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**Ugesi**

DIGITAL  
AFRICA  
FESTIVAL  
2014



# AMAZE. JHANNES. BURGGRAVME

**FOR THE THIRD YEAR A MAZE. IS WELCOMING AFRICAN AND INTERNATIONAL GAME DEVELOPERS, DIGITAL ARTISTS, FORWARD THINKERS, ENTREPRENEURS, AND DIGITAL ACTIVISTS IN JOHANNESBURG TO EXCHANGE TOOLS, SKILLS AND IDEAS IN THE FIELDS OF INDEPENDENT GAMES AND PLAYFUL MEDIA. SINCE WE ARE THE FIRST FESTIVAL OF THAT KIND IN AFRICA WE HAVE THE RESPONSIBILITY TO CREATE A PLATFORM THAT GROWS FROM INSIDE TO SECURE THE LONGTERM GOALS LIKE A NATIONAL FUNDING SYSTEMS, MORE AND EFFECTIVE INTERNATIONAL COLLABORATIONS BETWEEN UNIVERSITIES, INSTITUTIONS, CULTURAL AGENCIES, STUDIOS AND CREATIVES. A MAZE. / JOHANNESBURG IS PART OF THE UMBRELLA EVENT FAK'UGESI WHICH IS AN IMPORTANT FACT ON BUILDING SUSTAINABILITY AND AN ANNUAL PLAYGROUND FOR EVERYONE WHO WANTS TO EXPERIENCE THE HUMAN-HUMAN-MACHINE INTERACTION. A MAZE. PROVIDES AGAIN AN INTENSIVE PROGRAM WITH TALKS, WORKSHOPS, PANEL DISCUSSIONS, AN EXHIBITION WITH AN UNIQUE SELECTION OF INDEPENDENT GAMES AND PLAYFUL INSTALLATIONS, CONCERTS, PERFORMANCES AND PARTY.**

— DIRECTOR THORSTEN S. WIEDEMANN

**Thursday, Sept 11 - Saturday, Sept 13, 2014**

Being Faust : Enter Mephisto: How would a contemporary FAUST look like these days? BFEM tries to re-live the famous story of German writer J. W. von Goethe in our modern and digitalized world. The key issues of this classic stay the same: What are my personal values? What do I want to achieve in life? Am I ready to sell my soul to gain power and achieve my individual goals? As a player, in Being Faust : Enter Mephisto you will experience different stages and moments of Goethe's classic drama FAUST through a game scenario. Adopting the role of the drama's protagonist Faust, you will have to deal with his counterpart Mephisto, and the question will be: Will you save your soul?

**Thursday, Sept 11, 2014  
18:00-22:00**

Sweden@SouthAfrica - A delegation of swedish game experts selected by Sten Selander, business developer of Media Evolution will present talks on best practice in strengthen the community and business. Followed by a panel discussion about "The challenge of developing online games in Africa - dialogues with the Swedish experience.", chaired by Hanli Geyser (SA) and a leisure reception with beers and braai.

*Speakers: Ann-Sofie Sydow, Johan Oldbring, Linus Feldt, Klaus Lyngeléd, Sten Selander*

**Saturday, Sept 13, 2014  
18:00 - 20:00**

onedotzero presents 'PLAY' follows the cascade workshop, an intense week long collaborative project for students from Johannesburg, surrounding the same theme. The panel, which includes Dick Hoggs, Yuri Suzuki, Sophie Walter and Nathan Gates, will be discussing the idea that one of the best ways to explore a creative process, to collaborate and learn, is through the act of playing. For them this means play in the broadest sense, from playing or creating music to playing a computer game, from playing a sport to playing with the rules; how important is a playful and interactive approach when making work in today's creative industry?

**Saturday, Sept 13, 2014  
10:00 - 15:00**

Market hack, part of A MAZE. 2014, will be an open, collaborative making & technology event to bring together South African makers, designers, artists and the public and connect participants from A MAZE. / Johannesburg 2014 and Connect ZA events during the wonderful Neighbor Goods Market.

