



# KNUDE PUNKT

NORDIC LARP CONFERENCE  
DENMARK 2015

*"Knutepunkt is a playful space. It is a summer camp, a student club, and a rock festival. It is a place where like-minded people gather to think outside the box, to meet new people, to fool around. When newcomers describe Knutepunkt as a magical experience, it is this playfulness they are talking about."*

Play: The soul of Knutepunkt  
by Markus Montola and Jaakko Stenros

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## Welcome to Knudepunkt

Finally! You have joined us at Knudepunkt 2015. We are so happy you are here with us, no matter whether this is your first time or your children's first time here.

Knudepunkt/Knutpunkt/Knutepunkt/Solmukohta is a strange beast. It is a conference. It is a party. It is an annual meeting point for old friends and a chance to make new ones. It is a melting pot for the tradition many now call Nordic Larp.

When we started planning Knudepunkt 2015, we had three main ambitions: Bigger, cheaper and easier.

Bigger meant room for everyone who wanted to engage with Nordic Larp. Cheaper meant lowering ticket prices to make Knudepunkt more accessible for young people and international guests from all parts of the world. Easier meant both easier to participate in and easier to organize.

These ambitions have made this Knudepunkt a bit different. In some ways we go back to the roots. We have left the fancy conference hotels for a time and have returned to the schools that housed us the first years.

In other ways Knudepunkt stays the same. Just pick up where you left, continue to create that beautiful Knudepunkt atmosphere and remember to pass it on to first timers for whom everything will new, weird

and hopefully fantastic. If this is your first time, enjoy, and remember that you can always ask anyone for help.

Finally, we venture into uncharted territory together and here be dragons. We have a lot of affection for Knudepunkt and it will always be dangerous to tinker with something dear to people. But don't tell us you haven't slayed a dragon or two.

And so, we look forward to taming the beast and slaying some dragons with you. Let us share the spoils and evaluate the tactics when the dust has settled. Let us learn, share, experiment and play with each other.

All kinds of love  
The Knudepunkt 2015 Organizers





NORDIC LARP CONFERENCE  
INFORMATION

## Practical Info

### Info-desk

You can find our info-desk at the Gymnasium. It will be staffed from 10:00 - 20:00. From 20:00 - 22:00 you can find the wise Info-staff walking around Fritidscenteret. You can recognize them by their dark turquoise sashes. They can help you with all of your questions or direct you to someone who can.

### Organizer on Duty

At all times we have an Organizer on duty available, sober and wearing a dark turquoise sash and a sheriff star. If you need help, have a question or simply feel like talking to someone about an experience, you are more than welcome to seek out the Organizer on Duty - the Info-desk will be able to summon that person. They are there for your convenience, so please don't hesitate to contact them no matter how big or small your concern or request might seem.

### Phone Numbers

You can always catch us by calling +45 91 65 39 26

You can order a taxi by calling +45 66 15 44 15

In case of medical emergencies or fire contact the organizers and call the danish emergency by calling 112

### WIFI

We have our own hotspots at all locations. We can't promise that it will work everywhere on the locations, but you will be able to connect in the main areas.

Hotspot: Knudepunkt

Password: nordiclarp

## Partying

We are not allowed to drink and party at other locations than Fritidscenteret

You can lend rooms for room parties and improvised events

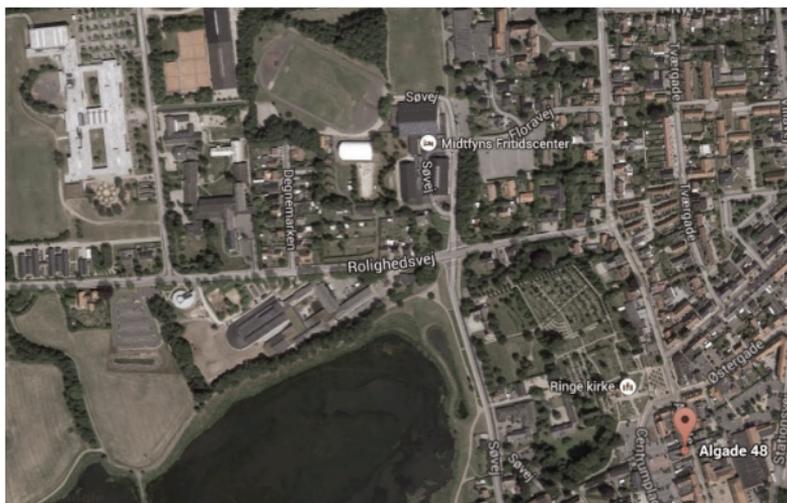
Feel free to bring your own booze to Fritidscenteret, but our bar is cheap, the beers are cold and the cocktails excellent

## We need your help!

Help us keep Knudepunkt nice for everyone. Clean up after yourself. Tell us is something is broken. If you have the time, you can even ask us if we can use your help for an hour or two. We most probably can, and we will love you for it.

## Money

Cash is royalty at Knudepunkt but we have a dankort/visa-terminal as well. You'll probably spend a lot more time waiting if you rely on it though. There is an ATM located nearby in Ringe. It's a 8 minute walk away from the KP Village. The adress is Algade 48, 5750 Ringe.



## Getting out of Knudepunkt Village and home

Sunday we need you to be out of your rooms/classrooms/dorm no later than 13:30. We also need you to clean your rooms before that. There will be signs explaining what we need you to do on Sunday and organizers on each location that will direct you. We have scheduled cleaning for all participants from 12:00 - 13:30. If you need to leave early Ringe Station is 10 minutes walk away and the address is Stationsvej 4, 5750 Ringe.

## Supermarket

There is a supermarket near the Knudepunkt Village.

The address is Torvet 3, 5750 Ringe.

## Opening hours

### Food

All meals will be served in the Dining Hall at Fritidscenteret

Thursday:

Dinner 16:00 - 18:00

Friday and Saturday:

Breakfast 8:00 - 10:00

Lunch 12:00 - 14:00

Dinner 18:00 - 20:00

Sunday

Breakfast 9:00 - 10:30

Sandwich at 13:30

## Drinks and snacks

### Gymnasiet

The Bastard Café serves hot drinks and snacks

Thursday 19:00 - 21:00

Friday and Saturday 09:30 - 18:00

### Fritidscenteret

The Bastard Café serves hot drinks and snacks

Friday and Saturday 18:00 - 01:00

The Café serves cocktails, virgin cocktails and homemade snacks

Thursday and Friday 18:00 - 01:00

Saturday 18:00 - 03:00

The Bar serves beers and drinks

Thursday 16:00 - 03:00

Friday 18:00 - 03:00

Saturday 18:00 - 05:00

The Kiosk serves snacks and soda

Friday and Saturday 10:00 - 18:00

Sunday 10:00 - 14:00

The Bazar

The Library, Artemis, Showcase booth and The Bazar Stage

Thursday and Friday 18:00-01:00

Saturday 18:00-03:00

The Sauna

Thursday 18:00 - 21:00

Friday and Saturday 08:00- 21:00

The Pool

Thursday 20:00 - 21:00 for Watergames

Friday 08:00 - 10:00, 12:00 - 14:00 and 19:00-21:00 for Disco Pool Party

Saturday 08:00 - 10:00, 12:00 - 14:00 and 18:00 - 20:00

## The Knudepunkt Village

Knudepunkt 2015 takes place in the cosy Knudepunkt Village. Our little tight-knit community offers several locations and interesting venues to cater for your every need. Here, you can read what they offer. To know where you can find them, turn to the maps starting on page 80.

### Locations

**Gymnasiet** is the main location for the program and will be active through the day.

**Fritidscenteret** is the main location for eating, social activities and will be active through the evening and the night. It also holds a hostel for participants sleeping in party friendly Rooms.

**Efterskolen** is hosting some of program but is mainly for sleeping for the participants in Rooms.

**Nordagerskolen** is for sleeping for the participants sleeping in Classrooms and the Dorm.

## Venues

### **The Bar** - Fritidscenteret

The Bar is for good times with old and new friends. We serve drinks and beer (both with and without alcohol). Apart from tasty beverages, we offer events, games, funky music and a dance floor to match. We even have a special "kolonihavefest" theme and promise you tons of "hygge"!

### **Room parties:** Oz, Mordor and Narnia - Fritidscenteret

Ah yes, the famous room parties. They are a proud tradition at KP. Some of them are already planned, the rest will be created during Knudepunkt by you. Everybody can book a room and can make a room party. Just make make sure everyone is welcome. If you feel inspired to make your own room party then contact the Organzier on duty or Dan Kierkegaard on +45 22 21 54 86 and we will get you a time slot and a room. We will also help you get a party starter kit, and you can buy room party offers in The Bar.

### **The Bazar** - Fritidscenteret

The Bazar is a social area away from The Bar, where you can sit in cosy surroundings and hang out with friends both old and new. This is a place both for quiet conversations as well as learning about new upcoming projects. You will have the possibility to sit in a comfortable lounge as well as challenging your friends in various types of games. There will also be a scene for events.

### **The Bastard Café** - Gymnasiet and The Bazar

The first board game cafe in Denmark is coming to Knudepunkt. Here you can choose between 100 games to play for free and your favorite games will probably be there as well as games you never heard about before. The Game Gurus of Bastard Cafe will help you find a game and explain the rules if you don't know them. You can also get coffee.

**The Café** - The Bazar

In The Café you'll find a selection of delicious cocktails with or without alcohol. You'll also find a few different cakes as well as some delicious homemade noodle soups that are perfect as a warm late night snack. Mamma mia that sounds good enough to square dance!

