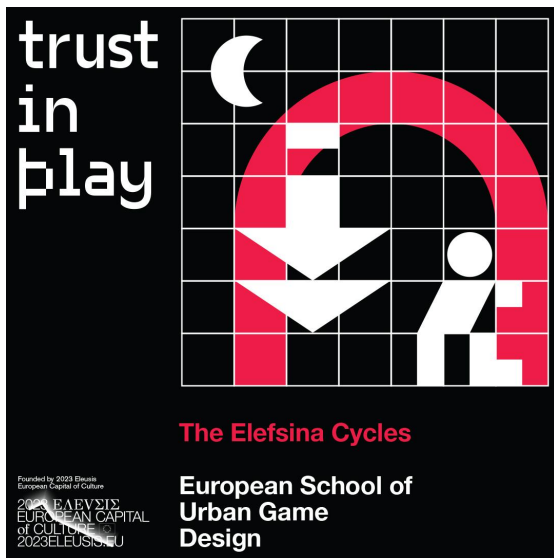


Mystery 135 Trust in Play_European School of Urban Game Design_the Elefsina Cycles // 3rd Cycle // **Mystery School Workshops**

17 - 22.07.2023



Monday 17.07

11:00 - 13:00 Vasileia Vaxevani

Taste the pomegranate

16:00-18:00 Sebastian Quack

Site-specific games

21:00-22:00 Maria Saridaki

Thoughtful Mischief 1/2

Tuesday 18.07

10:30-11:30 Alessandro Giovanucci & Maria

Saridaki

Play Rituals

16:00-18:00 Tiz Creel

More than games

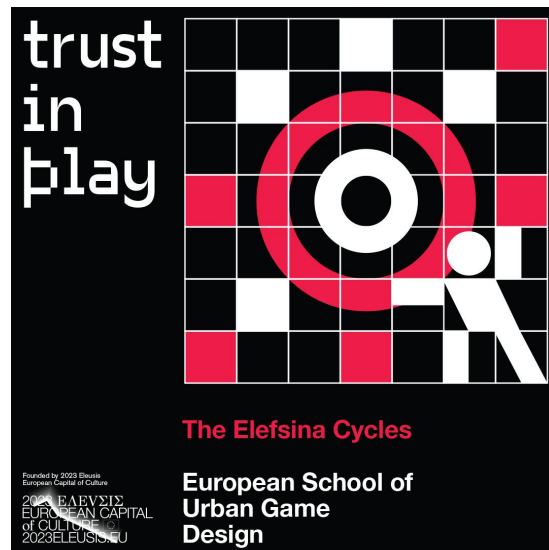
18:00-20:00 Alessandro Giovanucci

Larpish Guerilla

Wednesday 19.07
16:00-19:30 Sebastian Quack
Guided Site-specific Games
20:30-22:30 Beforelight
DIY lighting devices for urban gaming

Thursday 20.07
19:00-20:00 Christos Papamichael
Intro to inclusion and Accessibility

Friday 21.07
19:00-20:00 Maria Saridaki
Thoughtful Mischief 2/2



Vasileia Vaxevani

Taste the pomegranate – A walk around the myths and rituals of the Eleusinian Mysteries

Some say life is a mystery and others that life is a game. And there are those that insist life is the stories we tell. In Eleusis the myths of Demeter and Persephone, of death and the circle of life meet with the need to connect with the community. Stories, rituals, secrets and sense of belonging all around this vibrant, ancient city. We shall walk on the way that these crossroads meet to venture forth into the myths that bore the rituals and the rituals that bore the myths.

Together we shall know a bit more about the Eleusinian Mysteries and the myths behind them, the symbols in the center of their essence as well as the sociological, psychological and political value these Mysteries held for the culture of the era. We will see them through the eyes of today but also feel a bit more initiated in them as we understand their impact and their importance.