*Participants: Codasign, Bare Conductive and Technology Will Save Us and Bushveld Labs*

*Curators: Irimi Papadimitriou (Watermans, UK) / Thorsten S. Wiedemann (A MAZE., DE)*



# Full Schedule

## Monday 8<sup>th</sup>

10:00–17:00 Kids Day Wits Digital Arts

## Wednesday 10<sup>th</sup>

18:00–01:00 Festival and exhibition opening opening iClub

19:00–19:30 Opening speeches with Thorsten S. Wiedemann, Founder and Festival director of A MAZE. Christo Doherty, Head of Wits Digital Arts and chair of Fak’ugesi and Arno Schaefer, Head of Cooperation, EU Delegation to South Africa opening iClub

19:30–20:00 Keynote by Peter Lee (KR) game developer of the game *Being Faust : Enter Mephisto* opening iClub

20:00–01:00 Music by Noka Kikulu (SA), Escapism Refuge (SA), Rambo (SA), Robert Rumney (SA), Skelemtion (SA) opening iClub

## Thursday 11<sup>th</sup>

10:00 – 22:00 Exhibition from 10 to 10 Exhibition iClub

10:00 - 13:00 Sos Sosowski (PL) “The Lone Gunmen of Indie, aka making it all yourself!” Workshop iClub

10:00 - 13:00 Joonas Turner (FI) “Oh, I wouldn’t have guessed!” Workshop iClub

13:00 - 14:00 **Break**

14:00 - 17:00 Micro Game Jam “Let’s make a game in 3hrs about Tokoloshe.” Game Jam iClub

17:00 - 17:45 **Break**

17:00 - 19:00 **“Being Faust : Enter Mephisto”** Game iThuba Gallery

17:45 - 18:00 Nick Hall (SA) “State of SA Game Industry.” Talk iClub

18:00 - 22:00 **Sweden@SouthAfrica**

18:00 - 18:20 Sten Selander (SE) “Building the Nordic Game network, the true story” Talk iClub

18:20 - 18:40 Ann-Sofie Sydow (SE) “Building long-lasting game education together with games industry, The Game Assembly Story” Talk iClub

18:40 - 19:00 Johan Oldbring (SE) “Keeping creative vision and integrity while doing AAA-productions.” Talk iClub

19:00 - 19:20 Linus Feldt (SE) “How to work with well-known children books without screwing the kids.” Talk iClub

19:20 - 19:40 Klaus Lyngeled (SE) “Living a playful life.” Talk iClub

19:40 - 20:00 **Break**

20:00 -21:00 “The challenge of developing online games in Africa - dialogues with the Swedish experience.” Chaired by Hanli Geyser (SA) Panel iClub

20:00 - 22:00	<b>Sweden@SouthAfrica</b>	Drinks & Braai	iClub
20:00 - 22:00	<b>“Being Faust : Enter Mephisto”</b>	Game	iThuba Gallery
22:00 - 02:00	A MAZE. First Touch Party: Music by Satori (SA), Hawkword (SA), Kozilek (FI), DJ Storno (DE), Screening: Europe in 8bits	Party/ Screening	Kitcheners

