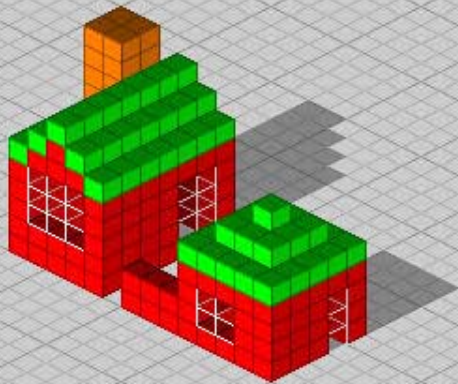


Empty Forms

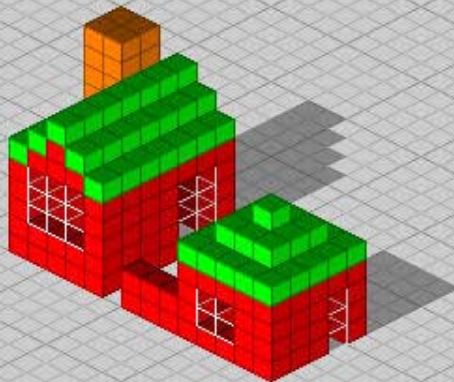
Vestiges of Sacred Play



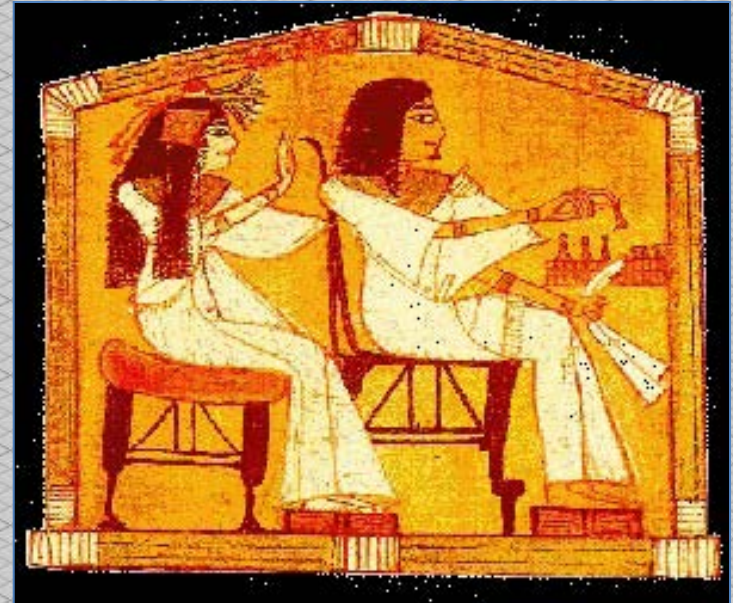
Anne-Marie Schleiner
Zhou Xuanming

"Playland is a country whose inhabitants are busy celebrating rituals, and manipulating objects and sacred words, whose sense and purpose they have, however, forgotten"

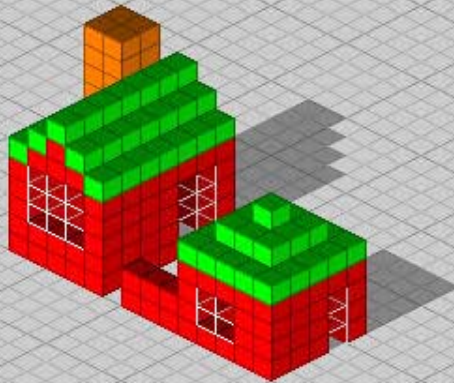
-Agamben, G.