**The Knudepunkt Movement Space** - Gymnasiet

Drop-in room for relaxation, massage, dance, movement and physical improvisation. Come by and propose activities to each other in the space. Please be listening and attentive to the mood and atmosphere in the space when you enter.

**The Library** - The Bazar

The Library is a book café where you can sit down and read through old copies of books, magazines, larp leaflets and the like. You can also buy that one book you need for your personal collection.

**The Showcase Booth** - The Bazar

Our two tents located in The Bazar is a place for small presentations of larps, books and other projects coming up this year. Visit us and look at nice posters, video presentations or read about the projects and grab a flyer.

**Artemis** (Only Friday and Saturday) - The Bazar

Have you ever dreamt of commanding your own spaceship, sitting at the helm dodging asteroids, firing lasers at enemy fighters or shouting 'Go to WARP 5'? Then you might get your craving sated with Artemis: Spaceship Bridge Simulator. Bring your friends to the command center in the dark reaches of space on the final frontier, where you will be accepted as cadets and you can begin your training.

## Create a welcoming atmosphere

It's not always easy being in a new place or meeting a lot of new people at once. If you want to make it a little easier for your fellow participants here are some suggestions:

**Speak English:** It can be tempting to speak your native language with friends, but speaking English, even with your friends, can help foreigners jump in and join the conversation.

**The Open Chair:** To symbolise an open discussion you can make sure there is always a vacant chair at the table for people who wants to join the conversation.

**Introduce People:** Introducing people to each other can help everyone feel welcome and connected.

**Please Ask Questions:** At Knudepunkt, many people talk very passionately about theories and larps. If you haven't heard of the concepts or specific larps that are being mentioned, please do ask about it, most people will be happy to explain.





NORDIC LARP CONFERENCE  
**PROGRAM**

## Intro

The schedule consists of two parts. A program and a social program. The program is the talks, workshops, co-creative sessions, games and more. All of this happens during the day and most of it happens at Gymnasiet. The social program is the parties, the get-togethers, the presentations and so on. All of this happens during the evening and night at Fritdscenteret.

## The Program

We want to enable you to be an active participant and learn something new. We want to inspire you and let you inspire others to engage more with Nordic Larp design. And we don't care how experienced you are, when it comes to larp.

Therefore, this year's program combines inspiring and introductory talks with both scheduled workshops and available spaces for co-creative processes. This way you will have the space to shape the contents of the conference as you become inspired and creative.

The program consists of five different elements

- Keynote talks will inspire, provoke and frame common discussions at Knudepunkt.
- Co-creative Sessions will be spaces for collaboration and creativity.
- The Inspirational program will, you guessed it, inspire you with new knowledge and ideas, mainly through one-way communication.
- Fundamentals of Knudepunkt will introduce existing terms and theory used in the Nordic Larp community.
- Best of Denmark will let you experience elements of the danish larp scene on your own body.

## The Keynote talks

The Keynote talks are for everyone. They are meant to tie Knudepunkt together by inspiring, provoking and framing common discussions. They will last approximately 45 minutes, and will be aimed broadly at all Knudepunkt participants. We have chosen four themes that are fundamental building blocks for our medium: Bodies, Rules, Roles and Rooms.

We hope that you will bring the inspiration to the Co-creative sessions. Once a keynote talk is done you can go directly to the Prepshops and develop a session with others.

## The Co-Creative Sessions

Basically, the co-creative sessions are opportunities for making up new program items as we go along, but there is a catch. They are not meant for one-way communication of any sort, but for exploring a field of interest with other participants. We expect short introductions and a lot of collaborative work in these sessions.

The basic idea is this: One or more participants have an idea, theory, question, technique, whatever. We have some rooms and suggestions for how you present and experiment with that idea. We also have a way of inviting more people to participate.

You bring the idea to us. We get you a time, a room, sparring and help presenting your new co-creative program item to the rest of Knudepunkt.

The co-creative sessions aim to focus more energy towards new ideas and our collective creativity. The sessions are a central part of the program this year and will take up almost as much space as the inspirational program.

## How do I participate in co-creative sessions?

Like with most other program items, you just show up at the right place at the right time. But because The Co-Creative Sessions are shaped from your new ideas, the final program for each co-creative session will be announced only 15 minutes before the session starts. We will announce the themes and methods for each session on the wall of The Aula as we receive suggestions. Be prepared to check out the program and make a quick decision at 11.45 and 16.45 Friday and Saturday when the final program is announced.

## How do I create a co-creative session?

All the themes (questions, ideas, challenges) for The Co-Creative Sessions will be created and developed at Knudepunkt, based on what inspires you. Everyone is welcome to develop and submit a co-creative session during the conference. All it requires is that you find some collaborators, fill out a simple presentation form and plan the facilitation of the session. We have 20 slots for co-creative sessions during each of the four co-creative blocks in the program.

When you are ready to make a co-creative session you can fill out a form at the info-desk and the session will be assigned to a room in the next available program slot. There will be helpful program guides at the info-desk, who can help you fill out the form.

## The Prepshops

If you want a more guided process or just want to make a session together with others, we have prepared a series of Prepshops where we will develop sessions collaboratively. The Prepshops last for around 45 minutes and during this timespan our guides will assist the participants

in finding themes and collaborators, choosing a method, filling out a presentation form and planning the facilitation of a co-creative session.

There will be five Prepshops at Knudepunkt, placed respectively on the first evening of Knudepunkt and immediately after each of the four keynotes. It is our goal that at least 50% of the co-creative sessions will be based on Prepshops.

### **What will I be doing during co-creative sessions?**

We are working with three standard formats for the co-creative sessions:

- Discussion (focused on verbal communication, arguments and opinions)

A discussion on a question of importance concerning the Nordic Larp scene with disagreement and controversy as the central focus. An example could be how to encourage player immersion or making the best characters.

- Workshop (focused on creative results, new ideas, mapping or designing)

A forum for people working with figuring out a solution to something or wanting to develop something particular. It could be about creating a new larp, listing all the ways feminism has influenced larps or making up a meta-technique for a project.

- Play (focused on testing, trying before talking and physical communication).

A physical and experimental approach based on trying something out instead of talking about it. We imagine play sessions working with for example development of scenes, lighting techniques, character concepts and pre-larp workshop techniques.

## Examples

In the table below you can see some examples of what co-creative sessions might look like.

Discussion	Workshop	Play
<p>Title: Safety for organizers.            Subtitle: Is it safe to organize larp?            Keywords: Debate, disagreement, heated.            Result: A list of central discussion points about safety for organizers. Input for future writing on the subject.</p>	<p>Title: A larp about sex workers            Subtitle: Exploring possibilities for creating a powerful larp.            Keywords: Group work, brainstorming, ideas.            Result: A list of semi-developed ideas for our larp.</p>	<p>Title: Making relationships to characters outside the game.            Subtitle: How do we make them matter.            Keywords: Acting out, trying different methods, only developing one.            Result: One fully developed method for making close and meaningful relationships to outside characters.</p>
<p>Title: Player preparation.            Subtitle: Written characters vs. workshops.            Keywords: Argumentation, disagreement, perspective.            Result: A short article describing the pros and cons of the two approaches.</p>	<p>Title: Building the best post-apoc bar            Subtitle: How to create interactivity?            Keywords: Model building, playing scenes, group work.            Result: One or more models and several scenes played. Pictures and a bit of text for the blog.</p>	<p>Title: Sexy sex techniques            Subtitle: Exploring the most sexy sex techniques possible            Keywords: Erotic, experimentation, fun.            Result: A list of methods for new sexy sex techniques.</p>

## The Blog

After each of The Co-Creative Sessions, a participant will be responsible for communicating the results of the session on the Knudepunkt blog. We hope that this dissemination effort will spread knowledge from the sessions to the community and inspire further collaborative work.

## The Inspirational Program

The Inspirational Program consists of talks, workshops and three round bursts. Together, they represent our latest thoughts and insights as a community. They are perhaps the part of Knudepunkt many veterans know best. Here you can experience, what your insanely intelligent friends and fellow larpers spend their time thinking about.

**Talks** are presentations from one speaker to you. For the most part they last about 45 minutes.

**Workshops** are gatherings where you meet others to discuss or try out a method, theory or the like.

**Three Round Bursts** are three consecutive 15 minute talks offering three different perspectives on the same subject.

## The Fundamentals of Knudepunkt

The Fundamentals of Knudepunkt are introductory talks about Knudepunkt terms, history and theory. This part of the program will cover the basics of larp theory, Nordic Larp history and traditions evolved from the Knudepunkt scene.

We offer this track to anyone who could be interested, but it is especially designed for welcoming new Knudepunkt participants and offer a crash course in the evolution of Nordic Larp.

## Best of Denmark

Best of Denmark makes it possible to experience great games from three very different events:

The convention Fastaval

The scenario festival Blackbox Cph

The larp series Warlarp

One thing they all do have in common is this: They are all great experiences and they do not require any previous experience to play.

**Fastaval** is not just any convention. Writers from all over the world contribute scenarios to the convention which creates melting pot of ideas and results in – dare we say – some of the best freeform scenarios in the world. Freeform is the bastard child of larp and tabletop. There are often very few rules, you rarely use costumes and you are not just sitting at a table.

**Blackbox Cph** is a festival for small, experimental larps played on a blackbox theatre stage. Key words are simplicity, physicality and audio visual aesthetics. The stories are created by combining lighting, sound and stage effects with traditional larp techniques. Please dress in dark comfortable clothes for the game, if you have brought any.

### Where do I sign up?

You don't. Just show up at the distribution room (Blackbox Cph room) 15 minutes before the games starts. We are running four simultaneous runs of each Fastaval scenario and one Blackbox game in each slot, so there are between 20-40 open spots every slot, depending on which games are running. The spots will be strictly first come first serve.

