

program thursday the tree is talking

Character	Game	Scene	Society
14:00-17:00		Check in	
17:00-17:30		Official Opening Ceremony 007	
17:45-18:30	Dragonbane - How to finance the dance Niki Bergman 007	Law, Order and Discipline Stefan Jordan 002	The Norwegian Larp Archive Ragnhild Hutchison 003
18:45-19:30	Dragonbane - How to finance the dance Niki Bergman 007	Larp in Belgium Jeremy Naus 002	Studying Larps Erik Winther Paisley 001
19:00-20:30		Dinner Restaurant	
20:30-22:00		Speculative larps Syksy Raksanen 007	

program friday change the world

Character	Game (1)	Game (2)	Scene	Society	Other
	Breakfast Restaurant				
8:30-10:00					
10:15-11:00	Choosing yourSelf - personal development through choice... Hanne Grasmo 003	Setting the world Jeremy Naus 001	Larps and Larpers in Israel Itamar Parann & Osher Elnetany 002	No retakes Martin Rauff & Mariella Harpelunde Jensen 007	Mind the gaps Tova Gerge & Kristoffer Lindh 006
11:15-12:00	Choosing yourSelf... Hanne Grasmo 003	The White Road Lars Munck & Bjarke Pedersen 002	Can You festival? Hans Peter Spang Hartsteen 0010	No retakes Martin Rauff & Mariella Harpelunde Jensen 007	Mind the gaps Tova Gerge & Kristoffer Lindh 006
12:15-13:00	Choosing yourself... Hanne Grasmo 003	Other spaces Simon Moe & Jeppe & Dennis Asanovski 002	Can You festival? Hans Peter Spang Hartsteen 0010	Why the Hitler Jugend was a good idea Claus Raasted 007	Larp Presentation: "Totem" Peter S. Andreasen 001
12:30-14:00			Lunch Restaurant		
14:15-15:00					
15:15-16:00	The person within Monica Traxl 009	Technologies of Experience Andreas Lieberoth 001	Getting laid or getting paid Claus Raasted 003	Exile – The escape from reality Erlend Eidsem 007	Key Note: Larp can change the World. Method 1 004, 005, 0010
16:15-17:00	The person within Monica Trax 009	Momentum: five weeks of rebellion Staffan Jonsson 001	Getting laid or getting paid Claus Raasted 003	The larpers' school Malik Hyltoft 007	Key Note: Larp can change the World. Method 1 004, 005, 0010
17:15-18:00	Advanced Make-Up. Do it with style Peter B. Madsen 006	Costuming the larp Anna Nummi 006	Debate: Ethics of Urban Roleplaying Markus Montola/Jaakko Stenros 001	The larpers' school Malik Hyltoft 007	Larp Presentation: "A nice evening with the family" Anna Westerling 0010
18:15-19:00	Advanced Make-Up. Do it with style Peter B. Madsen 006	Complex Networks Jesper Bruun 005	Debate: Ethics of Urban Roleplaying Markus Montola/Jaakko Stenros 001	Østerskov Boarding School Jakob Thestrup Eskildsen 007	Larp Presentation: "A nice evening with the family" Anna Westerling 0010
18:30-20:00			Dinner Restaurant		
20:00-?	Cava Workshop: 20.00-22.00 Jukka Seppänen & Henri Hakkarainen 007		Old Farts Lounge: 20.00-21.00 Lars Munck 008		Mimilarp: New voices in art: 20.00-23.00 T- K. Edland, A. Falch & E. Rognli 003

program saturday shaken or stirred?

Character	Game (1)	Game (2)	Scene	Society	Other
			Breakfast Restaurant		
8:30-10:00					
Contact Improvisation Gabriel Widing 007	The perfect Larp with less work Kare M. Kjær 004	Trailers in Larp Rasmus Høgdall 006	Homosexuality in Role-playing games Jaakko Stenros 003	Larp and Sports Valdemar Kølle 001	Anything Goes Tova Gerge & Kristoffer Lindh 0010
11:15-12:00	Contact Improvisation Gabriel Widing 007	Trailers in Larp Rasmus Høgdall 006	Homosexuality in Role-playing games Jaakko Stenros 003	Larp and Sports Valdemar Kølle 001	Anything Goes Tova Gerge & Kristoffer Lindh 0010
12:15-13:00	Contact Improvisation Gabriel Widing 007	Rbillet David Silset & Jacob Nielsen 005	Uncanny Ostranenie Johanna Koljonen 002	42 post modern phenomena in larp context Morten Gade & Carsten Andreasen 003	Anything Goes Tova Gerge & Kristoffer Lindh 0010
12:30-14:00			Lunch Restaurant		
14:15-15:00	Excursions from an island called...Character Pekko Koskinen 0010	Do's and Dont's when using technology in Larp Annika Waern 003	Rolegames and Fantasy Play Henri Hakkarainen 001 Harviainen 002	How to become a Larp saint J. Tuomas Harviainen 002	Keynote 2: Why Larp can change the world The Case 007
15:15-16:00	Excursions from an island called... Character Pekko Koskinen 0010	Experience design Lars Konzack 003	Rolegames and Fantasy Play Henri Hakkarainen 001 Harviainen 002	How to become a Larp saint J. Tuomas Harviainen 002	Keynote 3: Why Larp can change the world Debate 007
16:15-17:00	Stop saying Immersion!/ Changes in the World Interpretation Matthijs Holter/ Tobias Harding 007	Experience design Lars Konzack 003	In Play, out of Play - a micro-sociological perspective on LARP Geir-Tore Brenne 005	NABC - A model for idea development Carsten Andreasen 002	Keynote 4: Why Larp can change the world The Future 0010
19:00					

Gala Dinner - Casino Royale | **Restaurant**

program sunday the long kiss goodbye

Character	Game (1)	Game (2)	Scene	Society	Other
09:00-11:00		Brunch Restaurant			
11:15-12:00	Larp Hacking Erlend Eidsem 002	Larping = shamanism Elge Larsson 001	Future of the Knudebook Markus Montola & Jaakko Stenros 007	Practical usage of roleplaying in education Sanne Harder Flamant & Lynne Rahbek- Dragheim 003	
12:15-13:00	Larp Hacking Erlend Eidsem 002	Larping = shamanism Elge Larsson 001	Future of the Knudebook Markus Montola & Jaakko Stenros 007		
13:00-14:00			Basic Cleaning and packing		
14:00-14:30			Official Closing Ceremony 007		
15:00			Location closes		

key note

larp can change the world!

How larp can be used as a method in developing democracy in Eastern Europe.

Will Larp change the world? Maybe not, but why not give it a try? Sounds like something you want to be a part of? Then you should come and hear this year's key note speakers.

