

I'm very happy welcoming you to A MAZE. / Berlin the 3rd International Independent Video Games Festival. Since 2008 A MAZE. is creating festivals, pop ups, exhibitions and smaller events in the field of independent and experimental games, digital arts and games related music around the world: the yearly festival A MAZE. / Johannesburg, pop up festivals like A MAZE. Indie Pop Up in Rijeka, and just recently a 48h games jam organised together with the Goethe-Institut in São Paulo. Still A MAZE. / Berlin is the heart of all its branches. I love Berlin! And since I've moved to Berlin, 14 years ago the city, the people, the changes and the independent dynamic of Berlin influenced my work, life style and the development of A MAZE. a lot.

But A MAZE. isn't just me, is a wonderful team and we've been changing together quite a few things like the name, the wording, the structure, the communication, the design,... It's been a very intense time to make A MAZE. / Berlin more professional, more unique, more valuable for all participants and more accessible for the public. A MAZE. just started a partnership with ZKM, Center for Art and Media Karlsruhe, in which five of the our nominees will get the chance to exhibit at ZKM_Gameplay.

This year we are going to host A MAZE. / Berlin in two fantastic locations: the WYE as dedicated venue for talks and workshops and Urban Spree as exhibition, music and party venue. Our talks and workshops reflect the present state of independent game development, artistic approaches and social aspects of this art form. The exhibition with 70 works, including the 15 nominees of the A MAZE: Awards, virtual reality experiences and digital party games represents the new frontiers of this versatileart form.

Love,
Thorsten S. Wiedemann, festival director.

THE A MAZE. AWARDS CATEGORIES AND THE NOMINEES:

THIS AWARD GOES TO THE BEST GAME OVERALL - IN TERMS OF GAME PLAY, ART, INNOVATION, MUSIC, STORY AND INTERACTION. THE PRIZE IS DEDICATED TO THE MASTERPIECE OF THE SELECTION.

FRAMED (AU) BY LOVESHACK, PERFECT WOMAN (DE) BY LEA SCHÖNFELDER / PETER LU, SOUNDSELF (US) BY ROBIN ARNOTT, SUPERHOT (PL) BY SUPERHOT TEAM, THE STANLEY PARABLE (US) BY DAVEY WREDEN

HUMAN HUMAN MACHINE AWARD (1000€)

THIS AWARD GOES TO THE BEST GAME THAT CAN BE PLAYED BY TWO OR MORE PEOPLE IN THE SAME ROOM (LOCAL MULTIPLAYER), AND INCLUDES SOME DIGITAL ELEMENT.

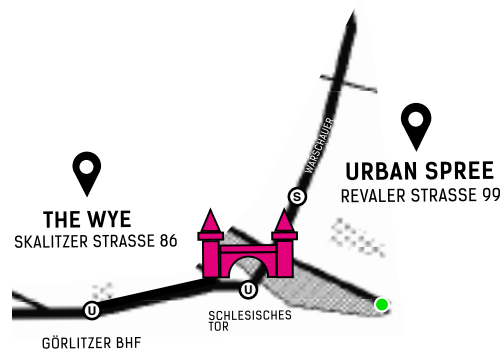
CHALO CHALO (NL) BY RICHARD BOESER / TOMASZ KAYE FRIENDSTRAP (NL) BY GAME OVEN NIDHOGG (US) BY MESSHOF, ROFLPILLAR (UK) BY LUCKY FRAME, WOJNA TANIEC (FR) BY KLONDIKE

WTF! AWARD (1000€)

THIS AWARD GOES TO THE BEST GAME THAT TRANSPORT NO COMPROMISES, RECKLESS ART, SUBVERSIVE FUN AND PROVOKING PROGRESSION. THIS AWARD IS LOOKING FOR THE BEST GLITCH, PUNK AND ART GAMES.