### Warlarp

We have one hour for Warlarp sunday after the big party. All you have to do is show up. We don't have weapons for all 500 of you but it is going to be fun. We need to tell you the rules, outfit you with weapons, give you a regiment and fight. In one hour. So please be ready to listen up even if you are terribly hungover.

## Regiments

At Warlarp you are fighting in formation. Participants will be distributed into regiments at the beginning of the event. The distribution of participants will mostly be by your clothing/costume colour/style. If you want to fight together with your friends you need to gather a group of 10-30 people with mostly the same costumes, face paint, hats or fake moustaches.

## Costumes and weapons

No costume needed, but if you choose to wear a costume you will be rewarded with extra hit points! We will provide as many weapons as we can. If we do not have enough weapons for everyone, you can pick up yours from the cold dead hands of your comrades in arms.

## The Social Program

The Social Program consists of Social Events, Get to Know People and Room Parties. In the evening Knudepunkt goes social and discussions, networking and idea-generating will now continue in a much more informal way. The social program items all take place at Fritidscenteret and should be easy and fun to participate in.

**Social events** are a range of big and small events aimed at giving a lot of people a good time

**Get to know people** are small gatherings with focus on getting to know new people in a fun way

**Room parties** are small, one-hour parties in designated rooms. They all have a theme and everybody is welcome.





NORDIC LARP CONFERENCE  
**PREVIEWS**

## The program and how to read it

The following pages gives you a preview of every program item planned for Knudepunkt 2015 - at least all the stuff we knew about before the deadline for print. Once again, thank you so much to each and every contributor. We love you.

And before you delve in, here are some quick instructions:

- The program items are listed by starting time and secondly in alphabetical order
- Items will always end 15 minutes before next block starts, so you can get to the next item on time
- Almost no items require signup, but many have limited space, and it's first come, first served

	Talk
	Workshop
	Three Round Burst
	Co-creation
	Fundamentals
	Best of Denmark
	Keynote
	Meal & Ceremony
	Social Event
	Get to Know People
	Room Party

## Thursday 19:00

### A Town in Denmark

Game - Best of Denmark - Blackbox Cph

Thursday 19:00 - 00:00 in Blackbox, Gymnasiet

**Author:** Nicolai Strøm Steffensen

A town in Denmark where a terrible tragedy took place. The local community is fighting to stay together when the story about 7-year-old Louise Jespersen is primetime news across the country, putting this little nowhere town on the map. Who can you trust, when no one knows who did it?

Play it if: You want to play an intense drama based on characters, relations and intrigues.

### Ars Marte - How to Make a Close Combat Fight Be About the Feelings?

Inspirational - Workshop

Thursday 19:00 - 21:00 in The Octagon, Gymnasiet

**Host:** Johan Lundby

Ars marte is a method to help players explore feelings in situations which physical concerns or restrictions might make impossible without some form of moderation. The objective is not to resolve the outcome of combat but rather to fight, albeit safely. In this workshop we explore and work through the basics of the technique and try out some possible game applications. Wear clothes you can move around in comfortably and some water bottles.

### Body Image, Body Shaming and Larp

Inspirational - Talk

Thursday 19:00 - 20:00 in Dimension 6, Gymnasiet

**Host:** Shoshana Kessock

While international standards of beauty may change, the way our bodies impact LARPs is huge. Whether it be casting or interaction, cultural capital or the perception of our characters, we will discuss the fundamental role our bodies take as parts in LARP and the stigmas, shames, and issues that come up as a result.

### Character Writing Workshop

Inspirational - Workshop

Thursday 19:00 - 21:00 in Dimension 2, Gymnasiet

**Hosts:** Erlend Eidsem Hansen, Charles Bo Nielsen

Running you through the workshop made for the Larpwriter Summer School. It will be tough and pressure your creative minds to the maximum. Hopefully also fun and give you some good tools for creating and getting to actually write the characters.

### Fifteen Men

Game - Best of Denmark - Fastaval

Thursday 19:00 - 00:00 in Blackbox, Gymnasiet

**Authors:** Simon Steen Hansen, Anders Troelsen, Niels Jensen

Fifteen pirates are traveling towards Tortuga with a mighty treasure. All of them are trying to outscheme the others and be the last man standing. A scenario with intrigue, boardgame mechanics and fourteen gruesome deaths.

Play it if: You want to see firsthand how board game mechanics and a gamist agenda can contribute to a great roleplaying experience.

### First Timer's Guide

Fundamentals - Talk

Thursday 19:00 - 20:00 in The Lecture Hall, Efterskolen

**Hosts:** Jonas Trier-Knudsen & The Fundamentals

The first talk of the Fundamentals-track will give you all you need to know

to be a part of the following three. We will cover the fundamental topics, terms and traditions of the Knudepunkt scene. The talk is aimed at first timers, but everyone is welcome.

### Intellectual Property Law

Inspirational - Talk

Thursday 19:00 - 21:00 in Dimension 3, Gymnasiet

**Host:** Caroline Christiane Kasten Koren

This is a speedy introduction into the world of intellectual property (IP), specifically including copyright and trademark in an international context. As larp is growing as a medium and expanding into more professional contexts it is relevant to understand IP. The crash course will aim to give you a better understanding of how to: 1) Protect your own IP 2) Avoid violating the IP of others.

### Opt In/Opt Out Design For Larp Safety

Inspirational - Talk

Thursday 19:00 - 21:00 in The Auditorium, Gymnasiet

**Host:** Johanna Koljonen

Play is always voluntary – it requires active consent not just at the beginning, but continuously. Based on years of structured safety talks in the Nordic community, this lecture suggests a practical attitude for thinking about individual, social and community safety in larp: not built on forbidding things, but on enabling real choice. The talk also touches risks we currently have no design solutions for, like exhausted, irresponsible organisers.

### Prepshop

Co-creative - Workshop

Thursday 19:00 - 20:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The Prepshop is a collaborative space for planning co-creative sessions.

Come to The Prepshop if you want to participate - you don't need to have a specific idea. Read more about The Prepshop at page 20.

### Putting Magic Back in Games

Inspirational - Talk

Thursday 19:00 - 20:00 in Dimension 8, Gymnasiet

**Hosts:** Mads Havshøj, Troels Thylstrup

This talk is about creating larp magic with tech. We are making a game in the Dresden files world named Tusmørkets By (City of Twilight), and there will be magic. We will show some of our prototypes, how they are made and what they are for. We will also go through some future ideas and how to make simple or cool magic items. There will be TECHwords like: Arduino, GSM, RFI and, GPS module. There will also be LARPword likes: Bob the skull, Detect evil, Tracking spell, Talk to the dead and Summon spirit.

### Roleplaying Related Research in Czech Academical Field

Inspirational - Three round burst

Thursday 19:00 - 20:00 in Dimension 5, Gymnasiet

**Hosts:** Josef Kundrat, Martin Buchtík, David František Wagner, Lukáš Brychta, Jakub Dolecek, Tomáš Hampejs

We will present all four roleplaying related ongoing projects which are currently held in the Czech academical field: (1.) Roleplaying simulations as a new methodological approach in social science research (Buchtík, Hampejs). (2.) Designing and running educational larps (Kundrat, Dolecek). (3.) Educational research in wider sense (Wagner). (4.) The immersive theatre with using game theories (Brychta).

### Sensory Design in Larp

Inspirational - Talk

Thursday 19:00 - 20:00 in Dimension 7, Gymnasiet

**Host:** Erik Pihl

Get better at exploiting the extra dimensions that larp has compared to film and theater: Design for stimulating all five senses. A talk on sensory design, how it has and could be applied to larp. Come and contribute with your ideas and experiences.

### Universe Design Method

Inspirational - Workshop

Thursday 19:00 - 22:00 in Dimension 1, Gymnasiet

**Host:** Jakob la Cour

Universe Design Method is a playful workframe that can be applied for larp worlds, physical game design and storytelling with focus on human experience. During the workshop participants are introduced to the method during a rapid prototype of a micro universe. The goal of the workshop is to be able to talk about universe design and have an actual experience of the basic components. Bring clothes for physically active co-creation.

### Youth-larp Forum

Inspirational - Workshop

Thursday 19:00 - 22:00 in Dimension 4, Gymnasiet

**Host:** Sindre T. Westgård

As in all recent Knudepunkts, youth-larp organizers and interested parties meet to exchange ideas and experiences in an informal forum where no question is too small. Edularps, "spare time-larps", commercial larps and others have been covered and resulted in both toolbox-lists, inspiring other larpwrights and making contacts. Come for yourself and see what this year's forum will bring!

### Thursday 20:00

### Bodies & Paint

Inspirational - Workshop

Thursday 20:00 - 21:00 in Dimension 8, Gymnasiet

**Hosts:** Karolina Staël, Stina Almered

This is a workshop that teaches you how to express yourself with body paint. You will learn how to mix the body paint, how to connect paint with feelings and finally how to shower it all away. This technique is a good tool for building relations before a larp and can also serve as a technique during a larp. You will fingerpaint yourself and other participants. Bring bathing clothes or similar and a towel. The paint contains gluten.

### From KP With Love

Social - Social event

Thursday 20:00 - 21:00 in The Bar

**Hosts:** Karoline Cleo Lærke Hatting, Emma Greve

Did you miss us? We have definitely missed you, and we have collected songs from KP-participants who have a special message for their friends - old as new. Thursday evening we'll be playing these sweet tunes for you. So come join in on the love and take the opportunity to tell your fellow KP-people how happy you are to see them!