The starting point for the key note project is the methods that organisations like Red Cross, Uro/Raftohuset and DanMUN use in their work and ends with a case about the democratic problems in Eastern Europe— and who knows, maybe a working plan for developing the latter.

In this string of program events we want to put a concrete and practical focus on how larp as a method can be used to change society. As an example on a possible place to do this, we are going to use the process of developing a democratic structure in an Eastern European country.

We have invited people from Eastern Europe, various organisations that concerns themselves with democratisation and of course larpers who have a lot of experience in this field.

The key note lectures consists of five different parts: The essence, the methods, the case, the debate and the future. They can be attended separately or as a whole. The “essence” lecture serves as an introduction and is therefore situated when nobody else is talking...

0. The essence (lecture)

A short introduction to the key note project: the dreams, the reasons and the theories.

Guest speakers will include people from the Red Cross, Uro/Raftohuset and DanMUN, who are all using larp in their professional work.

1 hour

1. The Method (workshop)

Testing known methods. The participants will be introduced to three different uses of larp which are being used in the “real” world. They will act the parts of refugees (Red Cross), prisoners (Uro/Raftohuset) and UN diplomats (DanMUN) and afterwards discuss the usability of the methods put forward.

2 hours

2. The Case (lecture)

A seminar about the current situation in an Eastern European Country.

Representatives from the country will tell us about the state of democracy and human rights in their country right now.

The introduction, the method workshop and this seminar will serve as background for the debate and later on a brainstorm - and hopefully we'll also work out ideas for a concrete project.

1 hour.

3. The Debate (debate)

A broad debate about larp as a method for changing society with focus on the process of developing democracy in Eastern Europe.

Points to be debated are...

How to change the country from a dictatorship to a thriving democracy? Can larp play a role? Is it at all possible to do larp in an oppressive regime and how will it change the dynamics of political change?

The purpose of the debate is not to provide answers, but to conjure forth the really interesting questions, theories and tactics. These questions will then lay the groundwork for the final key note seminar.

The debate will be conducted by Eirik Fatland, Gabriel Widing, Peter Andreasen and Erlend Eidsem. Last but not least, the sophisticated Morten Gade will facilitate it all.

Approx. 1 hour.

4. The Future (workshop)

Brainstorming and planning workshop:

The people who get enthusiastic and want to continue working with more concrete plans for using larp in relation to the Eastern European country, will get together in a brainstorming group during this workshop.

The goal of this workshop is networkwing, creating working groups and making solid plans for the future work on the theme.

Participating organisations

From Eastern European

Ulad and Aliona are working with students and larp-like methods in an Eastern European country. They are very passionate about conditions in Eastern Europe and change for the better. As so many other political operators in Eastern Europe, they have to operate below the radar. That means changing hearts and minds, preparing the public for political change.

We are very excited to have them at Knudepunkt and they are looking forward to absorb as much knowledge of larp as possible.

From The Red Cross

The red cross have for many years run a larp aimed at teaching the youth in the west what it entails to be a refugee from a third world country. The larp (Unge på flugt) is a harrowing look in to the bleak and desperate world of those who leave all certainty behind in hope of a secure and peaceful life in an unknown country. The larp seeks to bring down the barriers of misconception and prejudices that exists in the minds of many young people. Through the experience of the larp and an extensive debriefing the program prepares the participant for the debate on refugees.

From Danish Model United Nations:

DanMUN is a student organisation who works in close affiliation with the Danish United Nations Association. Their mission is to create a space for international students where knowledge about global politics and international relations is generated and shared. Their vision is that students - the world's future decision makers - gain an experience that enables them to get more involved in the global issues of today.

From URO/Raftohuset:

Raftohuset is an organisation focusing on human rights. It facilitates several other organisations and helps them in their work. They produce and publish educational publications concerning human rights.

The People behind the Key Note

Anita Myhre Andersen

For the moment being; working as a high school teacher in social studies and economy, as an actor for the human rights organisation Raftohuset/Uro and a master student of history. Passionate larp participant and organizer since 1995. KP-fan since the first time in Oslo ten years ago. Believes in a great variation of using larp as a method - also as a tool of changing the world.

Kristin Hammerås

Long time larper and KP-fan. Educated as a social scientist and film maker. For the time being; master student in visual anthropology in Tromsø in the northern most part of Norway. A multi faceted experience in organisation and using larp as a tool, and expert in making all kind of projects go from idea to reality. Believes that she can change the world, and does so constantly.

Tue Beck Olling

Long time larper, larp wright and commentator. As a very passionate commentator and larp idealist, he is known for his firm stance on participant autonomy and artistic creativity. Tue is working in banking and has a education in electronic engineering. Two factoids that says absolutely nothing about him. He is easily identified by his artistic passion, good sense of humor and terrible hangovers.

Erik Aarebrot

Erik is a co-owner and the managing director of Uro. He has worked as an actor and facilitator in various capacities since 2001. His study background is in comparative politics, history and psychology from the University of Bergen, the University of Amsterdam and Institute de Sciences Politics in Paris. The last year he has worked as project manager for the Raftohuset "Prisoner for a day"-project. Also nurtures a healthy interest in history and contemporary politics, with a special interest in Eastern Europe.

program descriptions

what to hear

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42 postmodern phenomena in a larp context (lecture)

A rapid trip through modernity and its many sidesteps to larp. A tour de force of buzzwords, pictures, videos and strange sounds. Be prepared to loathe and love us (in Las Vegas).

700 % to the eXtreme (lecture)

700 % is a genre originated from the city of Vordingborg, where a group of people decided they had had enough of boring larps. They invented a form based on a few select players and a large cast of npc's, which took the players through a well-planned story. Both the players and the npc's are often invited and chosen by the organizers. Very nepotistic perhaps, but 700% has, as the only genre of larp, the possibility to create well-choreographed and well-structured action-sequences. It also has the fantastic ability to focus on the individual's unique experience. It is often surrounded by a preposterous air of mysticism and elitism, purely because of its small scale and exclusive "by invitation only" participation. In this lecture we will try to describe the unique possibilities inherent in the 700%-form. Oh... did we mention we trashed a car just for the hell of it?

1000 heroes with one face (lecture)

With a short digression 35.000 years back this is a rambling on the opportunities and challenges in mixing dramaturgical tools from theatre and computer games. It will contain musings and dreams on the ways of telling stories in the 21st century with thefts and loans from cartoons and film. There will be an opportunity to ask questions and be in dramatic opposition.

A

Advanced make-up - do it with style (lecture)

Artists around the world use it everyday, and there is no reason larpers should not. We will explain the more advanced techniques and how to apply them on larp. In order to get full enjoyment from the lecture, a certain amount of skill is required.