"In Playland: Reflections on History and Play"
Infancy and History: Essays on the Destruction of Experience (1978)

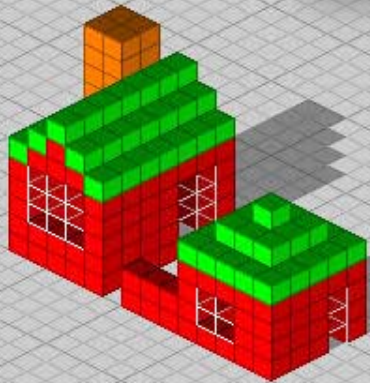
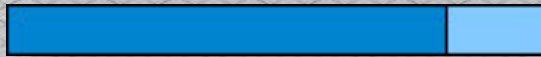


Senet





Emptiness:



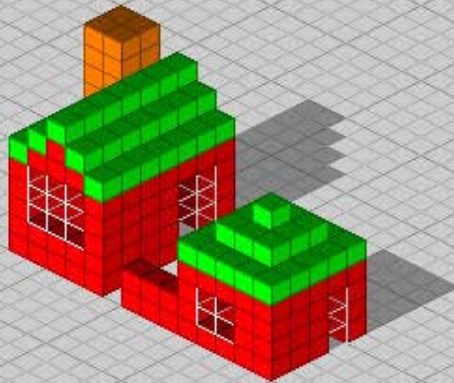
Vestiges of the sacred in contemporary games:

- Rites of passage and quests.
- Transformations and rebirths.
- Contests between the living and the dead
- Godly mimesis
- The memorial

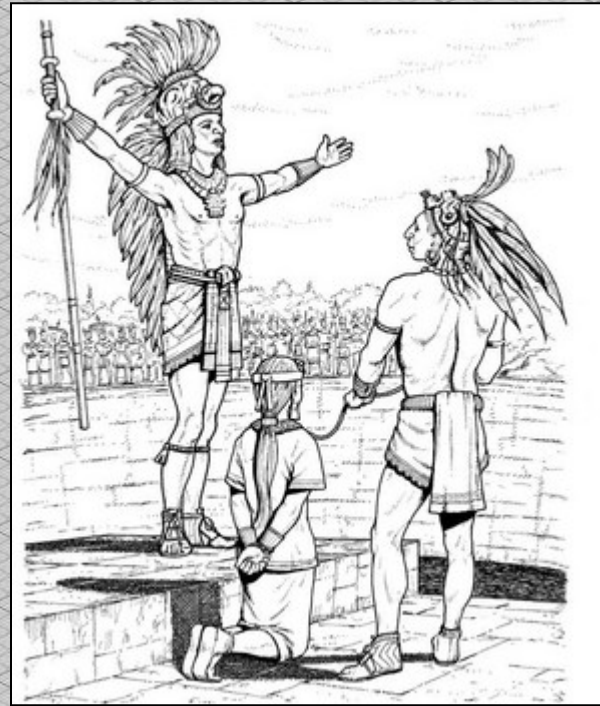
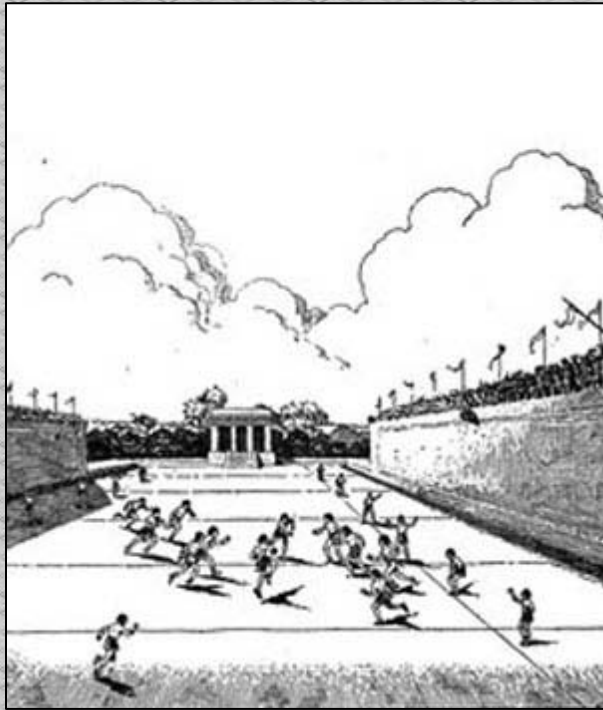
The
Empty Form of **Death**
in Games