Vasileia Vaxevani bio

She graduated from the Department of Classical Philology of the National and Kapodistrian University of Athens where she continued her studies on ancient Greek poetry. She worked as a teacher but her love for stories won her over. She studied the art of storytelling at the School of Storytelling Art. She enriched her knowledge at Maison Du Conte in Paris while also attending training seminars around creating and facilitating workshops and performances for children and adults.

She is a professional storyteller with more than 15 years of experience. She is a member of the group Paramythokores and together they perform shows with fairy tales, myths and legends from all over the world in schools, museums and cultural hubs in Greece and abroad.

Her other love is comics and she works as a co-ordinator and facilitator at the Athens Comics Library where she works with children and adults using comics as an artistic, educational and therapeutic tool.



Maria Saridaki

Thoughtful Mischief

A workshop of artistic research and playful facilitation in public space, summoning the trickster, the prankster, the little voice of mischief within. We will try to proceed with care and respect for the people, the space, and ourselves. We will invite and observe interaction and practice playful creativity in public space, based on random little assignments. How do we get to know a space? How do we receive, accept and facilitate surprise, randomness, and failure? How do we

integrate social commitment with the funny, the unusual, or the empty, the hostile and the challenging?

Play Rituals with Alessandro & Maria

Play can be ritualistic on its own and rituals can be extremely playful. But what is a ritual and why should I incorporate them in my design? What do ancient and post-modern occultists have to offer us in our game design skills and facilitation? A LARP master and a Lazy Occultist, share, discuss, and try to build a collective ritual with everyone present.

Maria Saridaki bio

Maria Saridaki is a researcher and curator of playful interactions, working on their different applications within and beyond the digital world. She has a PhD in inclusive playful interactions and a post-doc on digital storytelling for women in vulnerable social groups. Since 2007, Maria has worked with communities, organizations and artists in different cities around the globe, building playful projects, festivals, workshops, exhibitions, strategies and schools. She is the artistic director of “TRUST IN PLAY: European School of Urban Game Design”. She is currently researching the connection of occult rituals and symbolism to transformative XR experiences and design. She lives in Berlin and she is still in love with cities, liminalities and temporary spaces of metamorphosis and solidarity.

www.morethangames.gr
www.trustinplay.eu



Tiz Creel

More than games

In this workshop, we will explore the myriad forms that play can take, from toys and immersive experiences to imaginative play. We'll begin by examining the key elements and components of the game. Then, we'll collaborate to generate ideas based on the unknown & the unseen. Finally, we'll roll up our sleeves and rapidly prototype some of the pictures we've created together.

Tiz Creel bio

I am an artist & experience designer from Mexico City with over five years of experience working in the cultural sector in London. My multidisciplinary approach to art and creativity has led me to explore the many forms that play can take, from a tabletop game about discrimination to a bouncy castle that challenges your balance, to an interactive installation that reads and influences participants' emotions. I have collaborated with public and private organisations,

cultural institutions, communities, and individuals to create interactive and participatory experiences that engage and, at their best, transform.



Beforelight

DIY lighting devices for urban gaming

Beforelight will provide examples and techniques for utilizing affordable, lightweight, and portable lighting materials and equipment to create DIY and portable lighting devices for urban gaming. LED lights, luminous paint, USB-charging devices, plexiglass cuts, and other materials can be used to incorporate the element of light into the design of your urban games.

Beforelight Bio

Beforelight Group was established in 2007 with the purpose of experimenting with light and creating large-scale light art interventions in public spaces while actively involving citizens. Their innovative lighting interventions at Pittaki Street and Stoa Emporon in Athens have revitalized the city's appearance. Beforelight's artworks have been showcased in exhibitions, museums, and contemporary art festivals in Greece and internationally. The group received the prestigious Gold Award in the Artistic Lighting category for their Christmas interventions at Stavros Niarchos Park of the SNFCC at the Greek Lighting Awards 2020. From 2013 to 2015, with the support of the European Cultural Foundation, Beforelight implemented the Urban Lightscaapes project, a European research and participation program focusing on creative urban lighting design. This project involved activities in Greece, Spain, and the Netherlands.