A nice evening with the family (larp presentation)

We (Anna Westerling, Tobias Wrigstad, Anna-Karin Linder) will present, and possibly also workshop techniques for, the upcoming larp "A Nice Evening with the Family", which is a cross between of freeform, theatre and larp. The larp has its base in a number of plays, which are interconnected and mutated. We hope to unite traditionally opposing techniques, such as script reading and interpretation, surrealism, and non-simulation-oriented goals, and throw together

experienced larpers and stage actors and get them to work together to create a unique and fresh larping experience. For this, we need the best players. We need you. The larp will be played four times in a row with mostly different players and actors in August in Sweden. Details forthcoming at our website: enstillamiddag.se.

Anything goes (workshop)

We organise a larp, play it and evaluate it in just about three hours. The larp will be chosen at random from the ideas produced in the earlier workshop "Mind the gaps". This is to a) show how larps can be done fast, easy and without any budget b) try out some alternative ideas for playing, like possibly mime, dance, song or silence, depending on which larp it will be c) have a lot of fun. You are most welcome even if you did not take part in "Mind the gaps". The workshop takes no more than 20 participants.

B

Basic make-up for larp and how to make it work (lecture)

In general, people know how to do make-up. Everyone can make a drow, an orc or a scar. But only few can make these things look good, with the simple materials that are normally at hand. This is a simple walkthrough of how to do it the good way.

C

Can you festival! (lecture)

In Denmark, it's a returning problem that larp organisations die shortly after they peak in success and quality. It is however possible to revitalise your organisation and give it energy to renew with a fireworks of new force and initiative. This lecture gives you a possible solution.

Cava workshop (workshop)

Hakkarainen & Seppänen Productions:

From the producers of the infamous port workshop: Cava, the "Spanish champagne" is our future. Bring your own bottle(s) if you can.
-Mornings begin with Cava - evenings end with Cava
-Méthode champenoise uncovered
-Semiseco or brut, how to fully immerse in Cava
-Rutger Hauer and 12 cases of Cava
-How come the Danes have Cava in groceries and we do not?

Choosing yourself (workshop)

This is a fun, practical and personal challenging workshop. Not for heavy theory discussion. "Tell me

your role characters and I will tell you who you are". Hanne Grasmø wants to invite you to understand your choice of stereotypes (if you do), and then go one step further: To explore how you can develop yourself by choosing the right roles when larping. Why limit yourself? Her statement is that in every larp you can find possibilities for your own personal challenges.

Complex networks (lecture)

The starting point for the lecture is the article "Larp as Complex Networks" from this year's KP-book. From here, we will consider some of the models used to describe emergent features of complex networks. We always keep in mind the applicability to larp. Short discussion at the end.

Contact improvisation (Workshop)

A nonverbal workshop introducing the modern dance form "contact improvisation" - a playful way of moving in and out of physical contact while rolling, spiralling, leaning and falling. The dance can be soft and sensory or dynamic and flowing into lifts and jumps. We practice co-operation and sensitivity to fellow-dancers. No previous dance experience needed. Bring clothes for movement.

Costuming the larp (lecture)

On this program we will go through some already told aspects of basics of costuming. The lecture goes through the main points in design and production. We will discuss the situation of costuming in LARP productions today and how it should be developed.

D

Do's and don'ts when using technology in larp (lecture)

Most larp actually use a lot of technology, but when you build the larp idea on technology support you open a new can of worms. Based on research experiences on technology-supported pervasive games, I pick out some of those worms and dissect them from both a practical and a more theoretical perspective.

Dragonbane (lecture)

Lecture on how to organize and finance an expensive international larp project like Dragonbane on voluntary work. Short overview on successes, problems and what we learned.

E

Ethics of urban role-playing (lecture)

Larping on streets and among outsiders is fun and thrilling way of playing. Lots of interesting things can happen with non-players. Unfortunately, there are also risks that need to be mitigated and problem situations that need to be avoided.

Excursions from an island called... character (lecture)

Whether one considers larps or tabletops, being a character is one of the cornerstones of role-playing -- and will probably remain so for the time being. However, this dominant position tends to leave the

idea of "being a character" resting on its laurels, unchallenged... untouched by the critical eye. To counter this, I describe several experiments the common theme of which is challenging the characteristic form of playing, in one way or another. Some of these experiments have already been conducted -- I include short analyses of their results. In addition, concluding the presentation, I will expound on a few preliminary concepts aimed to define character somewhat differently from the traditional terms such as immersion, authorial control and positioning oneself as an actor. Presentation concerns both larps and tabletops, with a more or less equal emphasis.

EXILE - the escape from reality (panel debate/discussion)

A 25 minute documentary about 4 people being obsessed by online role-playing games like World of Warcraft a screening of a short documentary (English subtitles) and a short discussion afterwards. 3 of the 4 main character in this documentary are x-larpers. Is larpers more prone to MMO-addiction than the rest of the population? Is MMO posing a threat to the scene of larping, or is it a positive addition?

Experience design (lecture)

Based on my article in this years Knudepunkt book, I want to focus on how to create a fulfilling experience for live action role-playing.

F

Future of knudebook (panel debate/discussion)

During the last five years, Knudebook series has attracted a lot of international attention. It's a viable forum where interesting thinkers on role-playing get to have their say, whether they represent theoretical or practical bent. We want to have a discussion on the future of the book, in order to ensure the tradition continues to grow and evolve into something even more interesting. Discussion is hosted by Markus Montola and Jaakko Stenros. Past and future contributors and editors are especially welcome.

G

Getting laid or getting paid (lecture /debate)

This is a lecture / debate which is a continuation of my article in the Knudebook 2007 - "Lifelike", so I'll just sum it up shortly here. The larp community suffers from the fact that we burn ourselves out at a frightening rate. Because we have different reasons for doing larps and amongst them the major one is getting laid -- and not necessarily in a sexual sense. This lecture and the following debate explore alternative means of keeping us going. Because no matter how we slice the lemon, it seems that there's not enough sex/respect/love/fame to go around. Come hear and discuss what we should substitute it with.

H

Homosexuality in role-playing games (lecture)

Dark side traits, cyberpunk gangs and handsome brooding vampires! The brief history of representations

of male homosexuality in role-playing games from the 80's to the present day is littered with embarrassing, ridiculous and over the top homos. The funky lecture focuses on tabletop books, but touches on Nordic larp culture as well.

How to become a larp saint (lecture)

A lecture with discussion about using role-playing theory to benefit the "normal" (read: non-theorist, non-elitist) larpers and larp designers. Sort of a "how to convey what we know to the rest of the scene, and why we really should do so" speech. It will be a thematic continuation to Eirik's lecture at KP 2006.

