

CONTENTS

From:
 Films and Games. Interactions.
 ISBN 978-3-86505-242-1
 © 2015 DIF e.V. | Bertz + Fischer Verlag

➤ Claudia Dillmann / Foreword	6	Level 3 / Transmedia Aspects of Films and Games	
Andreas Rauscher / Introduction	10	Hans-Joachim Backe / Between "One for All" and "Free for All" – Transmedia Storytelling	90
Level 1 / Approaches		Andreas Rauscher / The Ludic Screen or: The Video Game in the Age of Cinematic Reproduction	96
Britta Neitzel / Playgrounds and Spectacles – On the Encounter between Film and Games around 1900	18	Michael Nitsche / Machinima's Potential	106
Marcus Stiglegger / The Promethean Impulse in the Interactive Feature Film	28	Interview with Jordan Mechner	114
Petra Fröhlich / I Wanna Be Like You	38	Level 4 / Aesthetics	
Boris Schneider-Johne / From "Ripe for Film" to the Infinite Loop	42	Benjamin Beil / Point of View and Virtual Camera	124
Interview with Ron Gilbert	46	Peter Moormann / Playing with Music – Developments and Potentials of Composition for Games	132
Level 2 / Adaptions and Exchanges		Marc Bonner / In the Rhythm of Space-Images – Architecture and Art Direction in Films and Computer Games	140
Andreas Rauscher / Lost in Adaptation or: Film in the Age of Ludic Reproduction	52	Interview with Jan Klose Creative Director, Deck 13	148
Interview with Jörg Friedrich Design Director, YAGER	66	Interview with Dennis Schwarz Senior Game Designer, Crytek	158
Interview with Uwe Boll	72		
Interview with Paul W. S. Anderson	76		

Level 5 / Reflections and Representations

Nina Kiel / **On Dream Girls and Traumata –
Stereotypes in Video and Computer Games** 170

Svetlana Svyatskaya /
**Trapped in Virtual Reality – Fragments
of a Media Reflection in Film** 178

Level 6 / Creative Gaming – Ludic Mediations

Judith Ackermann / **Creative Gaming** 190

Vera Marie Rodewald / **Machinima –
The Computer Game as a Film Set** /
On the Creative Use of Computer Games
in Educational Contexts 194

Thomas Klein / **Let's Play Videos
and Gaming Culture** 198

Andreas Lange / **The Emergence of a
Cultural Memory under the Requirements
of the Internet** 204

Level 7 / Game Art

Stephan Schwingeler /
The Computer Game in Art Discourse 212

Thomas Hensel / **When Film Leaves
its Image – Metaleptic Reflections
in Computer Games** 220

Jens-Martin Loebel / **Interaction
with Games by Means of Emulation
in the Museum Context** 230

Andy Kelly / **Other Places** 234

Steven Poole /
The "Citizen Kane" of Video Games 240



Filmography 244

Gameography 250

Glossary 251

Authors' Biographies 252

Index 254

Imprint 255