

The Eclectic Collection

The Night Games by Phoenix Perry (US)

NightGames is a low poly musical landscape that brings an audience together on a collaborative adventure. The audience is encouraged to explore the landscape as they would a musical instrument through touch, light and motion. Each element within is an interplay between light and sound, rewarding close collaboration with a richer melodic score and delightful lightscapes. Each group at play thus creates their own melodic mood. NightGames takes on the familiar relationships we have with nature, inspiring the audience to once again run their fingers against a wall, to hug a tree, to converse under a cloud, to gaze upon a star and even pick up and shake a rock. NightGames is an ongoing developmental platform to experiment with collective game ecologies and for people to be curious about their environment.

Tesla Arcade by Marie Wellershoff, Benedikt Haas, Marius Winter (DE)

Tesla Arcade is a multiplayer game that can be played on a 100-year-old-looking machine. The display, which is inserted into a table, includes 64 lightbulbs through which the gameplay takes action. The rules are simple: If you are the red light try to catch the blue light – but be careful, the colours might change!

<https://www.youtube.com/watch?v=TVYfroKKCDA>

Major Bueno Tour Showcase by Major Bueno & Artists (DE)

Over January and February 2015, German game developers Major Bueno visited eleven members of the European indie scene, accompanied by a documentary film-crew. During this seven-week road trip, Benedikt and Marius create a new game with each of their hosts at each stop along the way. The product of this tour is an eleven-episode web series documenting how independent games are made. The indies from this tour are Dragica Kahlina, Pietro Righi Riva, Broken Rules, Luke Spierewka, Sos Sosowski, Franziska Zeiner, Henrike Lode, Adriaan de Jongh, Tatiana Vilela, Media Molecule and Ed Key. Sit down and watch a couple episodes of Tour Bueno and/or check out the games we made!

www.tourbueno.com

Bird Ball by William Pugh, Dominik Johann, Sean O'Dowd, Grant Kirkhope (UK)

Bird Ball is the latest game from BAFTA nominated and IGF winning William Pugh. Leading a team of underdogs and industry veterans, he has re-imagined a humble Game Jam Proof of Concept into an exciting and competitive new local multiplayer extravaganza. Play as one of 6 birds with unique weapons, skills and world views. Grab your paddle, flex your feathery arms and become the Champ of The New E-Sport!

The Kevin Patterson Experience by Kevin Patterson (UK)

The Kevin Patterson Experience is an avant-garde exploration of time and self. It was made by me, Kevin Patterson. I hope you can find the time to open your minds and try something

truly new and innovative. Dance with my experience on the stage of the interactive medium. Peace.

<http://kevinpatterson.org/>

Future Unfolding by Spaces of Play (DE)

Future Unfolding lets you explore a world filled with life that is both beautiful and dangerous. The world is procedurally generated and each play-through allows you to experience a new and different layout. Find your path with the help of wild animals while avoiding the other less friendly creatures.

www.futureunfolding.com

MSPAIN.T.EXE improv by Joon & Sos (BE, PL)

MSPAIN.T.EXE is an interactive installation with a Paint program being projected onto the ground, allowing people to participate in the game by being "inside" Paint. One person plays the game master and controls everything that appears on the screen by using Paint tools. People-painting, board games, improvisations, interpretative dancing and a lot of unexpected fun can happen inside good old MS Paint!

<https://vimeo.com/106874433>

Grab your eyes by Eyed Team (FR)

Grab Your Eyes is a satirical psychosociological experiment about the world inside the television, the insane star system, and the evil attractive power of our regular screens. Simply put, it's a mini games mash-up using eye-tracking technology. Throw away your keyboards, mouses and pads. In fact, you can even drop your hands – you're only going to need your eyeballs to play!

The Infinite Viking Quest II / Skål by Team Skål (FR)

A game for two players in diminishing reality. Players sit on separate sides of the game without seeing each other. The first player faces a screen that reveals what the second player is doing in real-time on the other side: trying to reproduce the game with paper miniatures.

<http://zoomachines.com/edition-2014/prototypes-2014/the-infinite-viking>

Ferdinand Laboite by Lucie Viatgé, Typhaine Uro, Delphine Fourneau, Pol Clarissou, Mickael Verbeke, Armel Gibson (FR)

Help Mr. Ferdinand Laboite eat his meal and live a normal life by using several mice and stripped-down keyboards concealed inside the wooden box that is Ferdinand's head. Each input is linked to a specific body-part (knee, hip, elbow, eye, mouth...) and can make him move, speak, or perform special actions. Be careful though, his wooden head is filled with weird stuff...

<http://armelgibson.com/ferdinand>