I

In play, out of play - a micro-sociological perspective on larp (lecture)

I wrote a master thesis on Norwegian "laiv" that I finished in 2005 (extract at <http://fate.laiv.org>). I analyze play from a communicative perspective, using a theory of frames which define the world of play as a "play frame". In short, I focus on how players maintain the play frame, how it may sometimes be broken, how it can be repaired when it breaks, and techniques the players use to create meaning and action within the play frame. I would like to make a brief presentation of some main points from this sociological text in an accessible way, followed by a discussion where if there are points that may be overlooked by the perspective, questions, or other supplementary comments.

L

Larp and sports (lecture)

Through the work on my thesis at the Institute of Physical Education, at the University of Copenhagen, I have researched how larp represents an alternative to traditional sports in terms of physical training, social and behavioral training. Through game-theory I compare larp to traditional play and sports to try and discover what they have in common.

Subjects that will be included are:

Play categories and "the magic circle", free play, fighting Culture, the role of the narrative in larp and in traditional play/sports, larp as a return to earlier play culture, gender differences in play and larp, computer (Role-playing) games as an inspirational source for larp.

Larp hacking (lecture)

Basically how to hijack larps from bad organizers; How to, as a participating player, restructure a storyline gone astray, after game start, using both in-game elements and practical manipulative methods. This is a speech about players taking control of their experience themselves. I will go through a bunch of examples on how the players can change core structures of larp, after game start. Obviously embedded in this will be a structured introduction on my own views on weak spots in the traditional way of writing and organizing larps, with focus on storyline, player power and the power balance between maker and user of larp content. Also my wish is to enlarge the number of factors left to the players to decide.

I will also compare experience from the tv-field to explain why roleplayers should make effort not to act like realityshow participants.

This is deeply entangled in the issues above, as the dream of filming larp activity or making larp into massive multiplayer events requires enormous organizer control, a shifting of the power balance that an active larp-player should be very critical about. The speech includes small surprises and assignment for the crowd, but I will not call it workshop. People who want to make a strong comment on the above sketched opinions, is invited to contact the lecturer just prior to lecture start to ensure smooth flow of the lecture.

Larp in Belgium (lecture)

Overview of how larp has evolved in Belgium:

- The early years
- The changes that movies like Lord of the Rings introduced
- Typical Belgian problems (we have two official languages)
- Foreign influence on Belgian larp etc.
- How "professionalism" improves an event.

Larping = shamanism? (lecture)

Research into shamanism has shown that the ecstasy or trance of shamans is accomplished by role playing. So, could we role play ourselves into trance or can the games we play be regarded as contact with supernatural worlds?

Is there anything that can be learned from the shamans about such things as preparation, attitude, tradition, props, and relationship to society etc?

Larps and larpers in Israel (lecture)

In this lecture we will describe how and why larps began developing in Israel, along with a short description of various stages in the development. We will emphasize points that we believe to be unique or significant to Israeli larps, and we will, of course, touch on the profile of Israeli larpers and the effects that living in Israel (with its biblical history and current state of almost-warfare) has on larps and larpers.

Law, order and discipline (lecture)

A lecture and discussion on live-role-playing in Germany.

The German larp scene is very much divided into the traditional fantasy larp scene and the steadily growing historical larp scene. Traditional fantasy larp concerns itself mainly with rules discussions. New genres are tried out, but contemporary or even experimental larps are few and far between.

This lecture should give an overview on what the German larp scene is like at the moment and what some trends are.

M

Mind the gaps (workshop)

We give inspiration and structure for coming up with larp ideas fast. Includes: Team work, nice music, funny objects and narrative concepts, that you can hopefully have some use of later, in your strive to organize. This is part one of an ambition to show that it can be really easy to make larps (look at "Anything goes" for closer description of the second), but if you want to join in for

just this part, you are warmly welcome. The workshop takes no more than 20 participants.

Momentum: Five weeks of rebellion (lecture)

Momentum was a pervasive larp that ran an underground rebellion for five weeks. The presentation presents the cool features and discusses the lessons learned. The game was organized by IPerG.

N

NABC - A model for idea development (lecture)

NABC is an innovation model invented by Stanford Research Institute and is used for developing television programs at BBC as well as DR (Danish Broadcasting Corporation).

The model is also well suited for systematic development of larp ideas both within an organization and by freelancers. NABC is an iterative innovation process which utilizes the network of the innovator through *watering holes* or learning communities. The model consists of four key factors: Need, Approach, Benefit and Competition. The presentation will discuss the basic principles of NABC and how to use the approach to make better larps.

New voices in art (minilarp)

This is a minilarp about 11 artists the night before the opening of the exhibition 'New Voices in Art' The participants will play a version of themselves as aspiring artists. The main themes of this larp are ambition, ambivalence and aloneness. The world of modern art is used as a setting to symbolize our yearning for success and fulfillment as creative individuals. This larp is an example of the genre 'Black Box Larp' – a larp form influenced by the aesthetics of contemporary theatre. We'll bring the 11 pieces of art that constitutes the most important part of the stenography.

No retakes (lecture)

This session takes the time to look at how role-playing has merged with TV in Denmark – the LARP influenced children's show "Barda" was elected "Best Children's' TV of '06" at the Danish TV festival, and is currently in its second season. The session looks at the merger between TV and improvised fantasy both from a practical standpoint; how are these programs made, and from a metatext standpoint; what is lost in the convergence - from both the perspective of TV and Role-play?

O

Old farts lounge (event)

Beloved friends, both new and old farts of Knudepunkt! This year it is 10 years ago we first tied our interscandinavian knots together... That is why it is an outmost pleasure to invite you, to mark this event with coffee and birthday cake at the knutepunkts own "Rollekolle". Here we will revive old memories from the days past, watch larp movies from the good old days and help each other remember how big the fish back then "really were". If you please, we would love to hear a speech, a song, a piece of immersion, or see some oldie-goldie filmclips. Please note that there will

be a dresscode: Old peoples clothing, and things as tupés, wheelchairs, canes, hearingaids or your first beloved tunic. There will be opportunity to put on makeup and fresh out your lines (wrinkles) 15 min. before the party. PS: The nurse have been cooking and cleaning, and a new handicap toilet has been installed.

Other spaces (panel debate/discussion)

We would like to present and discuss some ideas around the use of electronic audiovisual media (projections, sound, camera and software) in role-play construction. Basically the use of real time filming, recording and projecting introduces some possibilities of broadening the space in which a role-play can exist. The cameras film and their projections form visual backgrounds while they manifest as total contexts - contesting and transforming the human real. Players and content may appear switching between real and projected space.... creating parallel and simultaneous spaces that transform and contest a linear story- and timeline.