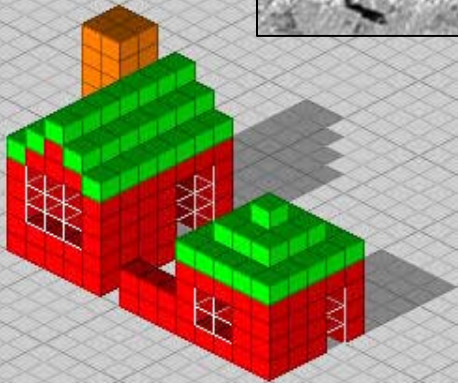
GAME OVER



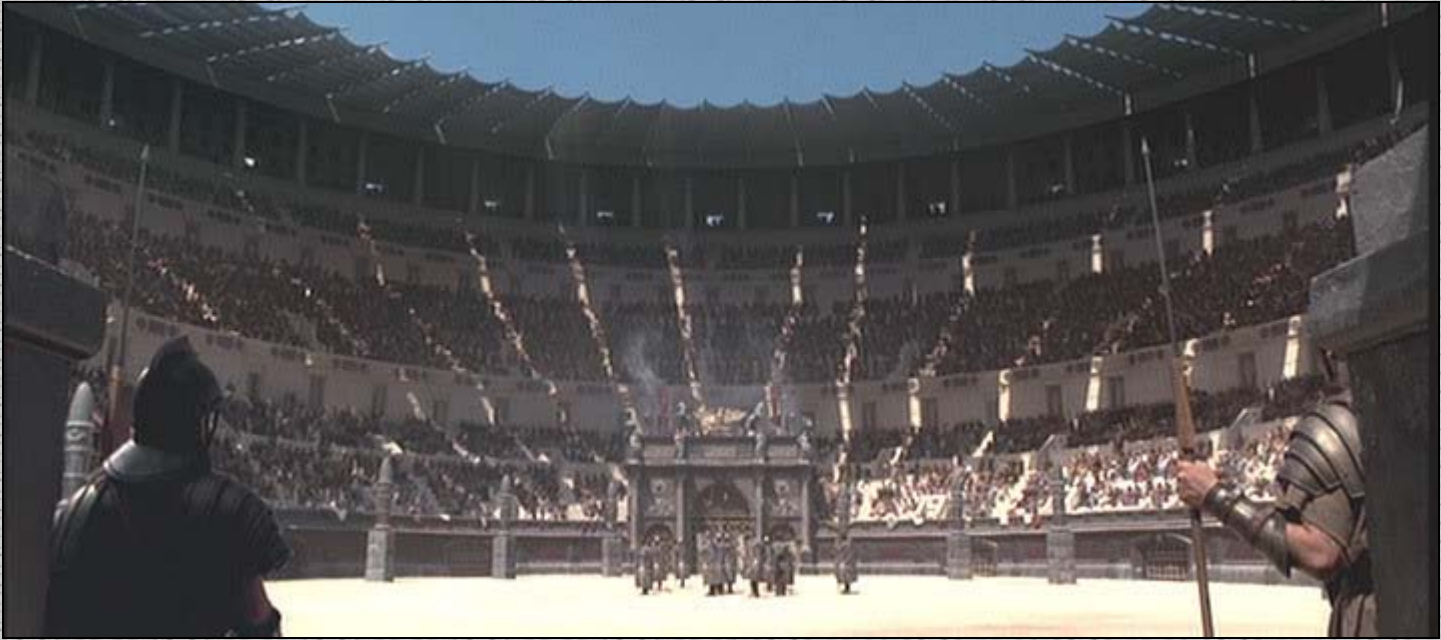
Loss = Death



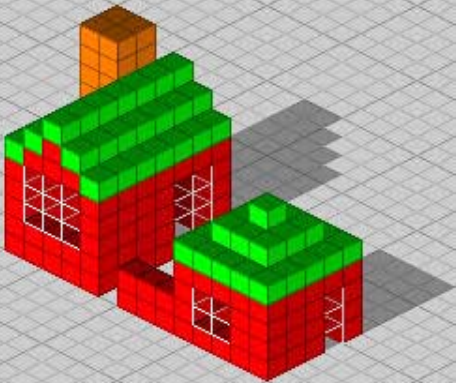
Very serious loss.



