

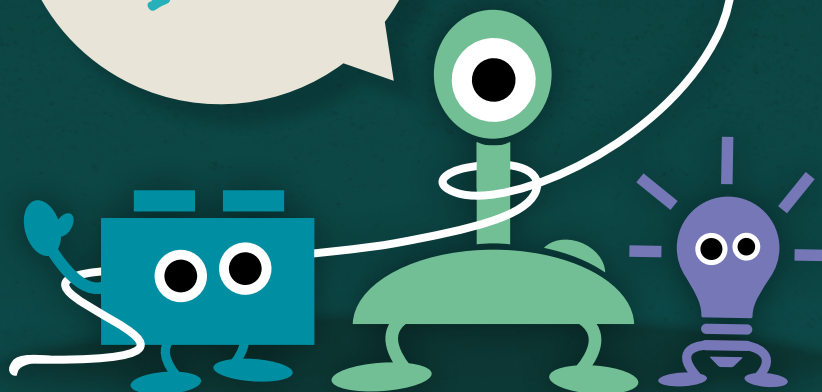
CounterPlay

– An international play festival

'16

» Play when it's
difficult «

WELCOME
TO CP'16



» www.counterplay.org «

THURSDAY APRIL 14TH // CLOSED SESSIONS

	MAIN STAGE	SMALL STAGE	MEETING ROOM 1
09.30	Welcome: By Mathias Poulsen 9.30-9.40		
10.00	Talk: The Language of Play by Stine Liv Johansen & Helle Skovbjerg 09.40-10.00		
11.00	Keynote: The mindset of PLAY! by Raymond van Driel 10.00-10.40		
12.00	Keynote: Play is Art by A Secret Club 10.40-11.00		
13.00			
14.00	Talks: Play When It's Difficult by Toke Bie Laugesen, Elizabeth Humphries & Richard Garcia 11.15-12.45	Workshop: Developing a Language of Play by Stine Liv Johansen, Rune Gråbæk & Helle Skovbjerg 11.15-12.45	Workshop: Playful Being by Mel Taylor & Jessica Penrose 11.15-12.45
15.00	Lunch 12.45-13.30		
16.00	Talks: Playful Artist Participation & Counter-Politics by Jonne Arjoranta & Camilla Reestorff 13.30-15.00	Workshop: Playing Dangerous Games in School by Kristine Sevik, Jørund Høle Skaug & Vibeke Guttormsgaard 13.30-15.00	Workshop: Creating Games and Playful Interactions for Public Spaces by Dan Barnard 13.30-15.00
17.00	Coffee break 15.00-15.30		
18.00	Music: Runkraft in Concert 15.30-15.45		
19.00	Keynote: Clowning Between Drowning and Hope by Clay Mazing 15.45-16.30		
20.00	Playful Afternoon 16.30-18.30	Play Session: Inviting Playfulness by Bernie DeKoven 16.30-18.00	Play Session: Explorer of Everyday Life: Wanderer by Lena Mech 16.30-18.00



LET'S PLAY!

PLAY SPACE EVENTS

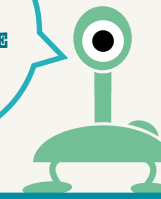
	THE RAMP / STEP 1	THE RAMP / STEP 2	THE RAMP / STEP 3	THE RAMP / STEP 4
10.00	Expo: Physical Computing Prototypes by OrganiCity & DD Lab 10.00-16.30	Installation: Mux! by Decochon 10.00-18.00	Open Workshop: Robotics & Autism by Actura 10.00-15.30	Open Workshop: Coding Pirates Technology Diorama by Coding Pirates 10.00-16.30
12.00				
14.00		Open Workshop: Multiplayer by Runkraft 13.30-15.00		
16.00	Play Session: Making Jubes by Kakit Cheong, Eve Yeo & Eugene Gao 16.30-18.00	Workshop: Multiplayer 16.30-17.30	Workshop: Anarchic Poetry Workshops by Abigail Parry & Jon Stone 16.30-18.00	Play Session: FOOOTY wants more playtime for everyone! by Jean-Pierre Raes 17.00-18.00
18.00				

DAY 1



MEETING ROOM 2	TEACHING ROOM	TRANSFORMATION ROOM	THE BOX
Workshop: Designing cheap and effective games for learning by Nicola Whitton & Alex Moseley 11.15-12.45	Workshop: PLAY! An experiential session on playful skills and mindset by Raymond van Driel 11.15-12.45	Workshop: The Mystery Rooms of Learning by Thomas Vigild 11.15-12.45	Workshop: Play, Move and Dance: Discover Your Playfulness Through Your Body by Stephan Marchant 11.15-12.45
Workshop: Playing with LEGO® "Making" Campus Connections, and Going Mobile by Megan Lotts 13.30-15.00	Workshop: Playing at Work / Playful Meetings by Samuel West & Majbritt Sandberg 13.30-15.00	Workshop: Playful future making! With Data? by Annette Markham 13.30-15.00	
Play Session: Play The City Now Or Never! by Helen Stratford & Idit Nathan 16.30-18.00		Play Session: Authenticity & Play by Joanneke Hopkins and Elena Evers 16.30-18.00	Play Jam: Co-Create Your Own Way To Play by Zack Wood 16.30-18.00

READ MORE ABOUT EACH SESSION IN THE FOLLOWING PAGES



THE RAMP / STEP 5	THE SQUARE	CARDBOARD HEAVEN	ABOVE THE RAMP
Board Games Galore 10.00-18.00	Open Workshop: Castles in the Sky by A Secret Club 10.00-18.30	Open Workshop: Build the Cardboard Playground of your Dreams by Malene Holm 10.00-18.00	Workshop: Square worlds, Real Death and Destruction 13.30-15.00
Expo: Toys, Toys, Toys - Intimate Objects for Dwelling, Playing, Thinking by students at Aarhus School of Architecture 10.00-16.30	Open Workshop: Reflect and Co-create! by Sophie Ivara, Vinther Andersen 10.00-18.30		Workshop: How Might We Use Playful Design Processes To Give Children A Voice In Education? 16.30-18.00
Workshop: Toys, Toys, Toys - the First Steps Into Designing toys by Jonathan Foote 16.30-18.00			

MAIN STAGE

TALK: THE LANGUAGE OF PLAY

9.40-10.00

If we are to point to one central challenge that makes it difficult to create spaces for play, it would probably be the lack of common language. How do we improve understanding of play & its legitimate role in society if we don't share a sensible, nuanced language?

This talk provides a starting point from which to explore and develop a common language of play - during and after the festival.

By Stine Liv Johansen and Helle Skovbjerg

KEYNOTE: THE MINDSET OF PLAY!

10.00-10.40

An introductory keynote about the mindset of playfulness, connection, courage, support, spontaneity and fun.

By Raymond van Driel

KEYNOTE: "PLAY IS ART"

10.00-10.40

A secret club talks about their temporary, alternative worlds and how these teach important creative and social skills. A secret club is an art and design-initiative founded in London in 2009 by artist Annabelle Nielsen and graphic designer Kenn Munk. A secret club works with play as an artform. An important part of our work consists of immersive art workshops/experiences where participants often create their own "souvenir", as the souvenir is the perfect object for holding on to the shared experience of playing in our world.

