

Video game as a new dream factory?

Braunschweig International Film Festival confronts film and game

Under the title „Can a video game make you cry? Film and game – a confrontation“ the 22nd Braunschweig International film festival (November 4-9) presents a series of events featuring the topic of emotionality in films and games. In presentations, lectures, a retrospective and a workshop, media scientists, artists and experts from the game industry will investigate the differences and common grounds of movies and computer games.

The two most important branches of entertainment industry continuously grow together. Convergence is the buzzword. What applies to the content – the movie-turned-game or game-turned-movie are well established – also accounts for the production, where the same digital technology is used. In terms of economics the game has outstripped film. Does that mean that not the cinema but the computer game is going to be the dream factory of the 21st century?

With „Can a video game make you cry? Film and games – a confrontation“ the 22nd Braunschweig International film festival fathoms how far the two media are apart and where despite all convergence emotionality can be found.

The events:

I. Presentations

- **Prof. Rolf Nohr**, film- and media expert at the institute for media science at the University of Art Braunschweig: Les Liaisons Dangereuses: Computer game and film.
- **Linda Breitlauch**, Mediadesign University Düsseldorf/Gamedesign: „Emotionality“ in the field of script development & narration
- **Dr. Michael Bhatt**y, game developer, author and lecturer at the Berlin Games Academy: Emotionality by means of character design and dynamic art work
- **Franz Stradal**, creative director of i.e. „Demonworld“ and „Sacred“: Emotionality in video games by VFX and CGI.
- **Oke Maas**, author in the field of Manga, Anime und Videospiel: Trickjumping in video games
- **Ulrich Wegenast**, artistic director of Trickfilmfestival Stuttgart: Machinima-Films 1997-2007.

II. Machinima Workshop

Media artists Friedrich Kirschner and Jana Dugnus demonstrate on Saturday, November 8, how computer engines can be used to create short films and to produce music videos. After an introduction into the various forms and technical necessities participants develop their own short films in small groups. Games and software tools such as „Unreal Tournament 2004“, „The Sims 2“ and „Moviesandbox“ and others will be available.

All films will be presented on Sunday, November 9th.

III. Film programme

The presentations are accompanied by a retrospective, combining classics and new productions, that all deal with computer games and virtual realities, such as TRON (1982) or BEN-X.

- Ben X, R: Nic Balthazar (Belgium 2007)
- S1m0ne, R: Andrew Niccol (US 2002)
- Tron, R: Steven Lisberger (US 1982)
- Avalon, R: Mamoru Oshii (JAP 2001)
- Like a Dragon, R: Takashi Miike (JAP 2007)
- Resurrection of the little match girl, R: Sun-Woo jang (Kor 2002)

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