

RMIT Europe symposium in association with COST Action IS1202 20-21st June 2015

Ambient Play:

Digital creativity, play and labour in everyday life

A collaboration between DERC (RMIT) and COST IS 1202

This symposium seeks to address the new types of labour, creativity and play emerging around mobile media and games. Drawing upon empirically grounded and theoretically informed analyses of phenomenon such as Let's Play (shared videos of people playing games) and mobile lifestyle apps (as part of the quantified self), this symposium seeks to engage with, and debate, the role of existing, remediated and new forms of play and labour within everyday life. Taking on a variety of approaches, the papers in this symposium analyse how existing everyday practices reinvent mobile media as well as how apps culture is shaping, and being shaped by, existing practices and labour. The symposium seeks to propose a special issue of a journal (*EJCS*, TBC) and further international collaborations between participants and networks.

This symposium will draw from experts in digital methods and theories to outline some new ways for understanding this phenomenon. Some of the questions include:

- What are some of the socio-cultural and creative ways mobile phone users are shaping apps through existing work and leisure practices?
- How are mobile media apps like mindfulness quantifying a user's life? And how can users resist and queer these forms of normalisations?
- How are emergent game player industries like Let's Play (shared videos of playing) shaping relationships and representations of play, labour and playbour? How does this reshape conceptualisations between players and spectatorship?
- How can theories about play and labour be applied as creative practice solutions?

Participants:

Amparo Lasen
 Emma Witkowski
 Larissa Hjorth, Sarah Pink & Heather Horst
 Jaz Choi et al.
 Sybille Lammes and Clancy Wilmott
 Rosalind Gill, Ana-Sofia Elias and Ngaire Donaghue
 Anoush Margaryan
 Ursula Huws
 Susana Tosca & Isabel Fróes
 Nelli Kambouri and Martha Michailidou
 Juliet Webster

The event will be held at the RMIT Europe Centre in Barcelona, Minerva 2 08006 Barcelona, Spain:
<http://dynamicsofvirtualwork.com/symposium-on-ambient-play-barcelona-june-20-21-2015/>



Programme

Day 1: Saturday June 20 , 2015

10AM: INTRODUCTION AND WELCOME

11AM: WIRELESS LEASH?: CHANGING WORK PRACTICES

Ursula Huws, Free to connect: wifi and the spatial reconfiguration of work

Anoush Margaryan, Reconceptualising professional learning within emergent digitally-mediated work practices

12NOON PRACTICES OF AMBIENCE AND AFFECT

Amparo Lasen, Two Examples of Affective Portable Urbanism enacted in Mobile Media Practices

Larissa Hjorth, Sarah Pink and Heather Horst, Locating the Mobile: Cross generational familial co-present intimacy and friendly surveillance

Susana Tosca and Isabel Fróes, Playful subversions: small children and tablet use

1PM: LUNCH

2PM: GENDERED AGENDAS

Juliet Webster, The importance of being human: the paradoxical reproduction of the gendered self in mobile, digital work

Ana-Sofia Elias (1), Ngairé Donaghue(2) and Rosalind Gill(3), Beauty surveillance: the digital self-monitoring cultures of postfeminism

Nelli Kambouri and Martha Michailidou, Gender transitions in the Greek gaming community

3PM: QUALIFYING THE QUANTIFIED SELF

Emma Witkowski, Women, Zombies, Running: Interrupting Vulnerability in Public Space with Instagram.

Sybille Lammes and Clancy Wilmott, Wearable apps, wearable maps: Smart-watches as mobile playthings

Jaz Choi et al., Changing the City One Day at a Time: Making 100 Opportunities for Play in Valparaiso

5PM: DISCUSSION

7PM DINNER

Day 2: Sunday, June 21, 2015

9AM: DISCUSSION: FUTURE RESEARCH DIRECTIONS

11AM: DISCUSSION:PUBLICATION PLANS

1PM: SYMPOSIUM ENDS