But how can this be put into practice - without the pitfall of loosing presence and game play? Ideally we would suggest an experimental lab situation where we could do some research and maybe construct a game. We are new to role-playing ourselves, but familiar with acting and constructing visual and dramatic installation within art and theatre. We are aware that technological equipment often triggers utopian or unrealistic ideas that are hard to put into practice, but maybe if we put together a good constellation of knowledge and people?

P

Practical usage of role-playing in education (interview)

Lynne Rahbek-Draghiem will interview Sanne Harder Flamant on her article in this years Knudebook called *Confessions of a School Teacher: Experiences with roleplaying in Education*. The article is about her 10-year long experience as a teacher and roleplayer and offers insights on how to use roleplaying as a method for teaching.

R

Rbillet (lecture)

We saw some problems and complications with the administration issues and we sought to solve them. To further the goal of better scenarios by taking some of the hard work on our shoulders and thus made the company Rbillet. The program we put up for the lecture reads: What is the problem?, Why we made Rbillet and what we seek to do with it. (visions and thoughts), How does it work?, Alternatives on the marked, questions.

Role games and fantasy play (lecture)

An introduction on why fun is important, why games benefit from happy players, and the value of good entertainment in the midst of the current "art-house boom". Techniques for getting the most out of your players by enabling them to run wild.

S

Setting the world (lecture)

My own larp (Manticore) now runs for 7 years in the same universe and we still have enough world material for about 5 years on. I also recently started developing a new larp concept, where the goal is to have a lasting universe. My goal is to use those as case examples on how to build a lasting world

Speculative larps (panel debate/discussion/event)

The programme item has four participants in addition to the chairperson (me). The idea is that each of participants pretends to be acquainted with one otherwise unknown (and in fact non-existent) game. With each participant in turn, the chair gives the name of the game, and the participant has to tell what the game is like, answering questions from the chair, the other participants as well as the audience, trying to keep his story consistent.

The more the audience takes part (asking questions about the games and possibly their own comments and anecdotes) the better the program usually is. So positioning the program at a time when the audience is well-primed (not too early, not too late) is crucial to its success.

Stop saying "immersion"!/ changes in the world interpretation (debate)

A discussion between Matthijs Holter and Tobias Harding, who have both written an article in this years Knudebook, about the term "immersion".

Matthijs says:

Although everyone seems to understand the term "immersionism" intuitively, it has become apparent that many people have very different opinions on what it actually is. Questions like "what is immersion" and "how can we foster immersion in the players" are so vague as to be meaningless.

Tobias says:

My thought presently goes something like this: Larping has traditionally been interpreted as a situation in which players play characters in a game world. Some work has been done on understanding larp from a narrative point of view, as a story. Larp can also be understood as performance. Traditional academic theories of performance tend however to ignore immersion, which is a central point of larping, but of only secondary importance in other forms of performance art. I propose that larp can alternatively be understood as a change in how the player interprets the world.

Studying larps - "Larpography" (lecture)

Descriptions and discussion of a number of methods for the study of larp, and presentation of possible research methodologies for the future. The lecture will attempt to establish an overview of past methodologies and explore possibilities for improving documentation and comparability in larp studies, especially from an anthropological/ ethnographic point of view.

T

Technologies of experience (lecture)

A talk on cognitive study of role-playing, religion and imagination, based on my last year of research and publications. This will not be particularly larp-ish, but include all stratas of role-playing and a whole bunch of relevant (neuro)cognitive theory of culture, communication and the embodied self.

The larpers' school (lecture)

The testimony of what happens when you put 50-odd larpers in the same school, teach them through role playing and give them access to all the game activities they want in their time off. Østerskov Efterskole is the first school in Denmark (and probably a much larger area) based on larp. The lecture gives a picture of the first stormy months of the school, explains what went wrong and what was a blast. There will be time for questions and open discussion at the end of the lecture.

The Norwegian larp archive (lecture)

The Norwegian larp archive was collected in autumn 2005, and handed over to the Norwegian National library. The lecture will present the content of the archive, how it was collected and some of the possibilities it opens.

The perfect larp with less work (lecture)

You have organized a larp before. You know the feeling. Tasks not completed, visions not realized, necessities not met. And you know the consequences; angry and disappointed players, who's having a bad experience. Despite the fact that you've been working your ass off, you don't seem to be able to meet the demands you place on yourself and your players place on you. And you hate it. All you wanted was to make the perfect larp, how come it is so difficult?

It doesn't have to be that way, however. It is possible to make brilliant larps with a minimum effort, or rather, a lot lesser work strain than we place on ourselves making larps nowadays. It's not rocket science or ground breaking new methods of organizing work. It's just common sense, planning and prioritizing. In this lecture, ideas and speculation on the reasons for overworked organizers will be discussed and methods to overcome them will be presented. The goal is to give the attendees insight and tools to improve the organization of their larps.

It is a huge advantage if you have organized an event before or, more precisely, if you ever have felt like described in the beginning.

The person within (workshop)

The workshop is named after the distinct method of character development, which will be presented, called 'The Person Within'.

You will start by building up a character, based on actual unique situations or persons from real life history. This role is not a sample character that can be used only for this workshop. The basis of this method of character development is, that this distinct role with specific traits, can be 'turned inside/out' and used as the 'inner life' of a totally different kind of character, in a totally different kind of scenario. 'The Person Within' method of developing a personality can even transcend

the boundaries of a prewritten LARP and be used as the inner life of your pre-generated character. Why is this important? The method is meant to inspire different angles of character perception and immersion, an aspect, which I think is often rushed through, in character generation. "The Person Within" can make an already well written character truly unique, but in the situations where you are given a bad character, this method is a life saver. Bring pen and paper for this workshop.

The story was about... (interview)

Group lecture on larp as a Story. Why are stories interesting? How can a larp be seen as a story? How to better convey stories in a larp? Featuring: Ulrik Lehrskov-Schmidt: Seeing the Larp as a Story, Troels Barkholt-Spangsbo/Jonas Trier: Why Stories Matter. Interviewer: Morten Gade

The white road (lecture)

A recap on some of the methods and essential experiences of the dogma 99 larp: "The White Road". A road-larp portraying six hobos on their last roadwalk. During the presentation, we will try to give a "hands on" feel of the following:

- A different view on reality gaming and incrowd larping.
- Merging the function of the player and organizer.
- Applying the reality as an active participant of the narrative.
- The collective narrative as the keystone of the larp.
- The idea of "Road-larping": The parallel and constant moving energy in the physical and narrative space.
- Making characters in the collective.
- The Afterburner Method: A new approach on alcohol as a larp tool.

Hopefully this will give you a glimpse of the larp magic we felt walking more than 20 km interacting with reality.