Beforelight's core mission is to conceptualize, design, and implement light art and design projects, aiming to facilitate public collective experiences with both natural and artificial light. Their approach considers site specificity and incorporates innovative use of both traditional and contemporary lighting devices. The members of Beforelight are Eliza Alexandropoulou, Christina Ampatzidou, Konstantina Evangelou, Kelly Efraimidou, Dimitris Theocharoudis, Maria Lazaridou, Vasileios Ntovros, and Eirini Steirou.



Christos Papamichael

Intro to Inclusion and Accessibility

In this workshop, we will explore theoretical and practical aspects of inclusion and accessibility for people with disabilities. Inspired by the Universal Design principles and accessibility tool we will attempt to examine our creations and try to remove any possible obstacles to participation.

Christos Papamichael Bio

Christos Papamichael is a teatrologist and actor, a graduate of the Department of Theater Studies of the School of Philosophy of the National and Kapodistrian University of Athens, and the higher education drama school “Praxi Epta.” He works as a performer and producer, specializing in inclusive and accessible creation. He is one of the co-founders of EMEIS [WE], a group for the promotion of collective culture (2013), and of the annual event “Our Festival – A Meeting of Artists in Solidarity” (2015), where he works as a production manager. In 2016, he founded the cultural organization “liminal,” with the aim of implementing the concepts of inclusivity and accessibility into artistic and cultural practices.

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Sebastian Quack

Site-specific Games

What if each place contained an infinity of unique ways to play – a mysterious pool just beneath the surface that you could tap into with nothing but a shift in perspective? In this workshop, we’ll create lightweight games and playful experiments that only make sense in the specific public spaces we will be creating them in. We’ll look at ways to get inspired by the architecture, the social dynamics, or natural features of the site and incorporate them into our games. And we’ll try out what it means to collaboratively design and playtest in public.

Sebastian Quack Bio

Sebastian Quack works at the intersection of play, participation and the politics of urban society, as an independent artist, game designer and curator. Sebastian’s work is process-based and cooperative. From 2020-2023, Sebastian was the director of Now Play This, Festival of Experimental Game Design in London. Previously, he was a founding member of the Invisible Playground network, co-director of Trust in Play, the European School of Urban Game design, and co-organizer of Drift Club, a platform that facilitates random musical walks through cities around the world. He regularly teaches art and design, gives talks and consults organizations on how to engage playfully with the world around them.

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Alessandro Giovannucci

Larp-ish Guerilla: an invitation to dance

Larp is a form of performance/game that usually takes place in secluded spaces, where a fictional world is recreated and everyone is playing a fictional role. But what would happen if we opened the doors? Is it possible to play a larp in public spaces? Can we play among people that are not doing the same? What are the good and bad sides of that? In this workshop we will work about consent and transparency, reflecting, playing and the prototyping hybrid experiences that draw on larp and urban games. Main topics: how to build agency/motiv/alibi, mixing larp with urban games, situationism/walking art.

Alessandro Giovannucci Bio

Alessandro Giovannucci is an Italian award-winning game designer and lecturer. He works on the intersection between immersive experience, interactive storytelling and role-play. He's co-founder of the larp collective Chaos League with which he designed some of the most influential larp on the international scene: Miskatonic University, Sahara Expedition, The secrets we keep and Bunker 101. Alessandro worked also in tabletop games and mixed/augmented reality, working with museums, institutions, universities and European Founds. He's regularly invited to hold talks, classes and workshops about audience engagement, collaborative storytelling and interactive performances. He is also a game curator. His projects have been featured in multiple newspapers and magazines (New Yorker, The Guardian, Wired, Radio Rai3).

<https://chaosleague.org/>