## Friday 12<sup>th</sup>

10:00 - 22:00	Exhibition from 10 to 10	Exhibition	iClub
10:00 - 13:00	Lea Schönfelder (DE) “Animation workshop”	Workshop	iClub
10:00 - 13:00	Tegan Bristow (SA), Cameron Harris (UK) Interactive with MAX/MSP	Workshop	iClub
13:00 - 14:00	<b>Break</b>		
14:00 - 16:30	Lea Schönfelder (DE) “Animation workshop”	Workshop	iClub
14:00 - 16:30	Jonatan van Hove (BE) DIY Games “Burn your keyboard.”	Workshop	iClub
17:00 - 19:00	<b>“Being Faust: Enter Mephisto”</b>	Game	iThuba
17:00 - 18:00	<b>Break</b>		
17:30 - 18:30	“Sharing maker practices and tech recipes.” Daniel Hirschmann (UK), Carly Whitaker (SA), Dino Fizzotti (SA), Rouan van der Ende (SA) & Jarryd Bekker (SA), Chaired by Irini Papadimitriou (GR)	Panel	iClub
18:30 - 19:00	Pippin Barr (NZ) “The Code is Present: Digital “Art” “Games.”	Talk	iClub
19:00 - 19:30	Tatiana Vilela (FR) “Dedicated controllers : Sensation, an inner playground.”	Talk	iClub
19:30 - 20:00	Jonatan van Hove “Experimental Local Multiplayer”	Talk	iClub
20:00 - 20:30	<b>Break</b>		
20:00 - 22:00	<b>“Being Faust : Enter Mephisto”</b>	Game	iThuba Gallery
20:30 - 21:00	Rami Ismail (NL) “The invisible barrier“	Talk	iClub
20:30 - 02:00	Tetrafix Party: Intervention by Cascade. Music by Ravish Momin (US), Yuri Suzuki (JP), DJ Spoko (SA), Kazim Kazim Kazim (SA) & more	Concert/ DJ	Liberty building
21:00 - 22:00	“Media attention for Independent Games. Game journalism in SA and around the globe.” Garth Holden (SA) Shaz Greenwood (SA), Rami Ismail (NL), Chaired by Zoe Hawkins (SA)	Panel	iClub

