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New Media Art & Entertainment

Spring 2023

Online course

Veronika Sellner, Zdeněk Záhora

M_VIRTUAL: Introduction

- Structure of the course

- How to access study materials

- Topics of the course
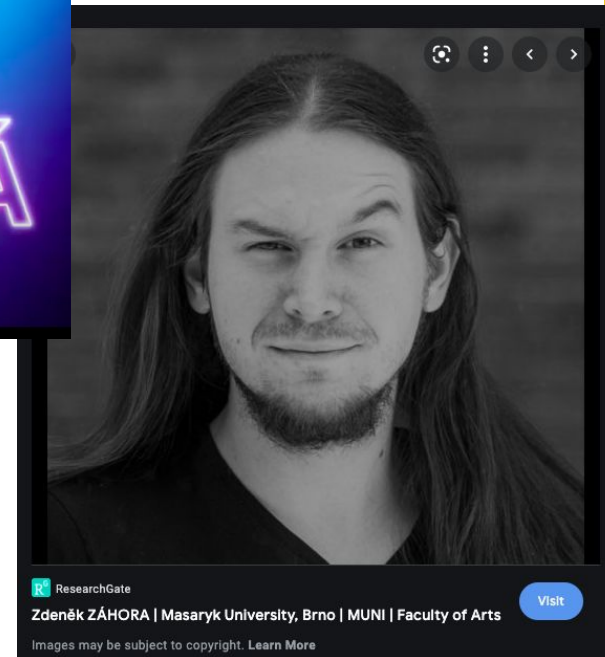
- Final assignment

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New Media Art & Entertainment

- 20+ recorded lectures and case studies

- 1 final essay

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- Introduction - today

- Computers & Games - 6 weeks

- Computers & Art - 6 weeks

How do I access course information and recordings?

Interactive syllabi

FF: **M_VIRTUAL** New Media Art & Entertainment (Spring 2023)   othe

(?) What is the interactive syllabus?

Mgr. Veronika Sellner

New Media Art & Entertainment – spring 2023

/el/phil/jaro2023/M_VIRTUAL/index.qwarp

muni.cz/go/M_VIRTUAL_syllabus

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Interactive Syllabus

February 21: Digital Games History 🔒

NMAE Computers Games Digital games history

0:00:00 / 1:55:17

Lecture

Gaming the Iron Curtain: Making and Playing Games in Communist Czechoslovakia - Jaroslav Švelch

Based on the recent book Gaming the Iron Curtain, this talk will show how computer hobbyists in Cold War era Czechoslovakia challenged the power of the oppressive political regime and harnessed early microcomputer technology for both entertainment and activism. In the 1970s and 1980s, Czechoslovak authorities treated computer and information

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- ➡ February 14: Introduction (live)
- 🔒 **February 21: Digital Games History**
- 🔒 February 28: How Are Digital Games Created – journey from nothing to the release
- 🔒 March 7: Europe Game Industry
- 🔒 March 14: Serious Games
- 🔒 March 21: Players, Gamers, Fandom
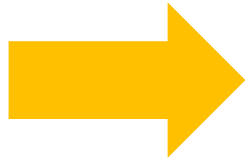- 🔒 March 28: Game Design
- 🔒 April 11: History of Computers and Art
- 🔒 April 18: Digital Sculpture, Digital Music
- 🔒 April 25: Digital Poetry, Hypertext Fiction
- 🔒 May 2: Video Art
- 🔒 May 9: New Media Art, Speculative

Lecture

Gaming the Iron Curtain: Making and Playing Games in Communist Czechoslovakia - Jaroslav Švelch

Based on the recent book Gaming the Iron Curtain, this talk will show how computer hobbyists in Cold War era Czechoslovakia challenged the power of the oppressive political regime and harnessed early microcomputer technology for both entertainment and activism. In the 1970s and 1980s, Czechoslovak authorities treated computer and information technologies as an industrial resource rather than a social or cultural phenomenon. While dismissing the importance of home computing and digital entertainment, they sponsored paramilitary computer clubs whose ostensible goal was to train expert cadres for the army and the centrally planned economy. But these clubs soon became a largely apolitical, interconnected enthusiast network, where two forms of tactical resistance could be identified. First, the clubs offered an alternative spaces of communal hobby activity, partially independent of the oppression experienced at work or at school. The club members' ambitious DIY projects often substituted for the deficiencies of the state-controlled computer industry. Hobbyists not only built joysticks and programmed games, but also introduced new standards for data storage and ran large-scale bottom-up education programs. Second, especially in the late 1980s, local authors started making games that were openly subversive. Several anti-regime text adventure games were made in 1988 and 1989, including The Adventures of Indiana Jones on Wenceslas Square, January 16, 1989, which pitted the iconic Western hero against riot police during an anti-regime demonstration. These games rank among the world's earliest examples of activist computer games.
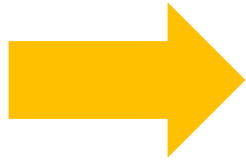
Literature