We believe that storytelling and collaborative play can teach children and grown-ups alike important social and creative skills that will be useful to them throughout their entire lives, no matter what path they take. Our events always seek to create a temporary alternative world for the participants to enter and play in for a while before this world disappears to become a memory.

By A Secret Club

TALKS: PLAY WHEN IT'S DIFFICULT // PLAY IN THE HOSPITAL

11.15-11.30

How can play benefit hospital patients? This short presentation introduces a project that can afterwards be explored in an open workshop, where you can help shape the playful hospital of the future.

By Toke Bie Laugesen, Architect, Rigshospitalet

TALKS: PLAY WHEN IT'S DIFFICULT // APPROACH WITH CARE

11.30-12.00

This presentation aims to show the power of play to heal and transform a broken and traumatised spirit. Play is difficult when the psyche has been injured, traumatised and terrorised. Play is difficult when communication is withheld. Play is difficult when the body refrains from drinking and eating for over a year and can't physically respond as it did previously. Play is difficult when the family is shattered by distance, confusing diagnoses, fear and hurt. Play is difficult when hope seems remote and monsters abound.

By Elizabeth Humphries, Primary School teacher and Accredited Play & Creative Arts Therapist.

TALKS: PLAY WHEN IT'S DIFFICULT // REFUGE PLAYGROUND

12.00-12.30

Imagine a world with more playgrounds and less battlegrounds. If we want to live in a world where all our children are free to explore and express their inner artist and scientist, we must create it before anymore playgrounds disappear, and the battlegrounds continue to spread

By Richard Garcia, Refuge Playground

TALKS & DEBATE: PLAYFUL ARTIST PARTICIPATION IN THE DANISH CULTURE WAR

13.30-15.00

This talk investigates the Danish Culture War, specifically the so-called jewellery law,

as affective cultural politics and argues that the jewellery law reflects a specific kind of tepid nationalism. In order to understand the complexity of tepid nationalism it is, I argue, necessary to investigate it in the intersection with a mediatized participatory political arena. Through an analysis of the comedians Adam and Noah I will conceptualize the playful means by which activists seek to engage in the culture war, challenge tepid nationalism and thus playfully reappropriate a sense of belonging in the nation-state.

By Camilla Reestorff, Associate Professor, Aarhus University.

TALKS & DEBATE: ONLINE COUNTER-POLITICS

13.30-15.00

With the traditional measures of political participation on the decline, it is important to look at alternative ways of political participation. Is political participation on the decline as a whole or changing into new forms? This paper pays special attention to a certain form of counter-politics, "playful politics", and looks at how it has changed with technological development.

by Jonne Arjoranta, postdoctoral researcher, the University of Jyväskylä

KEYNOTE: CLOWNING BETWEEN DROWNING AND HOPE

13.30-15.00

"We believe in the healing power of laughter and empathy to elevate endorphins, relieve stress, build community, and diminish pain. Composed of superhuman circus performers from around the globe, Emergency Circus administers inspirational circus shows and workshops to the hospitalized, the homeless, the imprisoned, and the undercircussed everywhere."

Clay Mazing is a "superhuman circus performer", and in this keynote, he will share his experiences from travelling the world to create small, but lifesaving pockets of play, joy and hope in the harshest situations.

By Clay Mazing

SMALL STAGE

WORKSHOP: DEVELOPING A LANGUAGE OF PLAY

11.15-12.45

How do we talk about play in ways that truly grasp the many meanings of play?

It is often surprisingly difficult to talk about play and thus to identify and argue in favour of the societal importance of play. This may sound trivial, but the lack of a common language appears to be in fact a major challenge, which makes it difficult to provide clear arguments for the impact and potential benefits of play.

Play can be beneficial in countless ways, but the discussion is too often reduced to simple instrumentalism, when play is always much more than that. Through micro talks and play activities, this workshop will examine how playing is linked to reflecting and developing a language of play that allows us to more precisely and convincingly discuss the meaning of play. These specific activities also tie in with festival as a whole, and provide us with a stepping stone for the changes

we all hope to make when we get back home after the festival ends.

By Stine Liv Johansen & Helle Skovbjerg

WORKSHOP: PLAYING DANGEROUS GAMES IN SCHOOL

13.30-15.00

"This War of Mine" is a survival game in which the player is tasked with helping a group of civilians survive a modern day siege, based on the siege of Sarajevo in the 90s. The daytime is spent crafting stuff for survival and keeping the morale up, in the night you go scavenging, and face a lot of tough choices: is it okay to steal from other survivors to get by? Will you intervene when you encounter violence? Should you trade items with other survivors who come knocking on your door? Your group of civilians are not trained for combat, and will most likely get killed if you must fight soldiers or other survivors. The game is very punishing, but players can also experience random acts of kindness.

"Keep Talking, and Nobody Explodes" is a local multiplayer game for two people, one player must disarm bombs, the other player must use the defusal manual to instruct the other player.

In this workshop participants will play the games, and discuss how the games can be used in a classroom. Laptops and iPads with the games are provided.

By Kristine Sevik, Vibeke Guttormsgaard & Jørund Høie Skaug

PLAY SESSION: INVITING PLAYFULNESS

16.30-18.00

Physical games, touching games, funny games, silly games, creative games, happy games, running around games, sitting around games, imaginary games, games you play for fun, games you make up as you go along, games that make you laugh, that build community, that celebrate playful play

By Bernie DeKoven

MEETING ROOM 1

WORKSHOP: PLAYFUL BEING

11.15-12.45

In this interactive workshop for adults, you'll be invited on a journey of playful creativity, using the simplest of materials and techniques. Together we'll discover the potential of building intuitively on each other's ideas, seeing the ordinary with fresh eyes and letting our assumptions and preconceptions fall away.

By Mel Taylor & Jessica Penrose

WORKSHOP: CREATING GAMES AND PLAYFUL INTERACTIONS FOR PUBLIC SPACES

13.30-15.00:

UK charity fanSHEN believe that public spaces have the potential to be much more playful. In the UK public spaces are threatened with privatisation and corporatisation and playing in them can become a political act as well as a joyful one. Inspired by San Francisco's New Games Foundation, fanSHEN have played and organised games and interactive experiences in

a range of public spaces.

In this workshop, which will itself be structured in the form of a game, participants will work in teams to create ideas for games to take place in public spaces and then go on to develop "paper prototypes" of these games. Teams will roll dice to decide the location, scale and "technology" (in the broadest sense) of the game that they create. Tasks will be time-limited and participants will practise describing their ideas to others and giving and receiving feedback. fanSHEN have piloted a version of this workshop in London, where it received very positive feedback from participants and made possible collaborations that are now continuing.

By Dan Barnard

PLAY SESSION: EXPLORER OF EVERYDAY LIFE: WANDERER

16.30-18.00

We often forget to look around in the cities we live in because we are too preoccupied with our errands. We just transfer from A to B,

not looking around, absorbed in our minds or mobile phones. It is only when we come to a new exciting place that our sense of exploration awakens. Suddenly everything is new and interesting. How can we wake up this sense of exploration? And what does it mean to become an explorer of everyday life?

