



GameLab University of Konstanz

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With the 'GameLab University of Konstanz' we aim to provide an infrastructure allowing research with computer games, as well as their integration in teaching.

Thus we need to establish a connection of research and teaching early on and to develop a comprehensive research method. Both will be refined over time and accompany the setup of the technical infrastructure at the GameLab.

Our nascent research focus relies on the exploration of as well as the research with computer games. Therefore, we focus on strengthening research-oriented teaching and theory-driven practice.

Purposes of the GameLab:

- Establishing a scientific network
- Research-oriented teaching
- Facilitate practical approaches to an academic view of gaming
- Contribution to the digitalisation of teaching and learning
- Create a physical space for researchers and foster academic expertise across faculties

Cornerstones

Media-theoretic Perspectives

- Gaming as the intersection of computers and play
- Exploration of digital cultures and their influence on society and computer games as a medium and vice versa

Empowering Junior Researchers

- Provision of technical infrastructure to facilitate research
- Fostering an inspirational atmosphere for the scientific exchange between students, junior researchers, professors and across different departments

Nexus of Questions Regarding Digitalisation

- Pooling of interests and questions concerning the digitalisation of teaching and research
- Internal and external cooperations as a basis for identifying needs and obstacles

Current Status

Teachings Since Summer 2016

- Media Studies researcher offering seminars since the summer term 2016
- Courses on the basic theories of Game Studies, cultural perspectives on gaming and media-theoretic approaches to computer games
- Great turnout with an average of 20 students

Practical Seminar Winter 2017

- Practical exercise on integrating computer games into a research-oriented curriculum
- Students came up with their own research questions and a certain method to employ during the six hour long session
- First test run of using practical sessions in a curriculum and the utilisation of the Media Lab

Cooperation with Communication, Information, Media Centre (KIM)

- Media Lab setup with two PlayStation 4 consoles
- Accessible for students of Media Studies seminars
- Possibility to hold seminar sessions at the Media Lab
- Acquisition partnership for computer games and literature

Future Steps

GameLab as a Physical Space

- Central space for interdisciplinary research on computer games
- Provision of technical infrastructure for students and researchers
- Meeting place for interested researchers and students across all disciplines

Further Cooperations

- Expansion of the existing cooperation with the Communication, Information, Media Centre (KIM)
- Establishing internal cooperations at the University of Konstanz
- Form connections to other universities and the computer game businesses

Comprehensive Integration in Curricula

- Offer research-oriented seminars on computer games regularly
- Integration of computer game research in the Master's degree course Literature, Art, Media at the University of Konstanz