### Theory

Fundamentals - Talk

Thursday 20:00 - 21:00 in The Lecture Hall, Efterskolen

**Hosts:** Jaakko Stenros & The Fundamentals

Is larp art? Are we adults playing a kid's games? Are we gamers gone culturally rogue? What makes the "magic circle" so damn magical? This talk takes you through the fundamentals of larp theory: A talk that dares to tell you how to think about larp.

### Geas: The Pilgrimage

Inspirational - Talk

Thursday 20:00 - 21:00 in Dimension 7, Gymnasiet

**Hosts:** Katarzyna Górska, Kamil Bartczak

Geas: The Pilgrimage was a 360 degree illusion larp at the Polish seaside. It was aimed at giving players a sense of spirituality and encourage to some universal thinking. The larp made some controversies because is used literal representations of every action, including sex, violence, nudity and psychoactive substances. Such elements were present in the game, but were treated as means to achieve maximal immersion. Player feedback suggests that it worked well.

### Larp-Jacking - A New Weapon to the Artsy Horde

Inspirational - Talk

Thursday 20:00 - 21:00 in Dimension 6, Gymnasiet

**Host:** René Bokær

Larp-Jacking is a method, where you as a player can submit new rules to the larp. I will explain more about the method and you will probably learn that you already are part of this movement. And then I will tell you about the first time I truly Larp-Jacked.

### Meet New People

Social - Get to know people

Thursday 20:00 - 22:00 in Narnia

**Hosts:** Miriam Lundqvist, Petter Karlsson, Sonja Schwarzenberger

Would you like to meet new people at Knudepunkt? No matter if you're a newcomer or been to every Knudepunkt before you are welcome to this playful mingle session. With small games, exercises and other tricks we will help you talk with people you don't yet know at Knudepunkt. The facilitators for this event will give you clear instructions for every exercise and every part of it is optional.

### Pop-Up Candystore

Social - Social event

Thursday 20:00 - 22:00 in The Bazar

**Host:** Helene Willer Piironen

The pop-up candystore is culture exchange for the sweet tooth! Take a break from the serious discussions and taste candy from all around the globe. To make sure your country is represented, feel free to bring candy typical for your region, contributing to the candystore. There's always room for more candy!

## Revelations of the Larp Census

Inspirational - Talk

Thursday 20:00 - 21:00 in Dimension 5, Gymnasiet

**Host:** Aaron Vanek

The first global larp census, which ran October 2014 to January 2015, received almost 30,000 responses from around the world. The overall findings will be presented for the first time, revealing many heretofore-unknown aspects about the live action role playing community. Expect this presentation to prompt more questions. After this talk you might be inspired to data delve and discover some of larp's hidden secrets, so all the census information is freely available at [LarpCensus.org](http://LarpCensus.org).

## Watergames

Social - Social event - Pool

Thursday 20:00 - 21:00 in The Pool

**Host:** Tora de Boer

Come let's play with water! I wanna invite you to some playtime in the pool. It's all easy games, you might remember from your childhood. Only now, they take place in water which just makes them even more awesome! We are going to start in the shallow end, and then move to the deep end for the second half. In the deep end the ability to swim is required. If you are not worn out after this, I hope you will join me for waterpolo afterwards.

**Thursday 21:00**

## Larp in Palestine

Social - Room party

Thursday 21:00 - 22:00 in Mordor

**Hosts:** Ane Anderson, Mohamad Rabah, Riham Kharroub

It's book-launching time! You may think it will be as boring as it sounds, but fortunately you are wrong. Our book "Birth of LARP in the Arab World" consists of documentation of humble experiences of larp in the Arab world with amusing pictures and a very creative design. It is a combination of reflections by Palestinians, Norwegians, Finns, and Palestinian refugees in Lebanon who organized or participated in LARP games, workshops, summer schools and festivals.

## Project Presentation

Social - Social event

Thursday 21:00 - 23:00 in the Bazar Stage

**Host:** Juliane Mikkelsen

This is your chance to get updated on all the cool upcoming projects. Prepare to see your bank account weep when you find out how many larps you MUST attend the coming year! There will be several small five minutes presentations about different larps, books or other projects taking place in the coming year.

## Tell Me About Your Character Booth

Social - Get to know people

Thursday 21:00 - 22:00 in The Bazar

**Host:** Lizzie Stark, Ane Anderson

Had an intense game experience recently? Need to get it off your chest? The Doctor is here to help! Tap the timer and you've got exactly two minutes to tell us about your character. We will be raptly fascinated and ask insightful questions. You will come away feeling crisp, refreshed, and ready for Knudepunkt. (Listening available in English, Norwegian, Danish, or mime).

## Thursday 22:00

### Kink Party

Social - Room party

Thursday 22:00 - 23:00 in Oz

**Host:** Melina Cunelius

Let's bring ropes and whips to beat us a party! Into fetish, bondage, shibari, S/M, dominance and submission or just kinky and queer? Whoever you are and whatever you are into - join the party!

### Official Battle Of The Airbands

Social - Social event

Thursday 22:00 - 23:00 in The Bar

**Hosts:** Karoline Cleo Lærke Hatting, Emma Greve

Have you always dreamed about powergliding across a stage, guitar in hand but finding yourself lacking the necessary musical talent? We have a solution. We're going to find the ultimate airband heroes! All you need to do is collect a band of friends, foes or complete strangers and find the song you've always dreamt of performing. Get your dusty old airguitar out of the closet, bring your dancing shoes and join the official Knudepunkt Battle Of The Airbands! Sign up at the bar until Thursday at 18.00.

## Thursday 22:30

### D&D Speed Dating

Social - Get to know people

Thursday 22:30 - 23:30 in Nania

**Host:** Lizzie Stark, Gorge Locke

You know that awkward moment in the D&D campaign when you have to justify why the chaotic evil thief is hanging out with a lawful good paladin? This extremely short (45 min), light hearted larp provides the answer to just that question: speed dating. Whether you're a brand-new

vermin lord or an established hero, this game poem by US designer Marc Majcher will help you find the right quest.

## Thursday 23:00

### One Hour Room Rave Party!

Social - Room party

Thursday 23:00 - 24:00 in Mordor

**Hosts:** Stina Almered, Karolina Staël, Martin Jordö

Rave - Sweat - Glow Sticks - Psychoactive Music - Infected Mushrooms. Come and dance your clothes off! The Gothenburg Crew presents an hour of tri-psy Swestyle maxcore rave!! Bring your rave gear and get lost in confusion. Peace, love, unity and respect! <3

## Thursday 00:00

### Knudepunkt TV

Social - Social event

Thursday 00:00 - 00:30 in The Bazar Stage

**Hosts:** Otto Channel and friends

Knudepunkt-TV is a sketch show made by a team from each of the four Scandinavian countries. Each team presents 5-7 minutes of sketches where they in a loving but teasing way make fun of LARP and RPG. Expect Nordic humour in all colors, so grab a beer or soda, find a seat and get ready for laughing your ass off. All sketches will be subtitled in English.

## Friday 8:00

### Morning Workout

Social - Social

Friday 8:00 - 9:00 in Narnia

**Host:** Carolina Dahlberg

Start your day with a workout inspired by yoga and pilates. Beginners will find the workout somewhat challenging and fit people will just get a nice warmup. The purpose is not to make you tired, but to give energy and focus.

## Friday 10:00

### Let's Get Offended!

Keynote - Rules

Friday 10:00 - 11:00 in The Gym, Gymnasiet

Hanne Grasmø on being "krenkt" as a privilege. When larp is art- how free is the artists to offend? Do we need common norms, boundaries or rules to be sure the audience do not get hurt and to create an inclusive and equal playground? She will suggest how Charlie Hebdo's ideals, human rights and revolutionary (anti)art can apply to larping.

Hanne Grasmø: sociologist, pedagog, theatre instructor and writer. One of the markers of the first Knutepunkt (1997). Have tried to change our world through larps for two decades.

### "I Enjoyed it, but I'm Not Sure it Was a Larp"

Keynote - Rules

Friday 10:00 - 11:00 in The Gym, Gymnasiet

Can larps exist without precious elements like rules, culture building, or sentient characters? What illogical, and potentially risky, alternatives can be used to compose roleplaying situations that have nothing to do

with the problem solving logic of design and simulation? How can the community use sketching, group critique, and conceptual layering to avoid pre-generated and didactic content? I will attempt to confront these questions by presenting Larping with cadavers, collaborations with Mexican drug cartels, the rise and fall of the Anabaptist Kingdom of Münster, and maybe a little postmodern dance.

Brody Condon is an artist currently based in Berlin. Using a combination of progressive roleplay and group psychotherapy technique, Condon has created participatory performances such as Level Five, Future Gestalt, and To Prove Her Zeal. His work has been included in numerous museum, gallery, performance art festival, and public art exhibitions internationally since 2003.

### **Our Genre Can Beat Up Your Genre (And Your Genre Will Enjoy It)**

Keynote - Rules

Friday 10:00 - 11:00 in The Gym, Gymnasiet

All-round raconteur Jamie will look for the unspoken, hidden "rules" of Nordic larp, why we're drawn to them, and what it does to stories when you give them the Nordic larp treatment.

James Lorien MacDonald is a writer, stand-up comic, actor, performance artist, and larper based in Helsinki. He came to larp with the Walkabout project in collaboration with Aarni Korpela, and is also working with P. Leinonen on post-identity larp Identlos, and the extreme gender larp Between Steel & Glass with E. Wieslander and O. Nøglebæk.