In this session, which is inspired by situationists and their practice of psychogeography, participants will go on a drift around the city of Aarhus. Each person will draw a "tool" they will be guided by it will be a color, a pattern or a word. Participants will be asked to make notes during their journey that they will then combine into a poem about their journey. By aimlessly wandering in the streets the participants will get an opportunity to observe their surroundings in a playful manner without rushing to a particular destination.

By Lena Mech

MEETING ROOM 2

WORKSHOP: PLAYING WITH LEGO®. "MAKING" CAMPUS CONNECTIONS, AND GOING MOBILE

13.30-15.00

During this session participants will learn about the Rutgers University Art Library Lego Playing Station (RUALLPS), its implementation, impact, and assessment. Since installation, RUALLPS has been a catalyst for many events, contests, course assignments, and workshops. These events have included a "Create your ideal Lego Library" contest, a collaborative project with 100 freshmen from the Rutgers Landscape Architecture department, and a case study in which Lotts, visited 20 academic research libraries in the United States, to facilitate workshops that look closely at the hands-on learning experiences that resulted when academic library faculty and staff were introduced to the LEGO® SERIOUS PLAY® methodology by means of a mobile makerspace.

This presentation will be part workshop and provide an opportunity for audience members to be creative and play with Legos.

By Megan Lotts

WORKSHOP: PLAY! AN EXPERIENTIAL SESSION ON PLAYFUL SKILLS AND MINDSET

11.15-12.45

Continuing on the keynote, we further will explore the skills and mindset as used by improvisation actors. How do you generate energy, spontaneity, authenticity, strong connections and a LOT of fun in your group sessions?

Let's play!

By Raymond van Driel

TEACHING ROOM

WORKSHOP: PLAYING AT WORK / PLAYFUL MEETINGS

13.30-15.00

Talking about play and actually playing are 2 different things! We know that playing at work often involves temporarily letting go of our prestige and allowing ourselves to feel a little silly. In the serious result-oriented world of work - this may require some courage. Who dares to be the first to start playing?

We will teach you theory and benefits of organizational play and we will teach you very simple techniques you can use for more playful meetings. Through active involvement you will get tools which will help you establish and build collaborative relationships in a fun and engaging matter. Less Talk - More Play!

By Samuel West & Majbritt Sandberg.

TRANSFORMATION ROOM

WORKSHOP: THE MYSTERY ROOMS OF LEARNING

11.15-12.45

How can we design physical “mystery rooms / escape rooms” as a effective new way of learning and teaching? How can these rooms facilitate playful and collaborative learning by using interactions, game design, pedagogic theory, psychology, social connections and indirect learning. This session will cover how and why physical game rooms could be an alternative way of teaching.

By Thomas Vigild

WORKSHOP: PLAYFUL FUTURE MAKING! WITH DATA?

13.30-15.00

Exploring methods of engagement, design, and transformation in a digitally networked society
Where are the safe spaces for playful and

innovative experimentation in methodologies? How might academic institutions value innovative forms of knowledge production? How can we merge playful experimentation with educational models to foster critical thinking and digital literacies for future entrepreneurs and world citizens?

By Annette Markham

PLAY SESSION: AUTHENTICITY & PLAY

16.30-18.00

Antidote London provides opportunities for people to connect with others and shake off their day by engaging in playful activities. In a professional, ever-digital age, it becomes increasingly difficult to access playfulness. London (like many other cities) can be a lonely and stressful place for many, and the number of mental health issues reported in London have had their own category in national statistics for years

now. By providing wholesome escapism (singing, dancing and games sessions) we help people tap into playfulness, creativity and joy, which lifts the human spirit and bring them into the present moment. Facilitating connection is one our core values too; humans thrive through loving others. How can playful activities and attitudes facilitate a return to the freer self? How does it feel to play games as an adult and how does this effect wider context of our mental and emotional health? We will explore how one's physical and mental being, with all its human and unique characteristics, can be accessed through games and playful exercises. Games break the barriers of learned politeness, seriousness, professionalism and other social ties that have become commonplace. Playful in structure, this session will call on participants to think, question, create and let loose in a handful of games, exercises and reflective discussion.

By Joanneke Hopkins & Elena Byers

THE BOX

WORKSHOP: PLAY, MOVE AND DANCE: DISCOVER YOUR PLAYFULNESS THROUGH YOUR BODY

11.15-12.45

In this dynamic workshop you will actively work with your body. You will explore your own playfulness through dance and movement. In the session, you will experience playful and easy-to-do creative assignments to help you instantly feel increased energy, greater ease of movement and more joyfulness & flow in your body. This engaging session allows you to reconnect with your body's wisdom, creativity & aliveness and to connect with others in a playful

way. The workshop offers you the opportunity to discover yourself in a creative way.

The workshop is all about fun & movement, not about executing the perfect dance. In this workshop, it's about your dance! It's about passion, energy, sensation and creative expression. Dive into the experience, meet other people and get to know each other through your own creativity. Play will be the main ingredient. Come and discover your playfulness: move a little, shake a little and laugh a lot.

By Stephan Marchant

THE SQUARE

OPEN WORKSHOP: CASTLES IN THE SKY

10.00-18.00

Before your eyes float a castle in the sky, filled with dreams, hopes and wishes. The castle was built during the schools' winter midterm by a secret club and all the fabulous sky-architects who wanted to add to it. If you took your time to explore the insides and outsides of the towers and houses, you'd see all the wishes and dreams, from the conventional ones and the incredible ones to the improbably impossible ones.

If you were to describe and build your most playful dreams for the future, what would it look like? Come & make your contribution!

By A Secret Club

OPEN WORKSHOP: REFLECT AND CO-CREATE!

10.00-18.00

When we reflect on our play, we learn. When we reflect playfully with others, we learn even more. Join in on the making of the co-creation visual

PLAY JAM: CO-CREATE YOUR OWN WAY TO PLAY

16.30-18.00

In this session you can play physical games (open-ended playful experiences, to be exact) and co-creating new ones together with other players. The theme is 'playing without a leader. Lots of games (Follow the Leader, Simon Says, Duck Duck Goose, Tag, etc.) involve taking turns directing the rest of the group, but in this session, we'll explore and develop games where everyone is in the same role without a clear leader.

By Zack Wood

poster and draw what you see, hear, reflect on. Together we can co-create, play and learn visually. Sophie from Ivvara Kommunikation (ivara.dk) works as a graphic recorder and process-facilitator and will facilitate this event. But you, the guest, will be the artist and co-creator of this reflective work of art using your playful skills on paper. Just grab a colour pen and draw what you observe here today – something you find important, fun, new, creative, mind-boggling, different, cool, innovative, disturbing...

By Sophie Ivvara Vinther Andersen

WORKSHOP: SQUARE WORLDS, REAL DEATH AND DESTRUCTION – PLAYING AND LEARNING WITH MINECRAFT

13.30-15.00

For a year, Biblioteket Sønderborg has been working with Minecraft as a tool to facilitate awareness of local and national history and boost an interest in our everyday physical surroundings. The target group was children aged 8 to 16. One hundred children participated as part of a school initiative and another 165 children participated in their free time. In this workshop, you will experience and play in the world of the historical and virtual version of

Sønderborg that has been created by children, hands on in Minecraft.

By Claus Jacobsen & Dorte Larsen, Sønderborg Library

WORKSHOP: HOW MIGHT WE USE PLAYFUL DESIGN PROCESSES TO GIVE CHILDREN A VOICE IN EDUCATION?