Totem (larp presentation)

Totem is a larp about loosing the last bits that distinguishes us from the beasts, be it culture, soul or reason, replacing it with what we have in common: instinct, drive for survival and reproduction. The scenario has reserved 10 spots for knudepunkt participants.

Trailers in larp (lecture/workshop)

The method of Larp trailers, is a combined lecture and workshop, aiming to give the participants an understanding of and tools to use trailers successfully in the promotions of Larps. Trailers are often seen as multilayered storylines and sequences that underline the mood, story and themes of a movie. Larp trailers should aim to do the same. With the proper tools and preparation, a Larp director could convey not just the mood of his Larp but theme, texture, time/place and so much more in less than three minutes. An easy way into the Larper's heart and a way around endless pages of text material.

The first 45 minutes will be used to look at different Larp trailers and the pros and cons of these. Afterwards

we'll look at several film trailers that make use of different approaches to ensnare a possible audience. The next hour and a half will be used to go through the most commonly used tools in the process of making a trailer. Furthermore there will be a workshop where the participants will have the opportunity to create a pitch and step outline for their own trailer. They can either use one of two Larp sketches that will be provided at the workshop or a Larp in which they are currently involved.

U

Uncanny ostranenie! (lecture)

The Russian Formalist (don't stop reading!) movement of provided cultural criticism with a number of tools and ideas that offer useful ways of approaching role-playing. Learn about their concept of ostranenie – estrangement – and Freud's writings on the "uncanny" without opening a book! Indulge in fantasies about the future of larp!

The lecture expands on some of the themes in the Knudebook essay *Eyewitness to the Illusion. On the Impossibility of 360° Roleplaying*, but having read it before the lecture is not necessary. In fact, no prior knowledge is necessary, and while academics may find the approach interesting, the event is primarily geared towards people who are (or would like to be) larp-makers themselves.

W

Why the Hitler Jugend was a good idea (panel debate/discussion)

Kids. In Denmark they're crawling all over us. But are they just silly youngsters who should be ignored or are they potential soldiers to be recruited for the Struggle against Uniformism(tm)? Are they shaping us or do we shape them? Come as either a listener, a participant or a demagogue...

Ø

Østerskov boarding school (lecture)

A lecture about Østerskov and the life there. What we are doing up there and the new way of teaching told by 2 students!

program people who to see

A

Andreas Lieberoth

Age 27, has been part of the Danish RPG-community since the mid 90's. He is working on his Master's degree in religion and psychology at the University of Southern Denmark, and fancies himself a cognitive scientist because of a few publications and talks. He is part of the Copenhagen Circle for the study of Cognition and Culture (CCCC – www.cognitioncircle.blogspot.com).

Anna Nummi

I am a general culture project slave in Finland. I have done costumes for stage, film and LARP. The aspects of costuming, practical and theoretical, usually inspire me to lengths of enthusiastic speech. In LARP my projects tend to concentrate in SF with serious themes.

Anna Westerling

I've been chief editor of Fëa Livia for six years and organized last years Knutpunkt.

Annika Waern

Annika Waern is a senior researcher at the Swedish Institute of Computer Science and coordinator of the IPerG project, a large EU-funded project on pervasive games. Her research focuses on social and international aspects pervasive games in all their forms. Her background is primarily in human-computer interaction and intelligent interfaces, which makes her slightly more interested in technology than most of the role-players in IPerG. She holds a Ph.D. in Computer Science.

Arvid Falch

Arvid Falch is the vocalist and songwriter of the group Cochise as well as a student of the Chinese language. He has organized several larps in the collaborative world of 'Veiskille'.

B

Bjarke Pedersen

31 years of age. Played and organized larps for almost a decade. Have produced all sorts of larps; from the highly acclaimed submarine larp U-359 to bi-weekly children larps. Works as a sales manager at the larp-oriented teambuilding company Midgaard Event. Dreams about making a moviesque Vietnam War larp.

C

Carsten Andreasen

Carsten Andreasen is 31 years old and lives in Copenhagen with his wife and two kids. He has organized larps for more than 15 years ranging from horror and fantasy to more psychological and surreal games. Carsten is cand.scient.soc and educated in business studies and communications. He works at DR (Denmark's public broadcaster) as New Media Audience Researcher.

Claus Raasted

Claus Raasted, age 27, has been a professional larper since 2002, who mainly works with educating teachers, pedagogues and youth school students in the use of larp as an educational tool. He has written "Role-playing for kids & adults" (2004) and besides working full-time with larps is very active in the Copenhagen larp scene doing both children's larps, youth larps and the occasional project for adults. He also has a past in reality television - but then, who hasn't these days?

D

David Silset

David Silset, 22 years, studying Marketing Management. In the last ten years, David have been playing and constructing role-plays and larp in Denmark.

Dennis Asanovski

Dennis Asanovski is 22 years old and studies Law at the University of Copenhagen. He has been playing and organizing larp since the early teens. He is also known as one of the most ethnic larpers in Denmark on account of having a bit of skin pigment. He has organized two 700%-larps together with Troels as well as being part of several groups of larp organizers.

E

Elge Larsson

For some time now Elge has made himself a name by his outrageous lectures, ranging from the need for teddy bears in understanding larp to larp as the ultimate post-modern activity. He has been larping since '94 and is regarded as one of the pretentious intellectuals in the over hyped group Interacting Arts, which for several years now say that they have been writing a book about participatory arts – when will we ever see it?

Erik Winther Paisley

Erik Winther Paisley is an undergraduate student in (cultural) anthropology at the University of Copenhagen, has been larping since 2001.

Erlend Eidsem Hansen

Erlend eidsem has been organising larpevents since 1988. he has been involved in more than 1000 roledescription/backgrounds, organised more than 30 events and taken part in over 200, his latest larp was "love in the age of debasement", most known in norway for the set-design "America", the early historic larps of Ravn and the fantasy/vampire trilogy Nosferatu - co-founder of Knutepunkt and the Dogma 99 - Manifesto. Erlend Eidsem has 7 years on 3 different filmschools, and is currently not organising any larp, but working on a documentary about MMOs like World of Warcraft. He has great passion for anarchist actionism, hindu and islamic mystics and spectacular eventmaking the use of civil disobedience has brought him in custody of the norwegian police 7 times, jailed once he is the father of 2 and expects more children in the years to come due to a more straight, heteronormative lifestyle in later years.

Erling Rognli

Erling Rognli is a student of psychology. He has organized several larps and is an active participant in role-playing theory debates emphasizing the narrative tools needed to make involving larps.

G**Gabriel Widing**

Gabriel Widing, age 23, lives and works in Stockholm, Sweden. Studying and teaching in the field of art, media and aesthetics. Editor of Interacting Arts Magazine. Theorizing and producing live role-plays and reality games.

