

# Video Games and Museums

## Educational Digital Tools for the Participatory GLAM Space

VENUE National Museum of Finland + University of Helsinki  
TIME 6 – 7 May 2018

*Day 1 (Sunday 6 May, 13:30-18:00)*  
*VENUE National Museum of Finland*

13:30

### *OPENING WORDS*

Xenia Zeiler (South Asian Studies, University of Helsinki) + Suzie E. Thomas (Cultural Heritage, University of Helsinki)

The Project Digital Educational Tools Development – Durgapuja and Museums

Hanna Forssell (National Museum of Finland)

Welcome and Opening Words

13:45 – 15:45

### *VIDEO GAMES, HISTORY AND MUSEUMS*

*Chair: Amber L. Cushing (University College Dublin, Ireland)*

Vít Šisler (Charles University Prague, Czech Republic)

Attentat 1942: Designing a Serious Game on Contemporary History

Lissa Holloway-Attaway (University of Skövde, Sweden) + Rebecca Rouse (Rensselaer Polytechnic Institute Troy, USA)

Playing with Postdigital Heritage: Designing Mixed Reality Media Games for New Engagements with The Past

Tanja Korhonen (Kajaani University of Applied Sciences, Finland) + Pauliina Kinanen (Finnish Museums Association)

From Stories to Games - Development of Virtual Reality Games for Museums

Kadja Manninen (National Museum of Finland)

Enlivening History with Virtual Reality – Case Study: National Museum of Finland

15:45-16:15 BREAK

16:15-17:45

### *VIDEO GAMES MADE IN ASIA. CULTURAL HERITAGE AND GAME DEVELOPMENT PROCESSES*

*Chair: Suvi Sillanpää (Helinä Rautavaara Museum)*

Gregory P. Grieve (University of North Carolina, USA)

Escaping Sangri-La: Difference and Disjunctures in Nepali Game Development

Christopher Helland (Dalhousie University, Canada)

Gaming Doujin Style: Examining the Cultural Dimensions of Indie Game Development in Japan

Kerstin Radde-Antweiler (University of Bremen, Germany)

How innocent is Cultural Heritage? Indie Games in the Philippines between Information and Propaganda

Xenia Zeiler (University of Helsinki, Finland)

Gaming Cultural Heritage: Upcoming Indian Indie Games

18:30 DINNER FOR SPEAKERS

Day 2 (Monday 7 May, 10:00-17:00)

VENUE University of Helsinki, Consistorium Hall

10:00

**KEYNOTE**

Padmini Ray Murray (Srishti Institute Bangalore, India)  
Recasting the Goddess: Whose Stories? Whose Heritage?

10:30-12:00

**APPROACHES AND EXPLORATIONS IN VIDEO GAMES AND MUSEUMS**

Chair: Suzie E. Thomas (University of Helsinki)

Angeliki Symeonidi (University College London, UK)  
From Dog Brain Specimen to "Brainy", the Evil Game Boss: Exploring Curation, Representation and Agency in Museum Visitors' Game Designs

Erja Salo (The Finnish Museum of Photography)  
Darkroom Mansion and Arvaa kuka? (Guess who) - Two play(ful) Approaches to the Collection of The Finnish Museum of Photography

Lauri Kemppinen + Kim Krappala  
An Adventure in Iron Age Finland - a Minecraft Modification Based on Archaeological Record

Deborah Elizabeth Cohen (Cognition Ignition, Raspberry Wood Productions, USA)  
Design Practices for Creating Digital Educational Museum Collections

12:00-13:30 LUNCH BREAK

13:30-15:00

**VIRTUAL REALITY, MIXED REALITY, AUGMENTED REALITY, AND MUSEUMS**

Chair: Xenia Zeiler (University of Helsinki, Finland)

Suvi Sillanpää (Helinä Rautavaara Museum) + Emmi Huhtaniemi (Helinä Rautavaara Museum) + Somdatta Deb  
Participatory Approach to producing Educational Digital Tools in an Ethnographic Museum – Case Durga Puja VR

Tanya Krzywinska (Falmouth University, UK) + Jenny R. Lee (Cornwall Museums Partnership, UK)  
On the Design of Collaborative Mixed-Reality Experiences for GLAM Spaces: The Case of the Augmented Telegrapher for Porthcurno Museum

Amber L. Cushing (University College Dublin, Ireland)  
The Role of Contextualising Content in learning via AR Mobile Walking Tour Apps: Reflections from the Walk1916 Project

Seppo Helle (University of Turku, Finland)  
Augmented Reality in the Context of Cultural Heritage and Education

15:00-15:30 COFFEE BREAK

15:30-17:00

**ROUNDTABLE PANEL**

**From Juvenile Entertainment into a Historical Artifact: Game Museum Lineages**

Chair: Veli-Matti Karhulahti (University of Turku, Media Studies, Finland)

Discussants:

Sarah Brin (IT University of Copenhagen, Digital Design, Denmark)  
Ellinoora Havaste (University of Turku, Brahea Centre, Finland)  
Johannes Koski (University of Turku, Cultural Production and Landscape Studies, Finland)  
Solip Park (Aalto University, Nordic Visual Studies and Art Education, Finland)