16.30-18.00

Our MA project is concerned with how we might let children unfold divergent creative thinking through design and play in education. This is done through working together in a shared Minecraft server, where also a number

of children are collaborating and practicing divergent thinking and playful design processes. We use Minecraft to invite children to use their imagination and remix each other's ideas, resulting in fascinating constructions. We have previously made a similar project on a smaller scale, where five children worked together on recreating DOKK1. In this workshop, the participants will be introduced to our findings and empirical data as well as get the opportunity to recreate and design a building of their own to gain insight into the potential of such processes for children in education.

By Kenneth Jensen, Magnus Wad Larsen, Jens Jakob Kristensen & Morten Færk Rygaard.

THE RAMP

EXPO: PHYSICAL COMPUTING PROTOTYPES

10.00-16.30 // Step 1

Stop by and try the 'physical computing' prototypes that combine playful interaction with academic concepts and open and local publicly available data. OrganiCity is a platform for interaction between everyone in the city, and you can get involved to highlight the ways you think smart technology can help make your city a better place to live, work and play. The OrganiCity platform is yours to experiment upon. Connecting our cities, and providing local data in each, OrganiCity will invite and support your experiments through two open calls

Every experiment will increase understanding of the possibilities made available through the platform, will help OrganiCity itself mature, and will bring us closer to a smarter more liveable city of the future.

By OrganiCity and DD Lab

PLAY SESSION: MAKING JUBIES

16.30-18.00 // Step 1

Since time immemorial, man has told stories. Stories have captivated us – and connected people and ideas across the fabric of time, and space. Stories also occupy a special place in our hearts. Childhood fairy tales and family stories informed our early understanding of the world around us. In this playful collaboration session, you can participate in an interactive storytelling experiment called, “Jubies.” “Jubies,” is a mobile game where players work together to create a story. The twist being that players interact remotely, not seeing or speaking with their partner until after the story is completed. Once completed, the story, or “Jubie,” is saved online, and partner profiles are revealed. Players are encouraged to meet their fellow co-creators – serving as a fun icebreaker for conference participants..

By Kakit Cheong, Eve Yeo and Eugene Gao

INSTALLATION: MUX!

10.00-18.00 // Step 2

Mux, a multi-sensory and fully immersive way to explore the underlying construction of music and painting, democratising what can be seen as arcane and elitist arts. It allows the user to draw on historic techniques to build and share a fantasy escape from the hubbub of urban life in an entirely contemporary way. Mux allows you to create an immersive virtual environment that grows and responds to the music you compose. By dragging and dropping sound sources onto the objects in the landscape, you can build up a soundscape with 3D stereo to give the illusion of distance and position. The world dance to the music you play.

By Decocho

OPEN WORKSHOP: MULTIPLAYER

13.30-15.00 // Step 2

Stop by and play with with fellow electronic musicians, DJs, instrumentalists, singers and listeners, when Rumkraft opens up for Multiplayer a drop-in jam session for electronic musicians. It does not matter if you have jammed before or not the idea is to have fun and test yourself. It is nice to meet and jam together, but it is also nice to have a relaxed atmosphere for meeting other people who enjoy making strange noises and beats with their device of choice. Furthermore, it is a great way to test out your ideas and try out Ableton Live + Push as an electronic instrument also made for improvisation. This is definitely not for geeks only anyone can join. Just show up let's have fun.

By Rumkraft

WORKSHOP: MULTIPLAYER

16.30-18.00 // Step 2

In this workshop, you join a temporary band with with fellow electronic musicians, DJs, instrumentalists, singers and listeners, when Rumkraft opens up for Multiplayer jam session for electronic musicians. It does not matter if you have jammed before or not the idea is to have fun and test yourself. It is nice to meet and jam together but it is also nice to have a relaxed atmosphere for meeting other people who enjoy making strange noises and beats with their device of choice. Furthermore, it is a great way to test out your ideas and try out Ableton Live + Push as an electronic instrument also made for improvisation. This session ends with a short concert prepared and performed by the participants

By Rumkraft

OPEN WORKSHOP: ROBOTICS & AUTISM

10.00-15.30 // Step 3

During CounterPlay the work space of TEKNOLOGITALENTER (Technology Talents) moves into Dokk1. If you are intrigued you can have a chat with the Technology Talents and employees from Actura Robotcenter. There will be opportunities to experience how the Technology Talents work with robots, 3D printers, Minecraft, virtual reality glasses, Kinect, and much more.

By Actura

WORKSHOP: ANARCHIC POETRY WORKSHOPS

16.30-18.00 // Step 3

This workshop will be based around the idea of creating poetry in a more freeform and anarchic fashion. The first of these would be a simple cut-up workshop and a second workshop makes use of digital algorithms to allow participants to create their own 'poem machine' to take home. We have developed a web page where users can input various lines, borrowed or original, and a worksheet with prompts and ideas for how to fill them in.

CARDBOARD HEAVEN

OPEN WORKSHOP: BUILD THE CARDBOARD PLAYGROUND OF YOUR DREAMS

10.00-18.00

It is often the most simple, everyday things that can create the most magical and playful moments. A seemingly trivial object like cardboard can, with a little effort and a lively imagination, be turned into almost anything. The Cardboard

Workshop will be open during the festival, so you can participate in building the playground of your dreams. We will investigate what play means to both children and adults, what play is, how it can be used and how play looks. Build a castle, a gigantic iPad, a pirate ship, a football goal, a human sized cut-out-doll or something else entirely. Let your imagination run wild, set your creativity free and make a contribution to

DAY 1



This then generates html which can be used to create a new 'take home' webpage that can output thousands of different poem combinations.

By Abigail Parry & Jon Stone

OPEN WORKSHOP: CODING PIRATES TECHNOLOGY DIORAMA

10.00-16.30 // Step 4

How do we create spaces to empathically and analytically reflect on disturbing but important matters such as the ongoing refugee crisis in Europe? How can we through playful processes with technologies, media and mixed materials express the manifold and intricate relations unfolding in and around the crisis? What is the potential of play and playfulness when approaching and accessing other people's traumatic experiences as learning subjects in formal education for children? How might we give children an empowered voice in relation to such subjects through play and playfulness? Through a Coding Pirates Technology Diorama workshop with a group of children and an open invitation to the conference participants to participate Coding Pirates volunteers will demonstrate the above thinking and tinkering through practice.

By Coding Pirates

PLAY SESSION: FOOOTY WANTS MORE PLAYTIME FOR EVERYONE!

17.00-18.00 // Step 4

FOOOTY is a new toy consisting of a 2D click system that lets you easily create a 3D ball. It is like a Lego ball that you can kick! Indoor balling is not a problem with FOOOTY. It is light enough not to break anything inside. If you do not want to ball around, you can create an infinite number of other forms using FOOOTY. When you're finished playing, the FOOOTY simply fits in your pocket. FOOOTY takes away all the reasons not to play!

By Jean-Pierre Rae

EXPO: TOYS, TOYS, TOYS - INTIMATE OBJECTS FOR DWELLING, PLAYING, THINKING

10.00-16.30 // Step 5

Drop by to see & try toys made by 3rd year students at Aarhus School of Architecture. Maybe you'll want to start making your own?

