



Media Transformation

Lecture Winter term 2024–25, week 6

LARP and theatre

LARP

- Playing a role
 - instructions
 - but no text
- Developing a character
- World building
- Relationship to life?
 - cannot replay easily
 - “dead” players must take on new characters

LARP

- Can we play the game more than once?
- Is it a game or a part of our lives?
 - or both?
- If we play again, is it the same game?
 - what is the identity criteria for theatre?

LARP: What now?

- Problem
 - Does not have a week
- Solution
 - Bus stop

<http://www.slideshare.net/ckoehn5/bus-stop-8997285#>

Bus stop



RULES

The following game should take about fifteen minutes to a half-an hour. If things go well, this game can go longer.

There is no formal combat in this game. The level of violence allowable is up to the GM, as are the results.

There are no special abilities. There are no items. All goals are social in nature.

Please, even if your character would do something rude, don't do it yourself. If you want to do something rude, ask the GM for advice, or work out something with the person that you are being rude to.

Looking

Blue Velvet (David Lynch 1986)

Love Actually (Richard Curtis 2003)

Looking

- Aggression
- Power
- Status
- Support
- Flirting
- Curiosity
- Love
- ...

Looking

- The eye of the actors
- The eye of the beholder
- The camera as an eye

Looking and communication

- The eye of the beholder
- Social acceptance
- The professional eye

Playing our roles in life