

2019



JULY 28

Isle of Games

Isle of Games exists to boost the acceptance of games as an artistic and culture bearing medium. We are creating a platform for local artists working with games, and building bridges between games, other media, and international creators.

ÍDNÓ's Sunnusalur will host talks by participating artists and others working in the same medium. In the main hall, you can play video games and game installations from the local alternative game scene. In the evening, we open the stage with *Live Games Live Music*, a series of unique improvisations pairing performers with a player-as-performer.



Talks

Isle of Games Intro & Artist Statement

Joon Van Hove & Torfi Ásgeirsson

Composing music for a game

Íris Thorarins

Walk in the Park

Jóhannes Sigurðsson

Making Kassinn, VR meets interactive theatre

Owen Hindley & Nanna Gunnars

Games & Writing

Ewa Marcinek

Play with my cadaver: yes, I studied fine arts.

Jonathan Coryn

Our Atlantis

Þórður Hermannson og Steinunn Harðardóttir

Light, Sound and Concrete

Moshe Linke

EXHIBITION 2019

Gently Down The Marsh

Jóhannes Sigurðsson, Torfi Ásgeirsson & Joon Van Hove
Row, row, row your boat, gently down the marsh...

Undir væng

Torfi Ásgeirsson

Your arms have turned to wings. Learn to fly!

SHIFT

Alexandra Bjargardóttir

A reflection is something bending or bouncing *shifting* back to you: light, sound or even your own thoughts. Take a moment to explore.

Gale

Owen Hindley

A 2D, two player platformer where you traverse a series of dark landscapes, using only the flow of the wind to guide you.

Horizons

Owen Hindley, David Li & Leif Podhajsky

You control the music. The music controls the world.



Neo-Brutalism of Tomorrow

Moshe Linke

Neo-Brutalism of Tomorrow is a virtual art gallery and features a handful of contemporary works inside a neo brutalist structure.

Vættir

Alexander Dan, Nanna Gunnars, Sigursteinn J Gunnarsson

Walk around the pond, on the phone with an old friend.

Vættir is an audio experience/walking simulator based on the novel Vættir by Alexander Dan Vilhjálmsson.

Isle of Parks

Jóhannes Sigurðsson

Take a walk in a virtual park. Make your way through the maze, have a swim at the beach, stroll through the flower garden or catch the football match.

Svartkolla

Marín Björt Valtýsdóttir & Joon Van Hove

Svartkolla is a short puzzle game about the troubles of the lost sheep Svartkolla and her farmer friend.

Choosatron

Ewa Marcinek, Júlíus Árnason-Kaaber, Kjartan Yngvi Björnsson & Alexander Dan

Interactive fiction arcade machine that prints as you play.



Live Games Live Music

Game Jockey

S. Tinna Sveinsdóttir, Torfi Ásgeirsson & Joon Van Hove

A guided tour through various planets and places, amplified by stories.

The Walking Simulator A Month games are made by Connor Sherlock

Iris VS ABZU

Iris Thorarins & Joon Van Hove

An eclectic underwater soundscape by musician and composer Iris Thorarins will accompany the game eclectic underwater game *Abzu*, live on stage.

The game ABZU was created by Giant Squid Studios

Ape Out Live

Tumi Árnason & Höskuldur Eiríksson

APE OUT is a wildly intense and colorfully stylized *smash 'em up*, which will be played live, with live music and sound effects.

The game Ape Out was created by Gabe Cuzzillo

Jono & Hulli On Tour

Jono Duffy & Hugleikur Dagsson

A peek into Jono and Hulli's life when they are on tour. Taking trains, talking about life, endlessly.

The game Thought of Train is being developed by Ivan Notaros

Fugue In Void Live

Kjartan Holm

Kjartan Holm will guide us through the inspirational fugue-state that is *Fugue in void*, created by Isle of Games invited artist

The game Fugue in Void was created by Moshe Linke



Safer Space

Isle of Games organizers are dedicated to fostering a safer-space environment at our event: this means creating a space where all people, of any orientation, gender identity, and race, are respected, accepted and welcome. Harassment and oppression will not be tolerated at Isle of Games. Contact a host or organizer if you have questions, concerns or wish to report an issue.

Please take a moment to read the full policy on <http://isleofgames.is/saferspace>

Thanks!

Isle of Games would not have been possible without the help of many people.

A special thanks goes out to the venue IDNÓ and all the volunteers, artists and performers who helped us build Isle of Games 002. We also wouldn't be here without the generous help of our sponsors Raw Fury and CCP.

Isle of Games is organized by Alexandra, Auður, Haukur, Joon, Jóa, Jói, Kristín, Marín, Owen, Sig and Torfi.

If you would like to volunteer, co-organize or collaborate on new projects with us, get in touch at hello@isleofgames.is.

Made possible by