By students at Aarhus School of Architecture

WORKSHOP: TOYS, TOYS, TOYS - THE FIRST STEPS INTO DESIGNING TOYS

16.30-18.00 // Step 5

In this informal workshop, you'll learn more about the process of designing physical toys, and start making your own!

By Jonathan Foote

our huge, shared cardboard playground.

By Malene Holm

FRIDAY APRIL 15TH // CLOSED SESSIONS

	MAIN STAGE	SMALL STAGE	MEETING ROOM 1
09.00	Music: Welcome Back by Gringo Cumbia 09.00-09.15		
10.00	Keynote: Inviting Playfulness by Bernie DeKoven 09.15-10.00		
	Keynote: Creating a Culture of Fun: Letting Play Permeate your Organization by Eli Neiburger 10.00-10.30		
11.00	Talk: The Playful Educator by Rikke Toft Nørgaard 10.45-11.25		
12.00	Talk: Play & Disability: Playing Makes It Less Difficult by Maria Samdaki 11.35-12.15		Workshop: Neb-Sennu's Curse Majken Jørgensen, Helsingør Library, & Morten Skovvang, Roskilde Libraries. 10.45-12.15
	Lunch 12.15-13.00		
13.00	Talk: Play as a Design Tool: Playful Design Methodologies by Kate Langham 13.00-13.40	Talk: World of Playcraft by Herdis Toft 13.00-13.40	Workshop: Play in Organizations by Jan Kragseig 13.00-14.30
14.00	Talk: To Play or not to Play - Playful Interactive Art by Tine Bech 13.50-14.30	Talk: Play is the Proper Prescription for Entrepreneurship by Thomas P Seager & Camilla Nørgaard Jensen 13.50-14.30	
15.00	Keynote: Counterplay and Counterpower by Tom Apperley 14.45-15.30		
16.00	Play Session: Playful Showdown by Zuraida Buter 15.30-16.00		

LET'S PLAY!

PLAY SPACE EVENTS

	THE RAMP / STEP 1	THE RAMP / STEP 2	THE RAMP / STEP 3	THE RAMP / STEP 4
10.00				
12.00	Expo: Physical Computing Prototypes by OrganiCity & DD Lab 10.00-16.00	Installation: Mux! by Decochon 10.00-16.00	Open Workshop: Robotics & Autism by Actura 10.00-14.00	Open Workshop: Smart City Prototyping with Arduino & Bluetooth by Lasse Steenbock Vestergaard 10.00-16.00
14.00		Installation: Control Room by Abigail Parry & Jon Stone 10.00-16.00		Workshop: Making Citizen Science more playful 10.30-12.00
16.00				Workshop: Making Citizen Science more playful 13.00-14.30

DAY 2

MEETING ROOM 2	TEACHING ROOM	TRANSFORMATION ROOM	THE BOX
Workshop: You Can't Be Serious?! - Serious Solution Crafting for Kids aged 3 to 103 by Julian Kea 10.45-12.15	Workshop: Making in the Capital of Children with the LEGO Idea by Amos Blanton & Einar Gylling Dørup 10.45-12.15	Workshop: Playing With Identities by Laura Cechanowiczis 10.45-12.15	Workshop: I AM A TOY! by Pankhuri Jain 10.45-12.15
	Workshop: INTERPLAY: Action, Vision and Motion - Generating Social Interaction by Mikel Horl 13.00-14.30	Workshop: Playful future making! With Data? by Annette Markham 13.00-14.30	Workshop: Play The Book by Mariane Siem 13.00-14.30

THE RAMP / STEP 5	THE SQUARE	CARDBOARD HEAVEN	THE OPEN STAGE
Board Games Galore 10.00-16.00	Open Workshop: Castles in the Sky by A Secret Club 10.00-16.00	Open Workshop: The Playful Magic of Cardboard Creation by Malene Holm 10.00-16.00	Music: Playful Jams with GRINGO CUMBIA 10.00-11.00
	Open Workshop: Reflect and Co-create! by Sophie Ivvara Vinther Andersen 10.00-16.00		

MAIN STAGE

KEYNOTE: INVITING PLAYFULNESS

9.15-10.00

Playfulness is more than a state of mind, it is a way of being. You can't make people playful. You can't make a game that will make people playful. But you can invite playfulness.

Playfulness makes games and people and things more fun. It makes it easier to play, to be creative, to appreciate yourself, others, and the world you're sharing. Anything that invites playfulness - any game in any medium, any event, any opportunity you create - is a profound gift to the people who accept the invitation. It builds community. It builds tolerance, acceptance, compassion, creativity, spontaneity, the capacity for joy and enjoyment.

In his keynote, Bernie DeKoven will demonstrate at least one approach to inviting playfulness, in your games, and, as importantly, in your life.

By Bernie DeKoven

KEYNOTE: CREATING A CULTURE OF FUN: LETTING PLAY PERMEATE YOUR ORGANIZATION

10.00-10.50

Is your organization STUCK IN THE MUD? Do you have some great ideas, but you just get SHUT DOWN AT EVERY TURN? You might need a CULTURAL SHIFT, and these things can take time. But there are some very simple things you can do to turn the corner a little faster and get a bit of PLAYFULNESS into even the most STAIID organization. Find out how the Ann Arbor District Library gradually changed itself from just another public library into something treasured and dynamic, radically changing our user's expectations.

By Eli Neiburger

TALK: THE PLAYFUL EDUCATOR

10.45-11.25

Educators are in the freireian sense of the words concerned with inviting and making room for engagement, empowerment and emancipation of the educatees; the ability to become educated in such a way that we can scrutinize, play with and transform our collective society, our own lifeworld, and the structure and functionality of the material-technological landscape we are embedded in. To be a playful educator is to create processes that invite and allow for educatees to practice becoming their own futuremakers; to create intentional change in an unpredictable world through reflective play with potential futures.

This talk will present a theoretical framework, a vocabulary and a research-led practice that together give a substantiated argument for value-based vision-driven playfulness that invite, sustain and promote future-oriented education in primary schools and universities alike. Visual examples of being a playful educator will also be provided.

Rikke Toft Nørgaard

TALK: PLAY & DISABILITY: PLAYING MAKES IT LESS DIFFICULT

11.35-12.15

Play has an important role in supporting us all to have fun as well as develop, communicate, learn and adapt. All children -and adults- should be morally and legally entitled to play within their own community, irrespective of their culture, ability, gender, language, background, behaviour or need. However for some of us,

life might be a bit more challenging due to a permanent or temporary physical, sensory or mental disability. Barriers, lack of autonomy, segregation, are some of the unwelcomed terms that might accompany disability. Are these barriers transferred into our need or access to play? Has play the power to bypass barriers and constraints?

In this talk we will explore the relation between play and disability by using different case studies, including GameLab, a playful game design workshop in a special education school, Athens Plaython, an inclusive street play festival and Ludi Network, a European network that aims at the creation of a novel and autonomous field of research and intervention on play for children with disabilities. Spreading awareness on the importance of giving children with disabilities the opportunity to play, while ensuring equity in their exercise of the right to play for play's sake!