Geir-Tore Brenne

Recently began as a phd. student at the university of Oslo, I am working the possibility of continuing to writing about larp in some way as part of the phd. - Since I failed to enlist in time for the convention, I don't know if I will be able to be a full participant since I am on a waiting list. - However, I would be happy to come for a day visit to do my presentation.

H**Hanne Grasmø**

I love freedom, to break conventions, to provoke, to push borders and to be loved by everyone. All this is often pretty hard to combine.

Larping for Hanne Grasmø is both art, science, a tool for personal development and fun. And I did make some money out of it, as well. Writer of the first popular theory book about larping: "Laiv - Levende rollespill". Have participated and organised a huge amount of Larps. Was in the first organizer-group for Knutepunkt, and chief for program activities at the loony-bin-knutepunkt in Norway.

Hans Peter Hartsteen

One of the most productive Larp organisers and organisation starters in Denmark.

Have among other things taught junior larpers for nine years and been a partner in the event bureau 'Situid' for two years.

Henri Hakkarainen

I'm a communications professional, occasional graphic designer and a gamer when time allows. I refuse to believe that a cigar is ever just a cigar in larps and think it's high time we got more visceral. I prefer my cigars Cuban.

I**Itamar Parann**

38 years old, one of the first generation of Israel's Larpers. Has been involved in Larps for 20 years, and has been responsible for several large scale games in Israel, of various types. Also one of the founding members of Israel's Larping Association, and originator of professional (salary-based) Larps.

J**Jaakko Stenros**

During the past year Jaakko Stenros has supported himself as a film critic, relationship advice columnist, pop culture freelancer and professional larper. His main job is as a game researcher at the Hypermedialab in the University of Tampere. He is a regular face at Kundepunkts and helped kick off the theory boom.

Jacob Nielsen

Jacob Nielsen, 21 years, looking for his dream education, but is currently working as a teacher. In the last ten years Jacob have been playing and constructing role-plays and l.a.r.p. in Denmark.

Jakob Thestrup Eskildsen

Im 16 years old I have been playing role play in 4 years and I live at the boarding school. I play like everything, I get close to.

Jeppe Lajer

Actor and event magus. I seek to build cross over relations between rp and party, acting and music and more to form spaces where possibilities are made and common freedom arise in the realm of true human contact. Universal love... yes.

Jeremy Naus

I'm a 29yrs old IT consultant with an addiction to larp. I've been playing larp for about 10 years of which 9 years as an organiser.

Furthermore am I always looking for ways in improving my own event. This year I started in participating in larps in UK, Sweden en Germany and gained extra insight in how to improve our games.

Jesper Bruun

Age 29 from Denmark. Sixth year physics student at Copenhagen University working on his master thesis. Teaches physics to 1.-3. year students and high school/college students. Active larp participant,organizer of some larps and former chief

editor of the Danish magazine, Rollespilleren (The Role Player).

Johanna Koljonen

Johanna Koljonen, age 28, is a writer, television presenter and film critic. She has role-played in several countries, organised ten larps and done additional writing for a handful more, and edits the international larp fanzine *panclou*. She shares her time between Stockholm, Sweden, where she works as a critic and comic book author, and the University of Oxford, UK, where she is an English Literature finalist.

Jonas Trier-Knudsen

Age 22, lives and works in Copenhagen, Denmark. Studies Literature and Cultural Studies at the University of Copenhagen. Is a freelance cultural journalist.

J. Tuomas Harviainen

I'm a 34-year old Finnish male. I've been organizing larps for over a decade, ranging from experimental to mainstream. I am currently running a volunteer program that tests current larp theories and methods, the results of which have been published in the recent KP books. I work as a chief librarian, but am also writing a doctoral dissertation on information behaviour in larp environments.

Jukka Seppänen

Jukka Seppänen "Cava is not champagne" prefers brut, naked

K

Kristoffer Lindh

Kristoffer Lindh - post-manifesto larp theorist with a soft heart for experimenting with structures.

Kåre Murmann Kjær

I started Larping seriously in 2002, starting off as an organizer before having much experience as a player. After having learned why that was a bad idea, I started playing some more and organized my second Larp in 2003. Since then I have played several games a year, but due to studying haven't been very active as an organizer, though I have been helping a lot of people organizing their games.

I've got an education as engineer within the field of Industrial Management from Aalborg University and during my studies I have learned a lot about the organization of work, planning and structure of organizations in general. I find it interesting to apply these tools on Larping and, more specifically, on the organization of the work needed to realize these Larps which still is the work of amateurs.

My main areas of interest are leadership in volunteer work, logistics and how to minimize work effort while still making great Larps.

L

Lars Konzack

Lars Konzack, MA, Ph. D., is assistant professor at Aalborg University, Denmark. His Ph. D. is in multimedia from Aarhus University. He is co-founder

and chairman of Spilforskning.dk and co-founder of the National Academy of Digital Interactive Entertainment in Denmark. He's been an avid role-player since 1985. As a researcher he's been preoccupied with areas such as ludology, edutainment, geek culture, sub-creation, and game design.

Lars Munck

Lars Munck is free agent illustrator with a masters degree in fine arts. In the LARP scene he is mostly known to be an experienced LARPer and a skillfull networker. In the last years he has been involved in making a LARP for deaf youngsters and latest a dogma99 game.

Lynne Rahbek-Drageheim

I have been playing larp since '96 but today I don't have much time for larping. I'm studying to be a teacher and hopefully I will have all my examines. I was in the Østerskov Boarding school board before the school opened.

M

Malik Hyltoft

Malik Hyltoft, 44 years old, university graduate, teacher since 1989, currently employed as vice principal of Østerskov Efterskole.

Malik started as a role-playing pioneer in the early 80's and claims to have introduced larp into Denmark in the fall of 82. He is the founder of several role-playing clubs and the annual Fastaval in Århus, author of the roleplaying game series Viking (1990) and Fusion (2000-02).

Through the 90's Malik designed a line of game based teaching materials for major companies and organizations in cooperation with Mads Lunau. The two are now running Østerskov Efterskole.

Mariella Harpelunde Jensen

Mariella is director and tv-producer of award winning children's programme BARDA - and has worked in Danish children's television for the last 10 years. She has directed several documentary films. She lives in Amager with her family.

Markus Montola

Markus Montola and Jaakko Stenros edited Beyond Role and Play in 2004, and consider volunteering for editing in 2008. They both work as researchers in University of Tampere gamelab.

Martin Rauff

Martin is the gamemaster and writer for the Danish children's TV show BARDA, which is based on improvised fiction in a fantasy environment. He also works as a gamewriter and author. He got into RPG's when the D&D basic set was given to him in 1987 by a mysterious man in the corner of an inn.