### **Friday 11:00**

#### **2-player Yoga for Larpers**

Inspirational - Workshop

Friday 11:00 - 12:00 in Dimension 1, Gymnasiet

**Host:** Ebba Petré

Welcome to a fake and fun yoga class! The workshop will mix elements from yoga and role play. Into the room we bring breathing, postures and instructions from yoga practice. We bring playfulness, interaction and situations from role play context. You'll practice a choreographic technique for shared stillness and presence. No yoga experience needed. Bring comfortable clothes.

### Edularping and Special Needs

Inspirational - Talk

Friday 11:00 - 12:00 in Dimension 7, Gymnasiet

**Host:** Morten Kjærgaard Tellefsen

I have worked with edularping on Østerskov Efterskole for 7 years, with a focus on kids with special needs. It has been a fun and very bumpy ride. The talk will explain what we have learned, and give a chance to discuss what being a special-student in an edularping context means.

### Folk Dance for Larp

Inspirational - Workshop

Friday 11:00 - 12:00 in The Octagon, Efterskolen

**Host:** Pierpaolo Vittoria

This workshop will deliver training in three simple folk dances of the broad anglo-french heritage (Chapelloise, Circassian circle, Virginia reel) putting an accent on the possibility to separate pattern from gesture and "reskin" the dance to suit the required setting. They should be adaptable in look & feel to a time span from middle age to wild west. Incidentally, they are great fun in real life too.

### Key Works

Fundamentals - Talk

Friday 11:00 - 12:00 in The Lecture Hall, Efterskolen

**Hosts:** Johanna Koljonen & The Fundamentals

There is no right way to make larp. But some games have become more talked about and influenced more designers and players than others. This talk will flash you through a gallery of games that were all part of shaping Nordic larp. From American bomb shelters to schools of witchcraft and wizardry.

### Larp-Agency: The Future of International Affairs

Inspirational - Talk

Friday 11:00 - 12:00 in Dimension 4, Gymnasiet

**Hosts:** Carl David Habbe, Jose Jacome, Fabrice Wauthy & Guest Stars

We focus on international, foremost europe larp associations and of course want to connect the local/national larp clubs. We want to be the FIFA for Larp but less evil. We want to share our ideas and plans with you. Of Course you will be invited to one or two of our own projects/events, like the first international Larp club Convention during 01-06.11.2016 on Malta.

### Make Larp not War – Peacebuilding Initiatives for Syria

Inspirational - Three Round Burst

Friday 11:00 - 12:00 in Dimension 8, Gymnasiet

**Hosts:** Clara Biermann, Felix Sarrazin, Mohamad Rabah, Omar Saidyousef, Riad Mustafa, Tina Leipoldt

You might think there are a lot of things people would need much more urgently than somebody teaching them how to Larp in a conflict. Hence, when the needs are getting more severe, when families are separated by frontlines and public services have deteriorated – there is also a need to stimulate dialogue, to find new ways of expressing emotions and talk about the unspoken and find some mental relief.

### Opps, I Did it Again - Courage, Faith and Post-it Notes

Inspirational - Talk

Friday 11:00 - 12:00 in Dimension 6, Gymnasiet

**Host:** Cecilia Dolk

Cecilia Dolk is a productivity coach and producer. She will talk about almost everything but not "game design theory" but the practical part of doing a larp. Let's check on some mistakes and miscalculations she have done over the years, so you do not need repeat them. The focus is on learning by doing, logistics, being brave by making mistakes and having fun while doing it. But she will also touch on some of her best productivity ideas, tools and apps to make doing logistics easy, smooth and fun!

## Playfulness, Play, and Larp

Inspirational - Talk

Friday 11:00 - 12:00 in The Auditorium, Gymnasiet

**Host:** Jaakko Stenros

Play is older than language, culture or humans. Most animals with a spine play in someway, and it is even possible to engage in cross-species play. How do we get from this animal urge to play to complicated human creations like College of Wizardry or World of Warcraft? What is the relation between playfulness, art, exploration, and learning? What is the evolutionary function of play? And what can all this teach us about building larps? Game scholar Jaakko Stenros gives a lecture on his doctoral dissertation topic.

## Prepshop

Co-creative - Workshop

Friday 11:00 - 12:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The Prepshop is a collaborative space for planning co-creative sessions. Come to The Prepshop if you want to participate - you don't need to have a specific idea. Read more about The Prepshop at page 20.

## The Forgotten Organizers

Inspirational - Workshop

Friday 11:00 - 12:00 in Dimension 2, Gymnasiet

**Host:** Juliane Mikkelsen

When you organize a larp it's usually a big project with a lot of tasks, and with a lot of people to do those tasks. But do we remember them all? How come we tend to forget those who did the small, less rockstar jobs? Juliane facilitates a discussion on how we can challenge and change this phenomenon.

## The Noon Project: Socializing Orphans via Larps

Inspirational - Talk

Friday 11:00 - 12:00 in Dimension 5, Gymnasiet

**Host:** Anna Konovalenko

Our program is currently being held in three Russian cities and includes about 15 different larps that teach teenagers communication, cooperation and other social skills. We are going to tell you about the program and demonstrate some of the games we have created, show photos and videos and discuss the question of larps in education. I hope to share experience from of creating the larps, distributing them to non-larpers and coping with local authorities.

## Why You Should Include People - and How You Do it

Inspirational - Three Round Burst

Friday 11:00 - 12:00 in Dimension 3, Gymnasiet

**Hosts:** Frederik Nissen, Paul Dahl Sinding, Signe Feldstein, Gustav Eliasson, Lukas Sonne Lunøe

Including people in your organization is important, but how do you make sure that they stay around? In this talk, we will share our experiences being the included people – or hangarounds as we are called. We are going to tell you about the pros and cons of being a hangaround, how you make them feel welcome, and most importantly what influence your

behavior have on us. All of this will be told through the eyes of five young hangarounds from Rollespilsfabrikken in Denmark.

## Friday 12:00

### Co-creative Sessions

Co-creative - Session

Friday 12:00 - 13:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The full program for each block of co-creative sessions will be presented in The Aula 15 minutes before they begin. Come by, take your pick and join the co-creative madness. Read more about the Co-creative sessions at page 19 or go to [www.program.knudepunkt.org](http://www.program.knudepunkt.org) to see the newest additions.

## Friday 13:00

### World's End

Game - Best of Denmark - Fastaval

Friday 13:00 - 18:00 in Blackbox, Gymnasiet

**Author:** Nina Runa Essendrop

The world is ending and there is nothing anyone can do about it. Three lost and lonely people take on a last journey to find themselves and come to terms with their lives. A poetic and surreal scenario where silence is as important as speaking.

Play it if: You want a heartfelt experience and is not afraid to draw on your own emotions when you roleplay.

### Animus

Game - Best of Denmark - Blackbox Cph

Friday 13:00 - 18:00 in Blackbox, Gymnasiet

**Authors:** Carolina Dahlberg, Karl Ytterberg

This larp is a spin-off of the Assassins Creed video games. The story takes place in Sweden, Denmark and Norway, telling the story about known and unknown individuals playing significant parts in some historical turning points.

Play it if: You enjoy transparent and collaborative play, serious themes and epic and action packed storylines.

## Friday 14:00

### Birth of Larp in the Arab World

Inspirational - Three Round Burst

Friday 14:00 - 15:00 in Dimension 8, Gymnasiet

**Hosts:** Mohamad Rabah, Ane Marie Anderson, Hilda Levin

"Birth of Larp in the Arab World" is the first book about Larp in Arabic and English. Come hear the editors of the book talk about the process of documenting the Larp scene in Palestine, Lebanon and Syria. In this historical moment for the Nordic Larp we will give and discuss some sneak previews of the book, and talk about what results you get when you ask fresh communities of young Larpers to write about the things they find important in Larp and life

### Designing Larps in the Czech Republic - Mosaics of Interesting Stuff

Inspirational - Three Round Burst

Friday 14:00 - 15:00 in Dimension 5, Gymnasiet

**Hosts:** Martin Buchtík, David František Wagner, Kamil Buchtík, Jindrich Mašek, Michal Havelka, Jakub Balhar, Josef Kundrát, Tereza Stanková, Jakub Dolecek, Jakub Trizuljak, Martin Bezdíček, Tomáš Dulka

"Mama always said designing larp was like a box of chocolates. You never know what you're gonna get." We will present interesting and specific larp design practices, mechanics and thoughts from several

close-to-Nordic-larp-style pieces made in the the Czech Republic. Our box chocolates contains 20 carefully selected design features to provide an inspiration. Each of them will take up to two minutes.

### Electronics for Larp from Russia

Inspirational - Talk

Friday 14:00 - 15:00 in Dimension 6, Gymnasiet

**Hosts:** Vasily Zakharov, Gennady Kruglov

A larp can be made better, different and more beautiful if you could develop electronic devices specifically for that larp. That's exactly what we do, beauty and wonder is our credo. We will talk about the possibilities custom-made electronics may give you as a larp organizer, and show some examples like musical Armlets from recent "Ticket to Atlantis" larp.

### Design

Fundamentals - Talk

Friday 14:00 - 15:00 in The Lecture Hall, Efterskolen

**Hosts:** Eirik Fatland & The Fundamentals

We engineer the social. We create imagined worlds. We are larp designers. Over the years we have developed both the common tools and specialized techniques of our field. This talk walks you through the fundamentals all larp creators need to know: From character styles to spatial understanding.

### Handling Real Life Depression in Larp

Inspirational - Workshop

Friday 14:00 - 15:00 in Dimension 1, Gymnasiet

**Host:** Nathan Hook

An opportunity for people with experience of real life depression to discuss the issue together, particularly in respect to larp. Possible topics include ways to manage depression when it strikes during a larp event,

experiences of making disclosure to fellow players and organizers, and how to avoid in-game sadness from triggering a depressive episode. While the focus is on depression as a very common condition, mention of other mental health conditions is welcome. An agreement of confidentiality from those present is expected.