By Maria Saridakis

TALK: PLAY AS A DESIGN TOOL: PLAYFUL DESIGN METHODOLOGIES

13.00-13.40

Play can be a compelling, powerful tool that has specific strength in connecting people to places, creating ownership and identity for a local area. By exploring play as a design tool the research discusses the opportunities that a playful design methodology can create. The research places play as a central component to design-led public engagement, a participatory way of working, highlighting that its product can be serious even if the process is playful.

This session will focus on a particular regional, design-led project carried out during 2013-2014 in Corsham, Wiltshire, UK. The main objective for the space was to create a well cared for and popular major park for Corsham that meets the needs and demands of the local population. Focusing on the projects playful, interactive framework the presentation will discuss play as systematic user co-creation process, involving user communities as a source of creation. The research outcomes include providing guidance for the design of urban space and creating identity for a local area, achieved through play.

By Kate Langham

TALK: TO PLAY OR NOT TO PLAY - PLAYFUL INTERACTIVE ART

13.50-14.30

Using examples from my interactive art practice, I will share ideas on the relationship between play, public spaces and interactivity via new technologies, including the importance of the invitation to play, encouraging audiences to move from looking to doing, and the kinds of play that can be initiated through interactive artwork. Interactive art and playable cities enables the creation of spaces and events that affords playful interactions and encounters - it invites people to be curious and seeks to engage audiences into dialogue, thereby opening up the possibility for social connections. I consider the invitation to play as a call to action within our increasingly interactive environment. In fact, the trademark of play is that anyone can do it.

I will present my artwork and research into 1] why we play 2] how we play in cultural in museums and galleries, covering themes such as is play only for children and much more.

By Tine Bech

KEYNOTE: COUNTERPLAY AND COUNTERPOWER

14.45-15.30

At the third CounterPlay festival, it seems appropriate to finally ask: what exactly is counterplay?

This talk will investigate how notion of counterplay provides a tool for exploring the multiple ways that gaming software and hardware is domesticated by users into particular contexts. These user generated contents and practices often anticipate and influence areas of innovation, and thus are a potential area of interest and development for the digital games industries. But beyond this commercial potential, in this talk Tom argue that counterplay demonstrates the capacity for play to challenge institutionalized power relations. However, the politics of counterplay are not necessarily progressive. Consequently how counterplay practices emerge is of great significance for understanding how cultures of both progressive and regressive politics are formed within gaming communities and practices, and in digital cultures more broadly.

By Tom Apperley

PLAY SESSION: PLAYFUL SHOWDOWN

15.30-16.00

Join us for the final showdown of all things playful! Participants, hosts and speakers alike can share a thought, a project, a prototype, an encounter, an experience, an idea that popped up during Counterplay. With two days filled with play, workshops, talks and play sessions we have many impressions and playful creations that others might have missed out on. With the final playful showdown we want to wrap it up with you! What did you create? What did workshop participants come up with? What was your favorite playful exercise you co-created? What did you jam? What happened on a playful walk around town? Did you have a favorite #CounterPlay16 tweet? Come share it on stage with us!

By Zuraida Buter

TALK: WORLD OF PLAYCRAFT

13.00-13.40

Applying a posthumanistic perspective on World of Playcraft, we find not only human beings, but also vibrant things and toys as powerful agents of play- and pla(y)making. We shall discuss the consequences of shifting from a dualistic to a dialectical and functional concept of play, and argue that play becomes difficult, when the function of play collides for instance with the function of ritual which you may find in day care institutions and schools, in other words when you yourself or your surroundings considers play activity to be counterplay, oppositional and

SMALL STAGE

destructive for the correct agenda. Therefore you must rethink institutions in order to make room for play activity in its own right.

By Herdis Toft

TALK: PLAY IS THE PROPER PRESCRIPTION FOR ENTREPRENEURSHIP

13.50-14.30

Serious play methods are used in creative industries (e.g. product and service design), yet also hold a promise to foster creativity, innovation and entrepreneurship in general management practices as well. There exists

DAY 2



an array of serious play methods—from “energizers” to prototyping methods and from open-ended, emergence-oriented interventions to goal-achievement-oriented interventions (e.g. gamification)—all of which offer different affordances in terms of knowledge creation and translation. We map a selection of serious play methods in accordance to where they are beneficial in the value creation life cycle process and offer guiding principles of how to match a specific collaboration context and challenge with the best suited serious play method.

By Thomas P Seager and Camilla Nørgaard Jensen

MEETING ROOM 1

leverages the strength of the two professions in combination with narrative and play designers.

In this workshop, you will hear more about the development of Neb Senus curse, discuss the project and try the games for yourself.

By Majken Jørgensen, Helsingør Library, & Morten Skovvang, Roskilde Libraries.

WORKSHOP: PLAY IN ORGANIZATIONS

13.00-14.30

Have you ever played Upchuck, Gotcha or Bidedibidedibub? If not you should join this

workshop. At the workshop you will discover a lot of games, energizers and initiative problems. You will get new tools for your “play toolbox” and new ideas on how to address and work with challenges in organizations. The facilitator of the workshop is Jan Kragstig. He has been working with play in organizations for more than 15 years and has used play as method in dealing with small or large scale events, workshops and courses.

Prepare yourself to be mentally and physically active.

By Jan Kragstig

MEETING ROOM 2

Placing the experience at the heart of matters, this invigorating, hands-on learning style helps us to bypass cognitive blocks and (self) limitations. As a deep and intuitive reflection process LEGO® SERIOUS PLAY® rewards us with a rich and faceted understanding of concrete and abstract issues alike. Other than being lots of fun, this workshop will be an excellent tool to lure participants out of the listening- and into the doing- mode. Get out of the cognitive space and

counterbalance idea bouncing with some brick throwing. So... would you like to build, share and learn with us for a little while?

By Julian Kea

TEACHING ROOM

WORKSHOP: MAKING IN THE CAPITAL OF CHILDREN WITH THE LEGO IDEA

10.45-12.15

In this workshop we'll invite participants to design playfully with LEGO, and then share and reflect on their creations and the process that gave birth to them. We'll talk about some of the principles that inform the design of playful, open-ended tinkering activities, and some of the core ideas of learning through play as understood by the LEGO Foundation.

By Amos Blanton & Einar Gylling Dorup

WORKSHOP: INTERPLAY: ACTION, VISION AND MOTION - GENERATING SOCIAL INTERACTION

13.00-14.30

In this workshop we explore story-telling, characterisation, performance and theatre as tools for creative collaboration and social interaction. We explore new formats for story-telling based on ancient methods and practices from various cultures. The activity is about story-telling and making characters, props and scenery, ending in a short performance, but the intention is that working together on this production will be a learning experience that will bring people closer

together. This workshop will be a short taster of a longer session that participants can adapt for themselves to extend social circles and facilitate interaction between individuals who may find obstacles between them, achieving harmony and dialogue across cultural, linguistic and generational divisions.

By Mikel Horl

TRANSFORMATION ROOM

WORKSHOP: PLAYING WITH IDENTITIES

10:45-12:15

Identity construction is at the common core of all human experience – but we frequently forget how our identities are shaped by our embodiment.

In this workshop, we explore how we can play with our ideas of who we are, imagining new rules of engagement. Through play we can expand our concepts of self and imagine new rules of engagement: speculating radical new futures, deconstructing our limitations, and identifying the things that are core to our experience of

happiness and our individual personal resilience. Utilizing world building methodology, a card game, and role-playing, the participants are engaged in documenting different aspects of their identity.