Matthijs Holter

Age 34, lives in Holmestrand, Norway, which is nice and not very exciting, and he's got a big garden with a flagpole and a pear tree and everything. And a wife, and two kids, and a Toyota. The kids

sometimes listen when he plays games with his friends, and sometimes he plays games with them. He works as a Flash programmer and has received an arts grant to work on *We all had names*, a role-playing game of the Holocaust.

Monica Hjort Traxl

I am 24 years old, half Danish and half Austrian. My role-playing background is in the Danish tradition of freeform, developed in the role-playing convention circuit, such as Fastaval and Vikingcon. I have been playing LARP and attending conventions for almost 11 years, and I have been pen-and-papering for even longer. I have recently started participating in the providing and knowledge-sharing part of the role-playing/LARP community.

I have been a part of the network Opus for almost seven years and also managed some of the workshops in connection with the high-profile LARP; System Danmarc 2005.

Every day I study music; for love, for leisure and for life.

Morten Gade

Age 26, lives and works in Copenhagen, Denmark. Has an MA in communication and business studies and works as a communication advisor for large companies and organisations. He works with culture, knowledge, media, politics, role-playing, design, internet and ideas. He edits the major Danish larp webportal, Liveforum, he has previously edited the 2003 Knudepunkt-book "As Larp Grows Up" and has written and produced a number of small and large larps over the last eight years. Hangs out in the bar.

N

Niki Bergman

Niki Bergman is a professional radio journalist at SR. She has been larping since 1996 and now focuses mostly on larp as a working tool and the international larp scene. KP 07 is Niki's tenth.

O

Osher Elnetanany

30 years old, one of the second generation is Israel's Larpers. Has been involved in Larps for 15 years, and responsible for many Larps in Israel, including educational Larps in association with government agencies. Served in the past as chairman of the Israel's Larping association.

P

Pekko Koskinen

A short (and boring list) of current occupations: Scriptwriter in LudoCraft, game design and research unit in the University of Oulu. I also hop in as a guest lecturer from time to time, teaching areas of narrative, gameplay and media studies.

A teacher of creative writing.

A vice-chair of Finnish Association of Verbal Arts (Suomen sanataideopetuksen seura).

Peter B. Madsen

Peter works at Jotunheim, which is a Danish Sfx company, working on its 3rd year. The primary goal is to lift up the standards in Larp and make it less easy to be distracted from playing the part, simply because your surroundings doesn't fit.

Peter S. Andreasen

25, hit single producer, looking for love in all the wrong places...

R

Ragnild Hutchison

I have been active in the Norwegian Larp scene since 1993, organizing 5 larp, two of which were historical. In recent years I have taken an interest in the history and social aspects of the Norwegian Larp scene. Presently I am a phd researcher in history at the European University Institute.

Rasmus Høgdall

I've been working in the film industry approximately six years, mainly as a film editor and consultant. I've just made the final cut on my third feature, a small Danish film, the two others include an American independent film and a Danish children's film. Furthermore, I have cut commercials, film trailers, for both Danish and international films, the documentaries for the E-trilogy DVD box by Lars von Trier, a Robert (The Danish Oscar ;) award winning Danish short film, several really bad reality shows and a bunch of other stuff. I've played Larp for nearly fourteen years and made a couple of my own.

S

Sanne Harder Flamant

I have been playing and writing role-playing scenarios since 1994 – both pen & paper and LARP.

I finished my official education as a teacher in 2003, but started teaching role-playing a while before this. I use my experience as a role-player when teaching and as a consultant.

In 2005, I began studying towards an MA in Educational Theory at the Danish University of Education.

Simon Moe

A mystery to men, Simon Moe will tell you tales of times passed and times to come.

Staffan Jonsson

Staffan Jonsson works at SICS with pervasive gaming, and has earlier produced Prosopopeia and several other larps.

Stefan Jordan

37 years, divorced, no kids. I work as a systems engineer for mainframe and distributed systems. Started role-playing with about 4 years with cowboys and Indians.

My first pen and paper experiences were with the infamous D&D in 1983.

After my studies were wrecked by pen and paper role-playing, I started a real job and went to my first larp – a

two weeks long disaster in southern France. I loved it. After nearly no experience, I wrote a rules system together with two friends of mine. It was quite successful even though half of it was stolen from another system.

In the year 2000 the successor was published, this time even more successful. It was a 256 page paperback book. The last edition was published in October 2006. I hope I will never have to touch it again.

Since 2005 I am the chairman of the biggest German larp organization and we started to organize the German version of KP in 2006.

Syksy Rasanen

Syksy Rasanen is a Finnish roleplayer who currently lives in Geneva, Switzerland.

T

Thomas Howalt

Thomas Howalt, born 1961, has a background as theatre director, dramatist, computer game designer and producer. Currently he works in IO Interactive as Business Development Manager, but has earlier experiences from both massive multiplayer games and from family and children material. He has directed more than 40 plays for theatre and currently fulfilled an extensive two year education in writing drama. His play "The Secret" has just been bought by a Danish theatre boosting his ego intolerably. He doesn't like spiders, and he often dreams of a big dark empty house with an endless amount of rooms inside.

Tobias Harding

My first larp was now more than a decade ago and have continued with both live-action and table-top role-playing ever since. Since then I have also enrolled at university, studied political science, comparative religion, business, and philosophy, taken degrees in the first two and am currently doing my Ph.D. at the interdisciplinary Department of Culture Studies at the University of Linköping. I am interested in issues of identity, political communities, and meaning. My

current research project concerns Swedish cultural policy and the nation-state.

Tor Kjetil Edland

Tor Kjetil Edland is a development worker and information officer who has organized several larps, among them 'Limbo' which was part of last years programme. He was part of the programme committee for Knutepunkt 2004 in Norway.

Tova Gerge

Tova Gerge – playwright and student of theatre science, larping for subversive reasons.

Troels Barkholt-Spangsbo

Troels Barkholt-Spangsbo is 23 years old and studies Humanistic Basis at Roskilde University. He has organized two 700%-larps together with Dennis and has been a part of several groups of larp organizers for the last 8 years. He held his 10-year anniversary as a larper clad in black leather armour beating people with a rubber sword last winter.

U

Ulrik Lehrskov-Schmidt

Age 27, lives and works in Aarhus, Denmark. Studying and teaching philosophy in the areas of theory of science and ontology. An avid roleplayer since the age of 9, he has written, participated in and produced tabletop and larp ever since.

V

Valdemar Kølle

I am 30 years old. I have been playing LARP for 13-14 years. I recently finished my masters with a thesis on LARP. In the last few years I have been involved in the Danish "Junior-LARP" scene, which is also my primary focus in my research.