### Is it Necessary to Control Every Aspect of a Larp?

Inspirational - Three Round Burst

Friday 14:00 - 15:00 in Dimension 2, Gymnasiet

**Hosts:** Gert Hansen, Kirsten Hageleit

Gert Hansen will talk about only controlling small aspects of a larp and let the players decide where to go with it and explain his thoughts behind minimal control and why it makes for a much more enjoyable experience.

Kirsten Hageleit will talk about how players step forward to fill in when larpwrights and larp organizers step back. Kirsten pushed back against the common American notion that larps are games first, experiences second, and that story is what happens to players, not the other way around.

### Money Stuff in Projects - an Introduction

Inspirational - Talk

Friday 14:00 - 15:00 in Dimension 3, Gymnasiet

**Host:** Astrid S. Andersen

Would you like to be able to do financial management? Or have you often wondered what the organizer in charge of economy is actually doing in-between meetings? I'll give a basic introduction to budget planning and financial management for smaller or larger projects, based on my own experience.

## Physicality Based Character Work Through Gabrielle Roth's 5 Rhythms

Inspirational - Workshop

Friday 14:00 - 15:00 in The Octagon, Efterskolen

**Host:** Jannick Raunow

We will dance. Through Gabrielle Roth's five rhythms, we will work with the movement based archetypes: Legato, Staccato, Chaos, Lyrical and Silence. Legato is directional flow, light and ease. Staccato is non-flow, quick and start/stop. Chaos is non-directional flow, power and everything at once. Lyrical is upwards, joy and life. Silence is non-movement movement, quiet and unseen. Grounded in physical sense-memory these can be used for larp character work. And we will dance.

## Rejection: Clash of Personalities

Inspirational - Talk

Friday 14:00 - 15:00 in Dimension 4, Gymnasiet

**Host:** Blaz Branc

When a player in your larp rejects the assigned character (either by saying so out loud or by freezing out/becoming passive during play), we can call it Rejection. This talk aims to find ways of dealing with Rejection, instead of avoiding it altogether. Preparing the players for 'difficult' roles might lead to a higher reward of play, as opposed to just letting players stick to their usual comfort-zone characters.

## Representing Racial and Cultural Diversity in Larp - a Practical Approach

Inspirational - Three Round Burst

Friday 14:00 - 15:00 in The Auditorium, Gymnasiet

**Hosts:** Tor Kjetil Edland, Lizzie Stark, Kat Jones, Tereza Stanková, Tomáš Dulka, Liselle Angelique Krog Awwal

Larp designers giving examples of different ways they have worked with representing racial and cultural diversity in their games. Kat Jones

will talk about race, racism, and inclusion in American indie roleplaying games. Tereza Stanková and Tomáš Dulka will talk about have they worked with Native American and African American characters for the Czech larp Hells on Wheels. Liselle Angelique Krog Awwal will talk about the College of Wizardry from a player perspective.

## Østerskov Efterskole

Inspirational - Talk

Friday 14:00 - 15:00 in Dimension 7, Gymnasiet

**Host:** Jeppe Aanæs Steensen

At Østerskov Efterskole we have been working with different variations of edularp for almost nine years. Each week a different narrative with different educational goals. During this talk Jeppe Aanæs Steensen will explain the basics behind constructing edularps on a weekly scale and comment on the challenges we met over the years. There will be elements of workshop and of course time to answer all of your questions.

## Friday 15:00

### Spacial Design for Interaction

Keynote - Rooms

Friday 15:00 - 16:00 in The Gym, Gymnasiet

In this talk Signe Hertel will introduce us to some of the possibilities within spatial design to manage our players and how the physical framework can influence the behavior of the players and amplify the feelings of intimacy and conflict.

Signe Hertel graduated from the Royal Academy's school of Architecture in 2014 and works in the political, practical and poetic fields of architecture in a visionary Danish architectural firm. She has for several years been interested in the interplay between spatial design and game

design and has begun to introduce new ways of working in this field in the Danish larp scene.

### **The Chamberlarp Revolution**

Keynote - Rooms

Friday 15:00 - 16:00 in The Gym, Gymnasiet

The chamberlarp scene has seen a tremendous development over the past five years. Partly by borrowing from other art expressions such as theater, dance and performance. Partly by moving out of scenario-specific locations and into the black box. How did this happen and what does it mean for the genre in terms of recognition, spreading of ideas and public outreach?

Martin Nielsen is a larp designer and project organizer from Oslo, Norway. He is the manager of Alibier AS, a company working with participatory learning methods, including roleplays. He has been part of the teams running Fantastiforbundet's larp projects in Belarus, Palestine and Lebanon, and is one of the organizers of The Larpwriter Summer School and the international larp festival Grenselandet.

### **What You See Is Still What You Get**

Keynote - Rooms

Friday 15:00 - 16:00 in The Gym, Gymnasiet

"A larp is physical life within a fictitious framework. It's player-driven creative chaos in awesome costumes. Rules beyond rudimentary safety are frowned upon." That's the kind of larp I grew up on. Boy do I feel old. Today we discuss our events as "games" with a heavy focus on dramatic mechanics. What do we lose when adopting this model of thinking? Who do we exclude? What factors in making a larp great do we tend to overlook these days? Is there a case to be made for an "Old School Renaissance" in larp?

Martin Ericsson aka. Elicsson is the author of dozens of larps, transmedia stories and pedagogical games including Carolus Rex, Hamlet and Monitor Celestra. His passion is transforming larp from being a tiny subculture into being seen as an accepted part of human culture. Martin is currently busy trying to save one of his favorite fictional universes.

## Friday 16:00

### A Problem of Actual Choice in Game-World

Inspirational - Talk

Friday 16:00 - 17:00 in Dimension 6, Gymnasiet

**Hosts:** Alexey Semenov, Olga Vorobyeva

How to make a choice of the character in the game-world situations more actual, credible, natural, familiar and personal? And how to avoid the situations when the choice looks unnatural forced or depended on out-of-character reasons? In this talk, some formal game mechanic and content larp design steps for solutions founded on experience from Russian larps are submitted for your consideration.

### De la Bête : 95 Novels in One Larp

Inspirational - Talk

Friday 16:00 - 17:00 in Dimension 2, Gymnasiet

**Host:** Lucie Chlumská

De la Bête is a larp for 95 players. Each character's story was meant to be like one French novel. We would like to share our experience from writing the De la Bête larp, especially from the making of characters and stories. How did we design the game without one unified plot but with 95 unique stories? How did we write the characters and over 100 plots for them? And in the end, how did we cast the players for the characters to provide them with the best fit for their needs?

## Edularp About Science

Inspirational - Talk

Friday 16:00 - 17:00 in Dimension 7, Gymnasiet

**Host:** Josefin Westborg

A lot of the time, we at LajvVerkstaden, get the question about how to do edularps that are not about history or social science. Most people can see how it can be effective to experience how it was to be a viking if you're trying to learn about how the vikings lived. When it comes to physics and chemistry it gets harder. We don't think so! Here we will tell you about "The mystery at the science academy" a steampunk larp with some inspiration from Harry Potter.

## Larping for Peace

Inspirational - Talk

Friday 16:00 - 17:00 in Dimension 8, Gymnasiet

**Host:** Tindra Englund

Larping can be a rewarding and amazing experience. But have you ever wondered if it could be a tool for something even more epic? What about world peace? In this talk I will try to introduce the concept of larp as a tool for conflict transformation and why I believe it might work. You will get to learn some about peacebuilding and conflict transformation and hopefully understand how these theories could overlap with the theories and experiences of larp, not least in Ramallah, Palestine.

## Larp in Preset Fictional Worlds

Inspirational - Three Round Burst

Friday 16:00 - 17:00 in Dimension 4, Gymnasiet

**Hosts:** Lise Hannesdatter Rasmussen, Shoshana Kessock, Ann Kristine Eriksen

On playing larp in well-known existing fictional worlds, such as the Dresden Files, Warhammer and Harry Potter universes, from the perspectives of player and organizer.

## Practical Larp Design at College: A Game Worth the Candle

Inspirational - Talk

Friday 16:00 - 17:00 in Dimension 3, Gymnasiet

**Host:** Michal Mochocki

Hear the story of rpg and larp design lab I taught last year: part of GAMEDEC: Game Studies & Design major within 2nd Gen Humanities BA ([gamedec.ukw.edu.pl](http://gamedec.ukw.edu.pl)). Think of the use of larp design in the teaching of humanities and social sciences. See the value of this skill for employment and career. Yes, the game is worth the candle!

## Prepshop

Co-creative - Workshop

Friday 16:00 - 17:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The Prepshop is a collaborative space for planning co-creative sessions. Come to The Prepshop if you want to participate - you don't need to have a specific idea. Read more about The Prepshop at page 20.

## Steering For Emotions

Inspirational - Talk

Friday 16:00 - 17:00 in The Auditorium, Gymnasiet

**Host:** Mike Pohjola

How to cry more at larps? Practical examples of steering yourself towards hardcore emotional experiences in larps.

## The Emotions in Your Physics

Inspirational - Workshop

Friday at 16:00 - 17:00 in The Octagon, Efterskolen

**Host:** Mikkel Funch Brunberg

We will pin-point physical qualities in your body, that can help you build a character you can relate to - with recognizable, and easily accessible emotions. Your body stores emotions and instant reactions as physical

tensions. We will work on being aware of these tensions, and how to approach and use them deliberately. Different body focus triggers different emotions. Afterwards I'll suggest add-ons on how to use this for creating a character from a picture or a que word.