By **Laura Cechanowiczis**

WORKSHOP: PLAYFUL FUTURE MAKING! WITH DATA?

13:00-14:30

Exploring methods of engagement, design, and transformation in a digitally networked society. Where are the safe spaces for playful and innovative experimentation in methodologies? How

might academic institutions value innovative forms of knowledge production? How can we merge playful experimentation with educational models to foster critical thinking and digital literacies for future entrepreneurs and world citizens?

By **Annette Markham**

THE BOX

WORKSHOP: I AM A TOY!

10:45-12:15

Based on Vygotsky's understanding of Play and Creativity, this workshop is based around a set of activities where roles are reversed between players and toys. Through the workshop, participants collectively produce a space: assuming the personality of a toy [they become the toy / part of a toy], and through collaboration with other said 'toys' participants play a game to achieve a common goal. By introducing such games/scenarios participants assume the personality of a toy. Using Makey - Makey kits, participants collaborate as accessories or 'switches' to a game.

The workshop is an imaginative space wherein strangers collaborate to share a common

inter-present experience of playful collaboration. These co-operative game spaces provide new opportunities to discuss and feel the pleasures of collaborative play.

By **Pankhuri Jain**

WORKSHOP: PLAY THE BOOK

13:00-14:30

Based on Vygotsky's understanding of Play and What happens when you make the contents of a book come alive through bodily play and theater? A picture book is used for a playful exploring of the narrative. With this method the narrative is embodied and gives the opportunity for children to interpret the book in a playful interaction with others. The adult both inspires and supports the children to express themselves through imagination, body and language.

At this workshop dramaturg Mariane Siem will share the method with the adult participants. She will also demonstrate how the method can be a playful approach to theatre for 2 - 6 year old children.

By **Mariane Siem**

THE SQUARE

OPEN WORKSHOP: CASTLES IN THE SKY

10.00-16.00

Before your eyes float a castle in the sky, filled with dreams, hopes and wishes.

The castle was built during the schools' winter midterm by a secret club and all the fabulous sky-architects who wanted to add to it. If you took your time to explore the insides and outsides of the towers and houses, you'd see all the wishes and dreams, from the conventional ones and the incredible ones to the improbably impossible ones.

If you were to describe and build your most playful dreams for the future, what would it

look like? Come & make your contribution!

By **A Secret Club**

OPEN WORKSHOP: REFLECT AND CO-CREATE!

10.00-16.00

When we reflect on our play, we learn. When we reflect playfully with others, we learn even more. Join in on the making of the co-creation visual poster and draw what you see, hear, reflect on. Together we can co-create, play and learn visually.

Sophie from Ivara Kommunikation (ivara.dk) works as a graphic recorder and proces-facilitator and will facilitate this event. But you, the

guest, will be the artist and co-creator of this reflective work of art using your playful skills on paper. Just grab a colour pen and draw what you observe here today – something you find important, fun, new, creative, mind-boggling, different, cool, innovative, disturbing...

By **Sophie Ivara Vinther Andersen**

THE RAMP

EXPO: PHYSICAL COMPUTING PROTOTYPES

10.00-16.00 // Step 1

Stop by and try the 'physical computing' prototypes that combine playful interaction with academic concepts and open and local publicly available data. OrganiCity is a platform for interaction between everyone in the city, and you can get involved to highlight the ways you think smart technology can help make your city a better place to live, work and play. The OrganiCity platform is yours to experiment upon. Connecting our cities, and providing local data in each, OrganiCity will invite and support your experiments through two open calls.

Every experiment will increase understanding of the possibilities made available through the platform, will help OrganiCity itself mature, and will bring us closer to a smarter more liveable city of the future.

By **OrganiCity and DD Lab**

INSTALLATION: MUX!

10.00-16.00 // Step 2

Mux, a multi-sensory and fully immersive way to explore the underlying construction of music and painting, democratising what can be seen as arcane and elitist arts. It allows the user to draw on historic techniques to build and share a fantasy escape from the hubbub of urban life in an entirely contemporary way. Mux allows you to create an immersive virtual environment that grows and responds to the music you compose. By dragging and dropping sound sources onto the objects in the landscape, you can build up a soundscape with 3D stereo to give the illusion of distance and position. The world dance to the music you play.

By **Decochon**

INSTALLATION: CONTROL ROOM

10.00-16.00 // Step 2

Control Room is an interactive literature installation crossed with a video game arcade, developed as part of an ongoing experiment

to create, explore and promote poem-game hybrids. Participants are invited to approach individual exhibits and take them on one-on-one or in pairs, with player choices and input affecting the performance and outcome. The content is suitable for both children and adults, and combines humour with a variety of traditional and contemporary poetic styles. Players can also take home small souvenirs of the literary experience they helped create in the form of postcards.

By **Abigail Parry & Jon Stone**

OPEN WORKSHOP: ROBOTICS & AUTISM

10.00-15.30 // Step 3

During CounterPlay the work space of TEKNOLOGITALENTER (Technology Talents) moves into Dokk1. If you are intrigued you can have a chat with the Technology Talents and employees from Actura Robotcenter. There will be opportunities to experience how the Technology Talents work with robots, 3D printers, Minecraft, virtual reality glasses, Kinect, and much more.

TARGET GROUP This event is directed towards teachers, students and others, who are curious to explore new ways to look at special competencies and challenges.

By **Actura**

OPEN WORKSHOP: SMART CITY PROTOTYPING WITH ARDUINO & BLUETOOTH

10.00-16.00 // Step 4

The purpose of this workshop is to provide a sneak peak into how citizens can use the smart city, and how to utilise the technological possibilities without being a computer scientist or engineer. The workshops aim is to show citizens how to develop wireless prototypes that sends data to the cloud, makes the data publicly available, and how to visualise the cloud content.

At the workshop we will shortly go over a few tools that makes it easy to create sensors, which wirelessly sends data to the cloud, and makes

DAY 2



them publicly available. Throughout the workshop we will be helping out on any technical issues that might occur.

By **Lasse Steenbock Vestergaard**

WORKSHOP: MAKING CITIZEN SCIENCE MORE PLAYFUL

10.30-12.00 // Step 4

The workshop concerns the development of a research platform funded by the EU called IoT Lab. A platform that is exploring the potential of crowdsourcing and Internet of Things for multidisciplinary research. At the workshop we will provide you with a short brief on the IoT Lab platform and afterwards we will guide you through a creative co-creation process together with the other participants.

By **Kasper Andersen**

WORKSHOP: MAKING CITIZEN SCIENCE MORE PLAYFUL

13.00-14.30 // Step 4

The workshop concerns the development of a research platform funded by the EU called IoT Lab. A platform that is exploring the potential of crowdsourcing and Internet of Things for multidisciplinary research. At the workshop we will provide you with a short brief on the IoT Lab platform and afterwards we will guide you through a creative co-creation process together with the other participants.

By **Kasper Andersen**

CARDBOARD HEAVEN

OPEN WORKSHOP: THE PLAYFUL MAGIC OF CARDBOARD CREATION

10.00-16.00

It is often the most simple, everyday things that can create the most magical and playful moments. A seemingly trivial object like cardboard can, with a little effort and a lively imagination, be turned into almost anything.