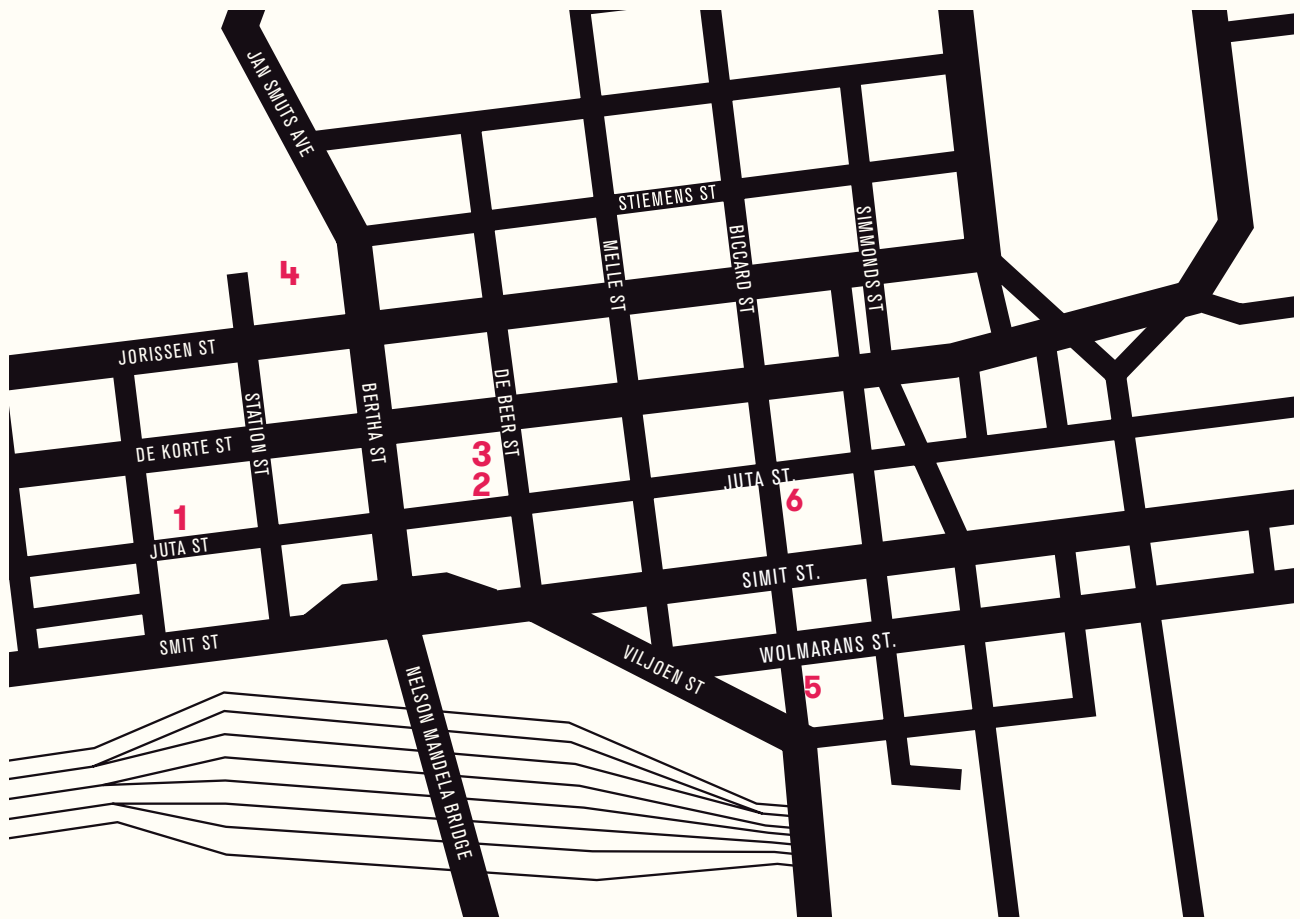
## Saturday 13<sup>th</sup>

10:00 - 22:00	Exhibition from 10 to 10	Exhibition	iClub
10:00-15:00	<b>Market Hack</b> – Codasign, Bare Conductive and Technology Will Save Us and Bushveld Labs – DIY Maker	Market Hack	Alley road of Hotel Bannister
10:00 - 13:00	David Hayward (UK) DIY Games “Build a custom controller to last.”	Workshop	iClub

10:00 - 13:00	Erkki Trummal (EE) Game design "Extended transgression -connecting virtual, physical and emotional realities."	Workshop	iClub
13:00 - 13:30	<b>Break</b>		
13:30 - 14:00	Peter Cardwell-Gardener (SA) "Sounding off - how to think about sound in Video Games."	Talk	iClub
14:00 - 14:30	Philomena Schwab (CH) "Niche - a genetics survival game." and the challenge to build a community."	Talk	iClub
14:30 - 15:00	Rodain Joubert (SA) "Treating narrative as game design."	Talk	iClub
15:00 - 15:30	<b>Break</b>		
15:30 - 16:00	Julie Heyde (DK) "Virtual Reality: Games vs. Experiences."	Talk	iClub
16:00 - 16:30	Ruan Rothman (SA) "Early Access and Broforce's experience."	Talk	iClub
16:30 - 17:00	Benjamin Gattet (CH) "Stephen King of Fighters and the new narration of video games"		
17:00 - 17:30	Bobb Muchiri (KE) "Studio Ang - boutique production house." Screening of the 7min short movie Kichwateli	Screening	iClub
17:00 - 19:00	<b>"Being Faust : Enter Mephisto"</b>	Game	iThuba Gallery
17:30 - 18:30	<b>Break</b>		
18:30 - 20:00	<b>"onedotzero presents 'PLAY'"</b> Dick Hoggs (UK), Yuri Suzuki (JP), Sophie Walter (UK) and Nathan Gates (SA), Chaired by Sarah Mann (UK)	Presenta- tion/ Panel	iClub
20:00 - 20:30	<b>Break</b>		
20:00 - 22:00	<b>"Being Faust : Enter Mephisto"</b>	Game	iThuba Gallery
20:30 - 22:00	Hypertalks - Evan Greenwood (SA), Jukio Kallio (FI), Rilla Khaled (NZ), and more, hosted by Thorsten S. Wiedemann (DE)	Talks	iClub
22:00 - 02:00	A MAZE. Jump 'n' Run Party: Music by Dion Monti (SA) , Stolen Pony (SA), Ootz (SA), Data Takashi (SA), Lobst3r (FI), Zharp Zharp (SA), Visuals by Fantasmagoria (SA)	Closing party	iClub



Play with your photo at [d3lta.me](https://d3lta.me) & share it on the A MAZE. life gallery!



- 1. The iClub, Tshimologong Precinct, 41 Juta St
- 2. Kitchener's Carvery Bar, Cnr. Juta St. & De Beers St.
- 3. Hotel Bannister, Alley WAY

- 4. Wits Digital Arts Department, Station St
- 5. Liberty Building, Wolmarans St
- 6. ITHuba Gallery, 100 Juta St

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