CHOOSATRON DELUXE ADVENTURE MATRIX (US) BY JERRY BELICH, CONTROL (IE) BY KIERAN NOLAN FJORDS (US) BY KYLE REIMERGARTIN, LUXURIA SUPERBIA (BE) BY TALE OF TALES, REHEARSALS AND RETURNS (US) BY PETER BRINSON

+ AUDIENCE AWARD
(HONORABLE MENTION)



THE JURY:
BENEDIKT HUMMEL
HENRY SMITH
JESSICA CURRY
PIPPIN BARR
RAQUEL MEYERS

The A MAZE. / Berlin team:
Thorsten S. Wiedemann - festival director
Lorenzo Pilia - program manager, social media
Nike Wilhelms - pr, sponsoring
Matthias Löwe - award manager
Miguel Alvarez - exhibition manager
Julie Heyde - sponsoring
Emily Völker - animation, video
Sebastian Uribe - workshop supervisor
Sjourns Houkes - conference supervisor
Svenja Anhut - guest management
Iwan Gabovitch - festival, exhibition assistant
FUK Design Graphic Design Studio - website, festival ci, design www.fuklab.org

The Organizer/ Contact:
A MAZE. GmbH, Schlesische Str. 38

THE LOCATIONS:
EXHIBITION + PARTY
(3PM - 3AM)
URBAN SPREE
REVALER 99, RAW
10245 BERLIN

TALKS + WORKSHOPS
(10AM - 6PM)
THE WYE
SKALITZER STR. 86
10997 BERLIN

WWW.AMAZE-BERLIN.DE

09. — 11.
APRIL 2014



A MAZE. / BERLIN
PROGRAM

A MAZE. / BERLIN

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WEDNESDAY 9 TH			
18:00–03:00	Festival and exhibition opening	Opening	Urban Spree
20:00–20:30	Opening note by Thorsten S. Wiedemann, Festival director of A MAZE., Stephan Schwingeler, Curator at ZKM	Concert	
20:30–21:40	Music from the box	Concert	
21:40–01:00	Computadora (Finest Amiga Set) + Trippy-H (Live Gameboy Electro)	Concert	
22:00–23:00	KAFVKA (Live)	Concert	
THURSDAY 10 TH			
10:00–10:30	Henry Smith: Keynote “A Spaceteam Manifesto” Presenter: Simon Bachelier // Martin Nerukar & Jana Reinhardt (Indie Arena)	Presenter: Simon Bachelier // Martin Nerukar & Jana Reinhardt (Indie Arena)	WYE Conference
10:30–11:00	Dajana Dimovska– “Hear me talking about Copenhagen Game Collective and why you should have one in your region”		
11:00–11:30	Pippin Barr – “The Game Designer is Present”		
11:30–12:00	Break		
12:00–13:00	Virtual Reality panel discussion Julie Heyde (Moderation), Erkki Trummal, Lukasz Spierewka, Patrick Baudisch, Sos Sosowski		

13:00–14:00	Break	WYE Conference	DOORS & BADGE COLLECTION IS POSSIBLE DURING THE ENTIRE DAY
14:00–14:30	Raquel Meyers –"KEYBOARDSLÖJD. the joy of textmode"		
14:30–15:00	Cara Ellison –"This Is Not My Whole Experience Of Games"		
15:00–16:00	Masterclass: Jonathan Blow in conversation with Dennis Kogel		
16:00–16:30	Break		
16:30–17:00	David Calvo –"The Never Tree"	WYE Workshop	Urban Spree
17:00–18:00	Indie Arena Session: 15' intro Martin Nerukar & Jana Reinhardt + 6 x 5' talks: Thomas Bedenk (Brightside Games), Lucy Morris, Julian Mautner (Still Alive Studios), Alexander Pieper (Studio Fizbin), Oliver Eberlei (Hammerlabs), Julian Dasgupta + QA		
11:30–13:30	Bojan Endrovski "Cooking with Game Oven, Assorted Recipes" (2 hours)	Workshop	
14:00–15:00	Jason Della Rocca – "Funding and Distribution Options for Your Game" (1 hour) (location: lounge)	Workshop	
16:00–18:00	Sabine Harrer, Ida Marie Toft, Emil Lundedal Hammar – har:d! (harassment: debate!) (2 hours) (location: lounge)	Workshop	
11:30–14:30	Jonatan Van Hove "Burn the keyboard: Build your own custom controller" (3 hours) (location: lounge)	Workshop	Urban Spree
15:00–16:00	Joonas Turner & Martin Kvale – This is how we do it (1 hour)	Workshop	
15:00–03:00	Exhibition from 3 to 3 (background music at the exhibition)	Exhibition	
15:00–21:00	zHdK + Gameslab Cologne - Workshop title: Beloved Objects	Workshop	
22:00–23:00	Tough Coded	Concert	
23:00–23:30	Humanelectro	Concert	Urban Spree
23:30–0:30	Chipzel	Concert	
0:30–3:00	Meneo	Concert	