The Cardboard Workshop will be open during the festival, so you can participate in building the playground of your dreams. We will investigate what play means to both children and adults, what play is, how it can be used and how play looks. Build a castle, a gigantic iPad, a pirate ship, a football goal, a human sized cut-out-doll or something else entirely.

Let your imagination run wild, set your creativity free and make a contribution to our huge, shared cardboard playground.

By **Malene Holm**

THE OPEN STAGE

MUSIC: PLAYFUL JAMS

10.00-11.00

Step up and get down with this local latin music

trio, originally from Colombia, Mexico, and the US. Join in the jam by stomping your feet, clapping your hands, doing a dance, or playing along with a variety of percussion instruments – some

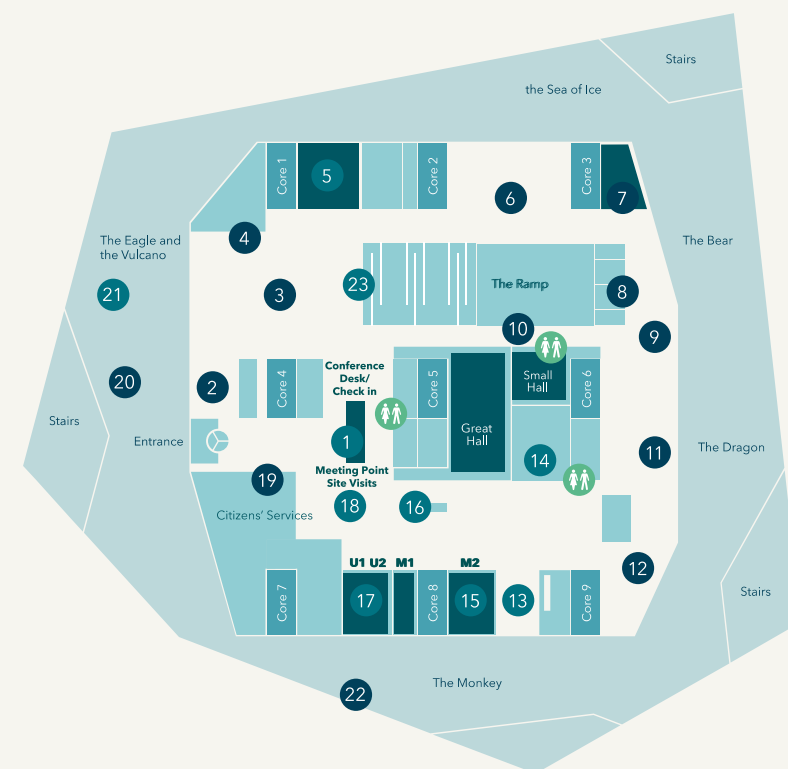
of which you can even make yourself.

with **GRINGO CUMBIA**

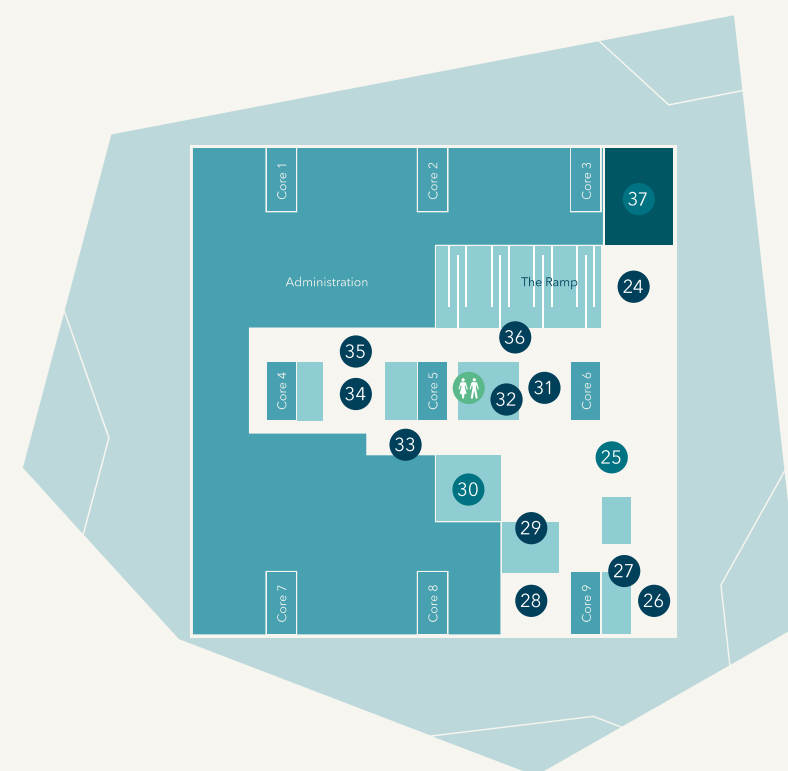
SATURDAY APRIL 16TH // PLAY SUMMIT

DOKK1 // MAP

1. **The Information**
2. DokkStart
3. Fiction
4. The Reading Room
5. **The Transformation Room**
6. Non-Fiction
7. The Corner
8. The Study Rooms
9. Support
10. The Alley
11. Music
12. The Living Room
13. **Café**
14. **Main Stage & Small Stage**
15. **Meeting Room 1 & 2**
16. **Reflect and co-create! (Book Drop)**
17. **Teaching Room**
18. **Castles in the Sky (The Square)**
19. Citizen's Services
20. The Deck
21. **The Playground**
22. Lock and Pump
23. **The Ramp**



24. The Gong
25. **The Open Stage**
26. The Family Lounge
27. Children's Lab
28. 0-3 Years
29. The Mini Ramp
30. **The Box**
31. The Attic
32. Eating Areas and Nursing Room
33. The Gaming Street
34. Makerspace
35. Tweens
36. The Balcony
37. **Cardboard Heaven**



Welcome to CounterPlay

We are incredibly happy to welcome you to what we think is the most ambitious, international, diverse, and playful CounterPlay festival yet

More than ever, the entire festival is tied together by a common desire to explore what it means to learn, work and live playfully. This is also highlighted by our new venue, DOKK1, which is in itself a space that invites playfulness and will support exactly the informal and safe atmosphere we're aiming for.

The festival is all about creating a space for playfully exploring new ideas, for meeting new people, for developing new ways of working, thinking and being. We encourage you to be open for movement and change, and for challenging yourself a little bit. Play with a stranger, go to a session you didn't plan to, embrace the element of surprise.

Practical information

If you have any questions during the festival, just grab hold of the organizers and volunteers.

- For internet access, connect to "Smart Aarhus" wifi and sign up via SMS.
- To participate in the online conversation during the festival, use #CounterPlay16 on Twitter and Instagram.

- The Main Stage is the central hub, where we get together for plenary session. Lunch is served outside the Main Stage.
- Remember that DOKK1 is a public space, where many people come and go during the day, so make sure to keep an eye on your belongings.

Follow CounterPlay on social media:

Facebook: www.facebook.com/counterplaying/

Instagram: www.instagram.com/counterplayfest

Twitter: @CounterPlayFest

Follow livefeeds on www.counterplay.org/follow-the-festival/

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DOKK1

