38
christopher.sonnleitner@aec.at
www.aec.at/press