### Tickets to Ride. How to Decide Who's Gonna Play?

Inspirational - Three Round Burst

Friday 16:00 - 17:00 in The Lecture Hall, Efterskolen

**Host:** Hanne Grasmø

Three experienced Nordic larp organizers will give you different points of view on how to do larp casting. Sofia Stenler/Frida Gamero (Last Will): "Randomizing – the Fair way to Play". Bjarke Pedersen (Pan, Inside Hamlet): "Invitation Only - the Directors Choice". Margrete Raaum (KoiKoi, 1942): "Inclusivity, and How to Deal with Unwanted Players".

### To Be a Novice and an Enthusiastic Grown-up – How to Become a Contributor

Inspirational - Talk

Friday 16:00 - 17:00 in Dimension 5, Gymnasiet

**Host:** Carina Enggård

This will be a personal tale of the journey into the fascinating universe of larp; about being new in the community as a grown woman with a minimum of knowledge of this new world. About trying to learn what is to be learned, and not knowing much about larping, but trying to change that. I am also curious as to what we can do to make it easier for newcomers like me in the future. The talk will be followed by a Co-Creation workshop, where I hope you'll share and develop ideas.

### Zombie Makeup

Inspirational - Workshop

Friday 16:00 - 17:00 in Dimension 1, Gymnasiet

**Hosts:** Stine Duch, Jesper Lillie

Jesper and Stine will show you how to do a zombie make up with simple use of latex. The point is to show how easy it is for everyone to work with latex and give ideas for different uses. Jesper is one of the people who usually do the zombie makeup for for the ethical survival larp "Odense Zombie Live" and also for the Danish "Odense Zombie Festival" in May. The Festival is a new urban project mainly set up by roleplayers and is now running for the second year.

### Miss Dahl - Winner Scenario of Dutch Larpwriter Challenge

Social - Game

Friday 16:00 - 19:00 in OZ

**Host:** Jip Philips

In 'Miss Dahl' players are children who have to determine what happened to their teacher. For children the world is still a place of mystery, wonder and possibility but... is it really? A game about experiencing childhood and what happens to you when you grow up. The game emphasizes the social critics of killing the imagination in school systems in order to make children more competitive. For players 6-15 players.

**Friday 17:00**

### Co-creative Sessions

Co-creative - Session

Friday 17:00 - 19:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The full program for each block of co-creative sessions will be presented in The Aula 15 minutes before they begin. Come by, take your pick and join the co-creative madness. Read more about the Co-creative sessions at page 19 or go to [www.program.knudepunkt.org](http://www.program.knudepunkt.org) to see the newest additions.

## Friday 19:00

### Disco Pool Party

Social - Social event - Pool

Friday 19:00 - 21:00 in The Pool

**Host:** Natascha Lerche-Jensen, Dan Kierkegaard

We offer you a once in a lifetime opportunity to get your groove on in your most fashionable bathing outfit - it is time for a Disco Pool Party! The pool will turn into an extravagant dance club with funky music and an out of this world lightshow! This party is only for 120 minutes, so make sure you reserve a spot in your busy schedule now and we'll see you on the flipside!

## Friday 19:30

### Nail Polish Extravaganza

Social - Get to know people

Friday 19:30 - 20:30 in Narnia

**Host:** Lizzie Stark, Dominika Kovacova, Sarah Lynne Bowman, Elin Nilsen, Vilhelmine Ozolina

Come to meet new people, and leave with an awesome manicure! At this party, we'll paint each others' nails, make urbane small talk, and of course, answer any questions you've got about the convention or life in general, including whether 'gritty grey cyborg' or 'gender-bending pink' is more "you." Join us if you want to paint, be painted, or just look on with curiosity. We'll have some nail supplies on hand, but encourage you to bring a favorite shade or two.

## Friday 20:00

### PlexiGlass

Game - Best of Denmark - Fastaval

Friday 20:00 - 00:00 in Blackbox, Gymnasiet

**Author:** Morten Jaeger

Five actors and a visionary director are working on a new play. They rehearse it during the scenario and in the end only one of the actors will get the main part. An immersive scenario with a merciless intrigues and competition between the characters.

Play it if: You want an intense experience with more than one layer of fiction.

### Tour de Denmark

Social - Social event

Friday 20:00 - 22:00 in The Bar

**Hosts:** Karoline Cleo Lærke Hatting, Emma Greve

We've made a special movie just for you! Let the bar take you on a guided tour through Denmark. There'll be games, music and special offers for every city we visit. So if you missed A Week or simply can not get enough of Denmark - don't worry! We've got your back. Tour De Danmark is best served with a big amount of sarcasm and love.

### White Death

Game - Best of Denmark - Blackbox Cph

Friday 20:00 - 00:00 in Blackbox, Gymnasiet

**Authors:** Nina Runa Essendrop, Simon Steen Hansen

A group of pioneers once set out with the aim of creating a new society. Life in the mountains turned out to be too hard and one by one, the snow embraced them, giving them silence, peace and warmth. A non-verbal larp that emphasizes physical expression. Music by Tom Waits, Nick Cave and Johnny Cash sets the tone.

Play it if: You want a beautiful and poetic experience that guides you through feelings like anger, sorrow, fear, unity and closeness.

## Friday 21:00

### Butoh Dance Class

Social - Social event

Friday 21:00 - 22:00 in Narnia

**Host:** Melina Cunelius

Come and try Butoh, a Japanese dance theater focusing more on the movement itself rather than choreography. The music may sway, shake or push you around. We start with light image work and controlled movement. Then the class goes progressively to darker images and wild movement. You will practice letting go of controlling your body and just letting it move to the music.

### SK2016: We're on a Boat!?

Social - Room party

Friday 21:00 - 22:00 in Mordor

**Hosts:** SK2016 organizer team

(\*Note: Read this aloud with a heavy FINNish accent:\*)

Are you ready for another legendary Finnish room-party? The Solmukohta 2016 team will take you on a tour to the heart of Finnish maritime experience, marinated with tax free vodka and music from the Finnish tundra to bring out the most Finnish of feelings - deep sad melancholy. There is vodka. Invitation is open!

## Friday 22:00

### Open Mic Night

Social - Social event

Friday 22:00 - 00:00 in The Bazar Stage

**Hosts:** Juliane Mikkelsen, Claus Raasted.

Thinking about singing a song, doing a few jokes or making a rabblousing speech? The Open Mic is a for everyone at Knudepunkt.

Humor is a must, experience isn't. Hosted by your all time favorite rockstar duo.

### The Meowtain

Social - Room party

Friday 22:00 - 23:00 in Oz

**Hosts:** Agata Lubanska

Feel tired after all this larp talking? Come to this little cuddle party, The Meowtain. There will be people lying in piles, hugging each other and in many ways sharing intimacy (in non-sexual way, though!). We want to create a space in which you can chill for a moment and at the same time relax, break the ice with other people, build up your self-confidence. Sounds interesting? You are welcome to bring a blanket or a pillow and join us in your comfy clothes.

### Friday 00:00

### How to Get "Lagom" Drunk at Larps

Social - Social event

Friday 00:00 - 01:00 in Narnia

**Host:** Karolina Staël

Cost: 50 DKK

The Gothenburg Crew teaches you how to build up your larp drunkenness before, during and after a larp. Do you want to be able to drink modern alcohol even though you're at a fantasy larp? We can teach you how to hide it.

This workshop is not mainly about getting drunk. It's about handling alcohol at larps. You will test different practical ways to carry alcohol and how to not let it overshadow your larping. You will also learn how to be creative about your drinking. The workshop will cost 50 DKK.

## Just a Little Lovin' One Hour Room Party!

Social - Room party

Friday 00:00 - 01:00 in Room Oz

**Hosts:** Flemming Jacobsen featuring DJ Tor Kjetil Edland

Party like it's the 80s all over again!

Join us and experience a bit of the magic from the larp "Just a Little Lovin'". You don't need to have played the game to be there. We love 80's costumes, but you don't have to bring one.

## Saturday 08:00

### Morning Workout

Social - Social event

Saturday 8:00 - 9:00 in Narnia

**Host:** Carolina Dahlberg

Start your day with a workout inspired by yoga and pilates. Beginners will find the workout somewhat challenging and fit people will just get a nice warmup. The purpose is not to make you tired, but to give energy and focus.

## Saturday 10:00

### Yuo Cannot Into Me

Keynote - Roles

Saturday 10:00 - 11:00 in The Gym, Gymnasiet

How can anyone convincingly pretend to be someone else? Could your neighbor be you? And if we can't be our neighbors, then what - exactly - are the "roles" we are playing? How can that thought experiment make us better role-players and better character designers?

Eirik Fatland, who will answer these questions and more, has been attending Knutepunkts since 1997, co-designed numerous experimental

larps (e.g. Europa, PanoptiCorp, KoiKoi), and travelled the world writing and lecturing on larp design.

### **The Relationship Between Blayer Identity and Character Traits**

Keynote - Roles

Saturday 10:00 - 11:00 in The Gym, Gymnasiet

How can we build reflection around this relationship into the process of creating characters for our games? And how solid are our alibis when we play characters which identities exist in the real world?

Tor Kjetil Edland is an experienced Norwegian larp designer. He has been one of the organizers of the last three Norwegian Knutepunkts. New Voices in Art, Mad about the Boy, Just a Little Lovin' and KoiKoi are some of the larps he has been one of the creators of.

### **The Player's Side of Life**

Keynote - Roles

Saturday 10:00 - 11:00 in The Gym, Gymnasiet

There might be many great ways of designing and creating characters, but when push come to shove, it is the players that makes them come alive. In a conversation, Josefin Westborg and Oliver Nøglebæk will touch upon the finer details of reading, finding, creating and playing believable characters, and talk abit about what works and what do not, when getting material from the designers.