- Švelch, Jaroslav. Gaming the Iron Curtain: How Teenagers and Amateurs in Communist Czechoslovakia Claimed the Medium of Computer Games. Game Histories. Cambridge, MA: MIT Press, 2018.
- Wasiak, Patryk. "Playing and Copying: Social Practices of Home Computer Users in Poland during the 1980s." In Hacking Europe: From Computer Cultures to Demoscenes, edited by Gerd Alberts and Ruth Oldenziel, 129–50. London: Springer, 2014.
- Swalwell, Melanie. Homebrew Gaming and the Beginnings of Vernacular Digitality. Cambridge, MA: MIT Press, 2021.
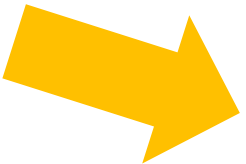
Possible essay topic

- Games and political activism, History of digital games in the Soviet bloc.
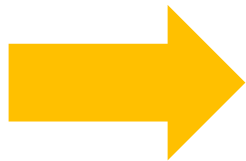
Case study I.

The Rise of Japanese Games to Global Recognition - Marek Mikeš

While today Japanese digital games are a well known and recognized phenomenon and they already had a relatively big global impact in the 1980's, the image of Japanese games depended on various factors such as localization or hardware

How do I know if the lecture is live?

- E-mails from lecturers
- Always check muni.cz/go/M_VIRTUAL_syllabus

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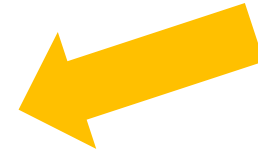
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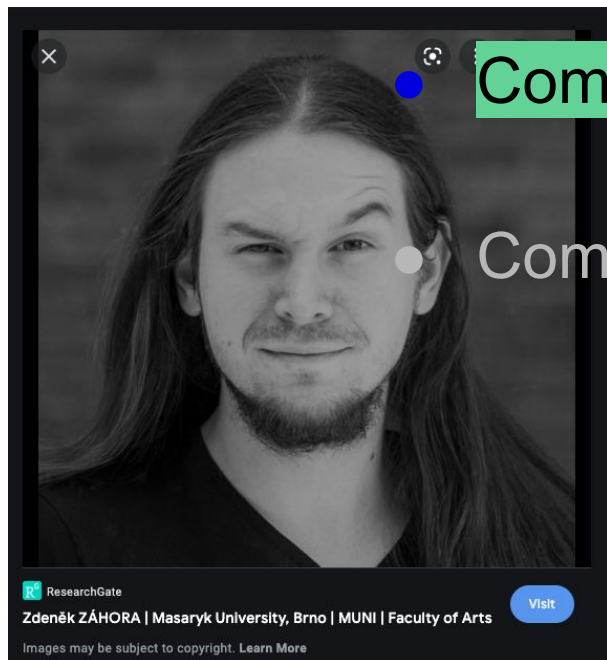ARTS

Where can I find the link to the live lecture?

- E-mail
- Teams: muni.cz/go/M_VIRTUAL_teams

- Introduction - today

Computers & Games - 6 weeks

- Computers & Art - 6 weeks

Someday You'll Return: Building a Large Game with a Tiny Team

Gaming the Iron Curtain: Making and Playing Games in Communist Czechoslovakia

Digital Game-based Learning

Attentat 1942: Challenges of Designing a Serious Historical Game

The Rise of Japanese Games to Global Recognition

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- Introduction - today

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VERONIKA SELLNER

Virtual reality experience of the contemporary dance

Digital literature, digital sound poetry

Video Art - *history, video and in gallery space*

Sculpture in Postdigital Age

Speculative design: overcoming human and inventing the future

Software code as creative medium

Artificial Intelligence in Creative Writing

Archaeology of Computer Virus in the Czech and Slovak Republic

Final assignment

- A research paper (academic essay) of 2500-3000 words on chosen topic related to lectures

- Essay Guidelines in Study Materials in IS

  Essay Guidelines essay-guidelines.pdf

- **Cite sources!**
- **And consult us if hesitating**

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Final assignment

- Insert your essay to the Homework vault in IS

- Deadlines

  - May 19
  - June 02
  - July 07
  - July 21

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Don't wait, reach out:

virtual@phil.muni.cz

Veronika, Zdeněk