

Spring School on Theoretical Media and Arts Studies, April 3rd until April 8th 2017, Room F 420, F 424, F 425

Time	Monday	Tuesday	Wednesday	Thursday	Friday	
9:45-10:00	Welcome	-	-	-	-	
10:00-10:45	General Introduction to the Course (What is Game Studies?) (Markus)	Session (Philipp Unit 6)	Session (Marleena Unit 1) 45 min	Session (Marleena Unit 3) 45 min		
10:45-11:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	
11:00-11:45	Session (Philipp Unit 1)	Session (Philipp Unit 7)	Session (Marleena Unit 2) 45 min	Session (Marleena Unit 4) 45 min	Session (Kelly – Immersion) 45 min	
11:45-13:15	Lunch break	Lunch break	EXCURSION (leisure time activity)	Lunch break	Lunch break	
13:15-14:00	Session (Philipp Unit 2)	Session (Philipp Unit 8)		Session (Marleena 5) 45 min	Session (Kelly - Engagement) 45 min	
14:00-14:15	Coffee break	Coffee break		Coffee break	Coffee Break	
14:15-15:00	Session (Philipp Unit 3)	Session (Kelly - Agency) 45 min		Session (Kelly Representation) 45 min	Session (Marleena Unit 6) 45 min	
15:00-15:15	Coffee break	Coffee break		Coffee break	Coffee Break	
15:15-16:45	Session (Philipp Unit 4+5)	Session (Kelly - Simulation) (2x 45 min)		Session (Kelly - Identification & Identity in Games) (2x45 min)	Session (Marleena Unit 7+8) 2 x 45 min	
17:00-17:45						
19:00					Gaming Night (leisure time activity)	DINNER