Loss = Death



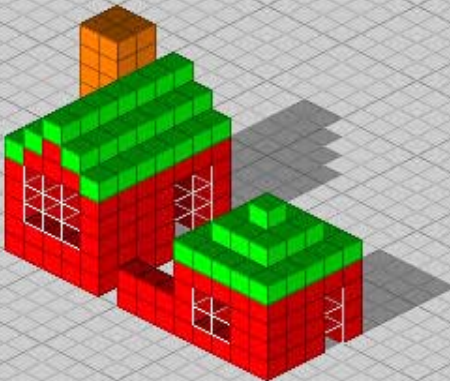
Still very serious loss.



Loss = Death?



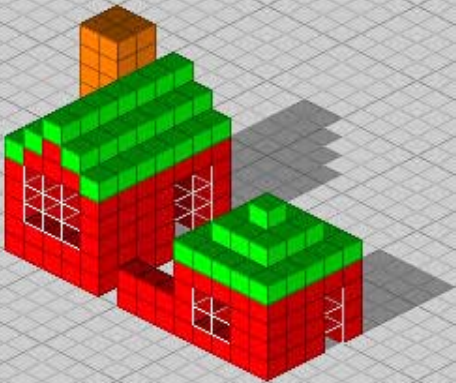
(Financially) Painful Loss.



Loss = Death?



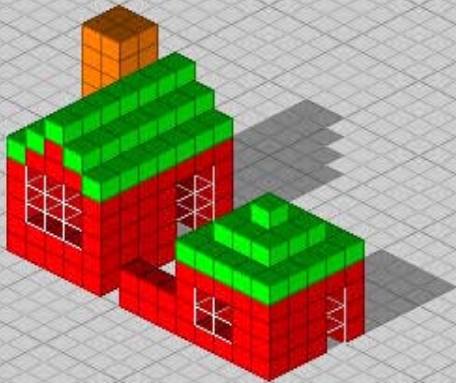
Inconsequential Loss.



LOSS = ?

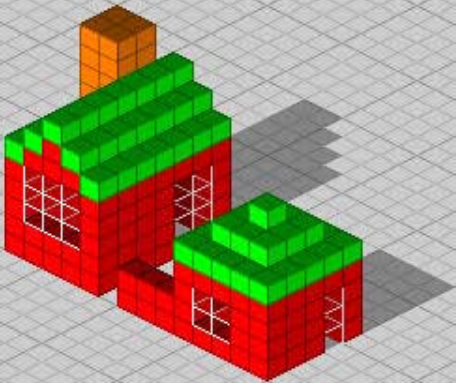


You can't lose.



"His constant companion, gal pal Erika, will automatically save his ass and return him back to solid ground. You could not fail at Prince of Persia even if you tried."

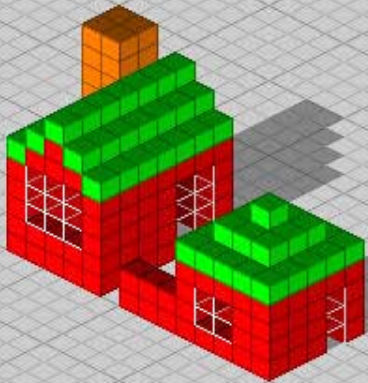
-Chris Kohler, Wired



Rediscovering Death



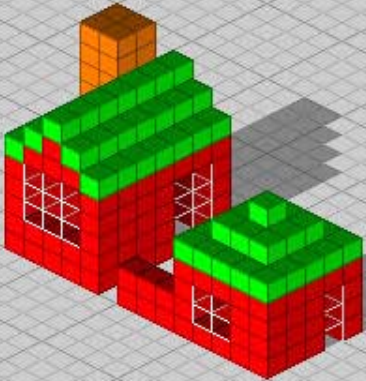
You only live once.



Rediscovering Death



Permanence of Death.



End.

