

GameStage@AEC: Competitive Games

Friday, March 8, 2013 / 6 PM-12 Midnight / Ars Electronica Center

(Linz, March 4, 2013) GameStage@AEC is a new series at the Ars Electronica Center Linz dedicated to multifarious aspects of computer gaming. It's produced in cooperation with Gamecraft, a Linz gamer community, Radiated Pixel and the Upper Austria University of Applied Science's Hagenberg Campus. Kicking things off on Friday, March 8th at 6 PM is Competitive Games.

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Friday, March 8, 2013 / 6-7 PM

No sooner do you enter the Ars Electronica Center and you're already confronted by competitive games you're cordially invited to try out for yourself.

Tutorials

Friday, March 8, 2013 / 7-9 PM

Jeremiah Diephuis of the Game Development Studio (gLab) at Upper Austria University of Applied Science's Hagenberg Campus gets it started with an address about competitive communities. Then, players face off in StarCraft II, with color commentary provided by Thomas Schned von BarCraft Austria. Finally, in Deep Space, Roland Moritz presents the best games created at Austria Game Jam, a computer game development marathon.

Screen Jumps

Friday, March 8, 2013 / 6 PM-12 Midnight

Game collector Andranik Ghalustians offers insights into a colorful array of computer games from bygone days, which attendees can then try out right on site.

Continue Playing Friday, March 8, 2013 / 9 PM-12 Midnight

Play continues in Deep Space and the Ars Electronica Center's Lobby–post new high scores, play new levels, and exchange tips and tricks about computer games.

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radiatedpixel.com: <u>http://gamestage.radiatedpixel.com/</u>
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- GameCraft Linz on Facebook: <u>https://www.facebook.com/GameCraftLinz</u> gLab Hagenberg Games: <u>http://games.fh-hagenberg.at/</u>
- Austria Game Jam: <u>http://www.austriagamejam.org/</u>
- Ars Electronica Center: <u>http://www.aec.at/news/en/</u>

With queries, please contact