FRIDAY 11 TH			
10:00–10:30	Petri Purho – "Isn't it Amazing"	WYE Conference	DOORS & BADGE COLLECTION IS POSSIBLE DURING THE ENTIRE DAY
10:30–11:00	Pedro Lopes –"Muscle-Propelled Games: playing games through our bodies"		
11:00–11:30	Major Bueno – "I have no idea but I got pancakes"		
11:30–11:50	Break		
11:50–13:00	Masterclass: Tale of Tales in conversation with Chris Priestman		
13:00–14:00	Break	WYE Workshop	Urban Spree
14:00–14:30	Rilla Khaled –"Questions over Answers: Reflective Game Design"		
14:30–15:30	Modern Games Criticism" panel discussion Anjin Anhut (Moderation), Cara Ellison, Chris Priestman, Dennis Kogel, Lucy Morris.		
15:30–15:50	Break		
15:50–16:50	Premiere of Super Game Jam - First Episode by Bram Ruiter and Daniel Oliveira Carneiro - Q+A with Jan Willem Nijman and Richard Boeser. (Screening and Presentation)		
16:50–18:00	Hyper Talks. Moderation by Lorenzo Pilia. 10 x 5' talks: Heather Kelley, Henrike Lode, Kristín Guðmundsdóttir, Shalev Moran, Sos Sosowski, Tatiana Vilela, Paul McGee + TBA	WYE Workshop	Urban Spree
10:00–11:00	Marie Amigues – Video Game Localization (1 hour)	Workshop	
11:00–11:30	Erkki Trummal –Transgression - Connecting virtual, physical and emotional realities (1 hour)	Workshop	
11:40–13:50	Jesse Himmelstein & Alexandre Vaougoux – RedWire - Rewire your Games (2 hours)	Workshop	
14:00–17:00	Weirdkids (Christoffer Hedborg & Fernando Ramallo) – #weirdshop: a workshop on digital improvisation (3 hours) (location: lounge)	Workshop	
11:00–14:00	Karel Millenaar – AC/DE (3 hours)	Workshop	Urban Spree
14:00–16:00	Nathan Sweet – Spine: 2D animation for games (2 hours)	Workshop	
16:00–17:00	Alon Kaplan – Adaptive Music in Unity 3D using Triple Adaptive plugin (1 hour)	Workshop	
15:00–03:00	Exhibition from 3 to 3 - (background music at the exhibiton)	Exhibition	Urban Spree
15:00–20:00	zHdK + Gameslab Cologne - Workshop title:: Beloved Objects - 18:00 Presentation of the workshop results	Workshop	

21:00–22:00	A MAZE. Award ceremony - Nils Bokelberg (Moderation)	Award	Urban Spree
22:00–22:30	Viereckige Haie	Concert	
22:30–0:00	Patric Catani aka Flex Busterman	Concert	
0:00–01:00	Kozilek	Concert	
01:00–02:00	Debmaster	Concert	
02:00–03:00	DJ Storno	Concert	

THANKS
TO ALL THE SPONSORS AND PARTNERS, MEDIA,
PARTICIPANTS, ARTISTS, SPEAKERS, VOLUNTEERS,
MUSICIANS, GAME CREATORS, BOTS, GODS,
AND YOU!

