

**Contributor/Presenter:**

Dr. Anna Wiehl, Research Assistant Department for Media Studies, University of Bayreuth

**Title:**

*News@play*

**Abstract:****Newsgames – Typological approach, recontextualization and potential of an emerging genre**

In its constant transformation process, news journalism has been embracing digital media, remediating the whole bundle of journalistic practices – from classic print, infographics, audio to video. The new modes and practices of online media – namely *interactivity*, *mobility* and *participation* – however offer more than simply revisiting 'old' forms of news production. One emerging genre in this context is **newsgames** – a wide spectrum of digital artefacts produced at the intersection of journalism, play, simulation and participatory action.

Taking factual issues as point of departure, these games offer a hybrid representation of original research combining real-world based sources with virtual interactive experience and procedural rhetoric thus opening space for dynamic experimentation, stimulating further in-depth analysis and discussion.

Although newsgames have the potential to go beyond occasional 'treats' or a casual online supplement of 'serious news presentation', we still lack an academically informed debate on well-executed newsgames – especially in continental Europe.

**Typological approach, recontextualization and case studies**

Thus, this presentation offers to approach this issue in a threefold way:

First, we sketch a '**typological map**' of this emerging genre drawing examples from various countries. This leads us to a differentiated spectrum of several sub-types, reaching from editorial games, current events, interactive infographics, puzzle and quiz games, documentaries, simulations of systems, news-literacy games and community games.

In a second step, we **diachronically contextualize** these current developments in the history of news practices as well as relocate them in the context of games studies.

And last but not least, we address the main **opportunities and challenges of journalistic games** – both in terms of production, distribution and reception and as to their cultural, political and ethical dimension.

**Selected biography:**

Bogost, Ian; Ferrari, Simon; Schweizer, Bobby (2010): *Newsgames. Journalism at play*. Cambridge, Mass. [u.a.]: MIT Press.

Mateas, Michael; Treanor, Mike (2009): "Newsgames: Procedural Rhetoric meets Political Cartoons." In: *Breaking New Ground: Innovation in Games, Play, Practice and Theory. Proceedings of DiGRA 2009*. Online: <http://games.soe.ucsc.edu/sites/default/files/newsgames-DiGRA2009.pdf>.

McGonigal, Jane (2011): *Reality is broken. Why games make us better and how they can change the world*. London: Jonathan Cape.

Treanor, Mike; Mateas, Michael; Bogost, Ian (2012): "Game-O-Matic. Generating Videogames that Represent Ideas". Online: <http://games.soe.ucsc.edu/sites/default/files/Game-O-Matic%20%28PCG2012%29.pdf>.

Wei, Sisi (2013): Creating Games for Journalism. Online: <http://www.propublica.org/nerds/item/creating-games-for-journalism>.

### **Biography:**

Dr. Anna Wiehl is working as lecturer and research assistant at the University of Bayreuth, Germany, Department for Media Studies.

Her research focuses on the interdependencies of audiovisual and digital media, transmedia narratives, (interactive) documentary and the future of television.

In 2010, she received her Ph.D. degree (summa cum laude) with her thesis *Myth of European Identity. Supranational, national and regional identities in German and French television news*. Her current habilitation-project tackles the exploration of new forms of non-fictional audiovisual productions.

Apart from her academic career, she has been working for the French-German broadcasting station *arte*, the German public broadcaster *ARD* and the Bavarian television *BR* as author for TV, radio and Internet.

### **Bibliography:**

"'Interactive Documentaries': Modes of Interaction as crucial factor for the expansion of cognitive 'documentary experience' to physical, emotional and social engagement". In: Jürgen Sieck et al. (Hrsg.): *Kultur und Informatik – Visual Worlds & Interactive Spaces*. Boizenburg: Verlag Werner Hülsbusch, 2013, S. 27-39.

"The Myth of European Identity". In: *InterDisciplines. Journal of History and Sociology* 4:2, 2014 (in preparation).

*Mythos Europäische Identität – Supranationale, nationale und regionale Identitäten in deutschen und französischen Fernsehnachrichten*. Tübingen: Nodus Publikationen, 2012.

"Bildung im Wandel – Konsequenzen für den Schulbereich". In: *Argumente und Materialien zum Zeitgeschehen* 63, 2009, S. 73-80.

+++++

### Supplement, 31.1.2014:

Wie ich gerade das Proposal nochmals durchgegangen bin, habe ich gesehen, dass ich in dieser Version keine Beispiele für Newsgames aufgeführt hatte – auch weil ich bei der Konferenz selber natürlich am liebsten mit aktuellen Bsp. arbeiten möchte.

Nur um an dieser Stelle vielleicht 2, 3 mögliche (ältere) Spiele zu nennen –

*Madrid*, *Budget Hero*, *Hurricane Makers*, *Endgame Syria*, *PeaceMaker*, *Snowdon's Endless Run – The Game*, September 12<sup>th</sup>