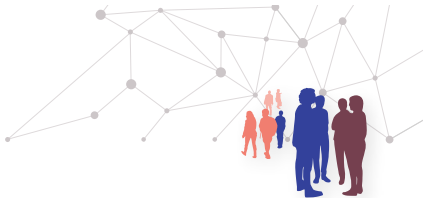
University of Zurich[UZH]

Digital Society Initiative



a short presentation of the

DSI Community Gaming

April 21, 2023

Upskills Event, University of Geneva

Hiloko Kato

Chair of the DSI Community Gaming

Department of German Studies (UZH, Pragmatic Linguistics, Prof. Heiko Hausendorf)
SNF Sinergia Project „CH Ludens: Swiss History of Games, Play and Game Design 1968-2000“ (Start: February 2023)
Senior Researcher at the GameLab, Zurich University of Arts

DSI Community Gaming

Funded by the DSI
Digital Society Initiative of the University of Zurich

Closely related to the DIZH
Digitalization Initiative of the Zurich Higher Education Institutions

University of Zurich (UZH),
Zurich University of Applied Sciences (ZHAW),
Zurich University of the Arts (ZHdK) and
Zurich University of Teacher Education (PHZH)

Goal is to connect and support the exchange
between researchers of the DIZH universities (and beyond)
who work *on* and *with* games (teaching included!)
for setting up innovative projects (lead: UZH member)

Game Studies:
Research on and with Games (Teaching included!)

Transmedia, Culture Studies

Multimodal Communication & Toxicity

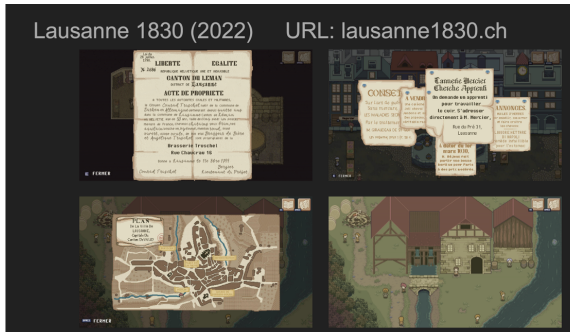
Interaction Analysis (for example in VR)

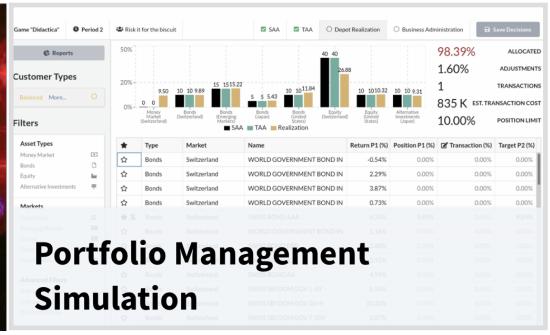
Game-based Research & Game-based Learning
Research on and with Games

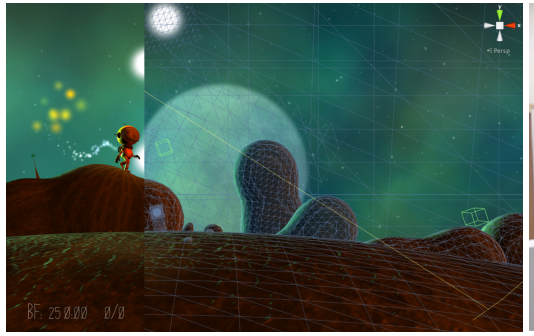
Gamification

Playification: Applied Games, Serious Games and Public Participation through Games

DSI Community Gaming
Research on and with Games (Teaching included!)







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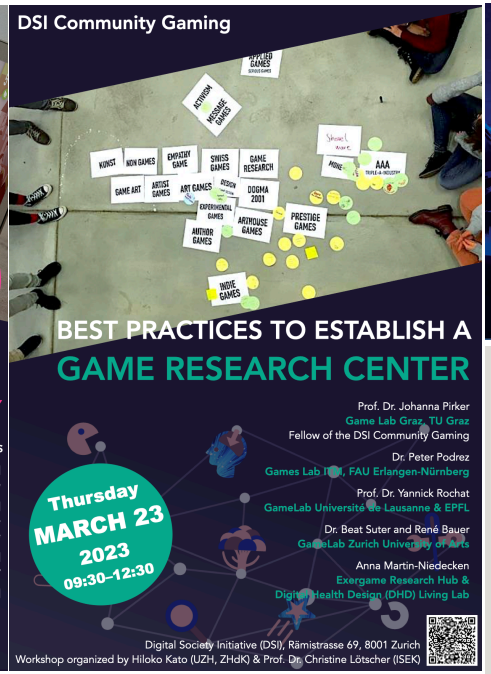
Digital Society Initiative

DSI Community Gaming Activities



in preparation among others:

September:
Workshop on digital and analogue Escape Rooms as Learning Facilitators

October:
Workshop on Game-based Learning in Higher Education

April 21, 2023 – Upskills Event, University of Geneva

DSI Community Gaming Long-Term Goals

Recommendation of the DSI Board of Directors:

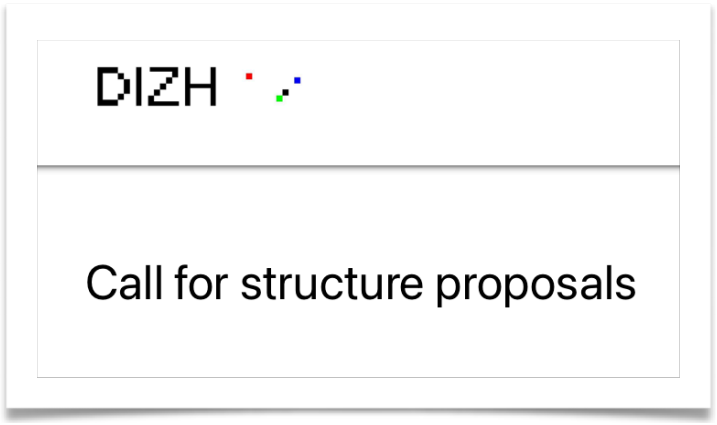
»Given that the context of "gaming in research and teaching" is a field with high potential for innovation, we recommend that the DSI Community Gaming ***should tailor all its 2023 activities towards an "overarching goal", i.e., the goal of creating and preparing an application of the DIZH Structure Call 2024. For this, the idea of a "Game Research Center" seems to be most promising,*** *and we recommend building an application team along this core idea.«*

matching funded for 2 years

»Evolving Interaction & Media Lab (EI&ML) with the Salon Digitale«

a pioneering lab dedicated to creating a comprehensive research, learning and outreach hub focusing on the intersection of media appropriation and material environments, evolving technologies and human interaction

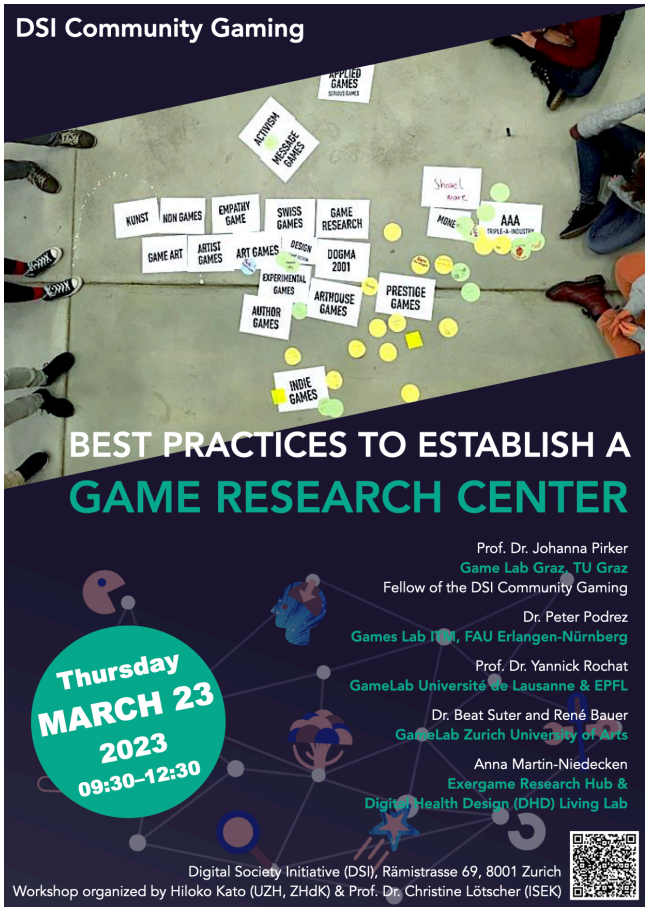
DSI Community Gaming Long-Term Goals



matching funded for 5 years,
with all the universities in Zurich involved
but inviting everybody, bridging the ‚Kantönligeist'!

Recommendation of the DSI Board of Directors:

»Given that the context of "gaming in research and teaching" is a field with high potential for innovation, we recommend that the DSI Community Gaming ***should tailor all its 2023 activities towards an "overarching goal", i.e., the goal of creating and preparing an application of the DIZH Structure Call 2024. For this, the idea of a "Game Research Center" seems to be most promising,*** *and we recommend building an application team along this core idea.«*



Correction needed: Game*(-based)* Research *and Learning* Center

09:15-09:30	Arrival and Warming-up (with coffee and Gipfeli)	
09:30-09:40	Welcome	Hiloko Kato & Christine Lötscher
09:40-09:55	Presentation Game Lab Graz	Johanna Pirker
09:55-10:10	Presentation GameLab ZHdK	Beat Suter & René Bauer
10:10-10:25	Presentation Games Lab ITM, FAU Erlangen-Nürnberg	Peter Podrez
10:25-10:40	Presentation GameLab University of Lausanne & EPFL	Yannick Rochat
10:40-10:55	Exergame Research Hub	Anna Martin-Niedecken
	Coffee Break: 15min	
11:10-12:20	Round Table	
12:20-12:30	Wrap-up	
	Lunch at the UniTurm Restaurant (open end)	

DSI Community Gaming

Thank you for your attention!

and:

Please join us!