Oliver Nøglebæk is a larper, larpwright and architect. In that order. He has been part of the Blackbox trend from the start and an expert at the Larpwriters Summer School every summer and loves larps that hurt in the feels.

Josefin Westborg have larped most genres for 14 years. Today she works full time with larp at LajVerkstaden. She likes to play characters that pushes her slightly out of her comfort zone.

## Saturday 11:00

### A Lion's Game

Inspirational - Talk

Saturday at 11:00 - 12:00 in Dimension 8, Gymnasiet

**Host:** Marije Baalman

A game of personal horror. Purpose of the game is the experience and immersion into the character, aiming for bleed. Co-creation at the basis of the game and character design. Only that which is played out live is of importance. The inner conflicts of the characters are the cause for interpersonal conflicts and resulting politics. Personal stories of tragedy are lived through, both the highs and the lows: Vampire: Akheron. The methods proposed can also be used for other settings.

### College of Wizardry - 45 minutes of magic

Inspirational - Three Round Burst

Saturday at 11:00 - 12:00 in The Lecture Hall, Efterskolen

**Hosts:** The CoW Team

The main organizers of College of Wizardry would like to present thoughts on different parts of the project - from gender roles to soup being soup

### Dance, Movement, Composition

Inspirational - Workshop

Saturday at 11:00 - 12:00 in The Octagon, Efterskolen

**Host:** Gabriel Widing

Come play with body, touch and movement. We try out exercises and games from contact improvisation, choreography and dance context

### How to Build a Team I. Team Theory For Organizers

Inspirational - Talk

Saturday at 11:00 - 12:00 in Dimension 3, Gymnasiet

**Host:** Hanne Grasmø

Team theory and coaching have seldom been discussed within the larp community. In this talk, you will learn how to understand and build a team of organizers (or eventually a player group) and some tips for best practices. Too often, a brilliant larp idea is ruined due to interpersonal trouble among the organizers. Better team understanding can be a way to avoid this

### If I Can't Play, I Don't Want to Be Part of Your Revolution

Inspirational - Talk

Saturday at 11:00 - 12:00 in Dimension 5, Gymnasiet

**Host:** Esben Wilstrup

To play is to imagine, to co-create, and to go beyond who you are and what the world is. It is, in short, a revolutionary activity. In this talk, psychologist-activist Esben Wilstrup will show you how play is revolutionary, and how performance activists in Japan, Uganda, Denmark and across the globe are changing the world through play - and why you should join the fun! Following the talk, he'll lead a co-creative session where we'll work to make our LARPing more revolutionary and developmental.

### Larp Database Similar to IMDB

Inspirational - Talk

Saturday at 11:00 - 12:00 in Dimension 6, Gymnasiet

**Hosts:** Jakub Balhar, Michal Havelka

We want to talk about [www.larpdatabase.com](http://www.larpdatabase.com). It is web application which allows users to add existing larps, comment on them and rate them. We would like to present impacts of this project on the development of larps in the Czech Republic and present new international version. Everyone can join now at least in english, german and czech with more languages coming soon.

## Larp in East Africa

Inspirational - Talk

Saturday at 11:00 - 12:00 in Dimension 2, Gymnasiet

**Host:** Stefan Deutsch

How does roleplaying as a training method work in a country of the global south? Is this actually larp? Are there any roleplayers in Tanzania? After I moved to Tanzania three years ago I wanted to continue doing larp.

I didn't find any existing larp projects, so we started our own. Another opportunity came up when the East African Community wanted to use roleplaying in one of their workshops. I ended up using larp as a training method for tax auditors in East Africa.

## Playing the Future

Inspirational - Talk

Saturday at 11:00 - 12:00 in Dimension 7, Gymnasiet

**Host:** Stuart Candy

I've been a professional futurist for over a decade and was introduced to larp only recently. But as a designer, consultant, and educator I have been doing what turn out to be quite larp-like things for many years.

So this session considers the intersection of futures and larp from two angles: How the futures field (and especially 'experiential futures') might inform larp design, and how larp might help people to engage possible futures more effectively.

## Prepshop

Co-creative - Workshop

Saturday 11:00 - 12:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The Prepshop is a collaborative space for planning co-creative sessions. Come to The Prepshop if you want to participate - you don't need to have a specific idea. Read more about The Prepshop at page 20.

## The All-round Fastaval Experience

Inspirational - Three Round Burst

Saturday at 11:00 - 12:00 in Dimension 4, Gymnasiet

**Host:** Ann Kristine Eriksen, Ole Peder Glæver, Anna Emilie Groth

Best known for it's distinguished written scenario tradition, for the elusive Otto-awards and for having an ingame cleaningcrew. Fastaval has been a flagship in Danish roleplaying since the 80's. But Fastaval is so much more than just a convention. It is Larp, boardgaming, traditional dungeon crawl, warhammer, magic, a five day party and many other tings. Come and hear the organizer, the writer and the international first-time participant give different accounts about Fataval.

## The Parlor Sandbox: Counter-Players and Ephemera in American Freeform

Inspirational - Workshop

Saturday at 11:00 - 12:00 in Dimension 1, Gymnasiet

**Hosts:** Evan Torner, Katherine Castiello Jones

This workshop showcases the Parlor Sandbox system, a type of American freeform larp. The system focuses on running genre-fiction games that embrace player agency and emergent properties of storytelling. Participants will get a quick rules briefing, play a 20-minute scenario set in a "True Blood"-esque supernatural setting, and then follow with a short discussion of the techniques used and how they fit with the player experience.

## Working With Spatial Design

Inspirational - Talk

Saturday at 11:00 - 12:00 in The Auditorium, Gymnasiet

**Host:** Signe Hertel

In spatial design lie many opportunities to influence the direction or atmosphere of a larp. In this talk I will introduce you to some of the concepts and tools I as an architect work with when designing spaces,

and through examples discuss how spatial design can make a difference in larps.

## Saturday 12:00

### Co-creative Sessions

Co-creative - Session

Saturday 12:00 - 13:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The full program for each block of co-creative sessions will be presented in The Aula 15 minutes before they begin. Come by, take your pick and join the co-creative madness. Read more about the Co-creative sessions at page 19 or go to [www.program.knudepunkt.org](http://www.program.knudepunkt.org) to see the newest additions.

## Saturday 13:00

### The Strangers

Game - Best of Denmark - Fastaval

Saturday 13:00 - 18:00 in Blackbox, Gymnasiet

**Authors:** Simon Steen Hansen, Anders Frost Bertelsen

Three women have been abducted by Strangers and five men sets out to rescue them. The search continues for years and each man must question his resolve and how much he will sacrifice. A gritty western-inspired game, that questions the narrative of the male hero.

Play it if: You want a combination of classic fantasy roleplaying and more modern focus on meta techniques and the shared narrative.

### Waiting for Flight GO901

Game - Best of Denmark - Blackbox Cph

Saturday 13:00-18:00 in Blackbox, Gymnasiet

**Author:** Simon James Pettitt

People are waiting for their friends and loved ones who are on a flight home to Copenhagen Airport. We follow the characters and their reactions from when the flight is merely delayed until the unthinkable happens.

Play it if: You want to experience the silent tragic immersion into the fear for the loss of your loved ones.

## **Saturday 14:00**

### **The 1:1 Model and Quick Writing**

Inspirational - Three Round Burst

Saturday 14:00 - 15:00 in Dimension 5, Gymnasiet

**Hosts:** Louise Amalie Juul Sønderskov, Claus Raasted, Lasse Küchenthal

What happens when you pair up a rookie organizer and an old veteran, and let them do a lap together? Lasse, Louise Amalie and Claus share experiences from two larps based on 1:1 mentoring.

### **Baltic Warriors**

Inspirational - Talk

Saturday 14:00 - 15:00 in The Auditorium, Gymnasiet

**Hosts:** Mike Pohjola, Juhana Petterson

What do viking zombies have to do with pollution in the sea? Can you change the world by larping? Come and find out. Baltic Warriors is a larp tour in seven cities around the Baltic Sea. A political conference where lobbyists, activists, journalists, citizen and politicians discuss environmental law is attacked by viking zombies. Nature strikes back! See footage from the pilot episode in Helsinki, and hear our crazy plans for this summer!

## Best Practice of Larp Project Management

Inspirational - Talk

Saturday 14:00 - 15:00 in Dimension 7, Gymnasiet

**Host:** Kåre Murmann Kjær

Organizing a larp can seem like a huge task and it can be difficult to know how to approach it. This talk will give you a rundown of a best-practice approach to project management of a larp. Attend this if you are an experienced organizer wanting to reexamine your approach or a new organizer who wants a good foundation for organizing your first larp.

## College of Wizardry – The Duelling Workshop I

Inspirational - Workshop

Saturday 14:00 - 15:00 in The Octagon, Efterskolen

**Hosts:** Rhiannon Ursell-Smith, Anders Würtz

Are you a witch or wizard, and do you want to create magic? Then join The Duelling Workshop where you will learn the basic spells for magical combat and compete in The Duelling Tournament. You will get your own wand and handbook of spells to explore the spellcasting system used in the larp College of Wizardry. The workshop will be in two parts of 45 minutes each, where you in the first part will be practicing spells for the tournament in the second part. Will you be Knudepunkt's Duelling Champion?

## Dyslexia - When Preparing is More Challenging Than Playing

Inspirational - Talk

Saturday 14:00 - 15:00 in Dimension 8, Gymnasiet

**Hosts:** Juliane Mikkelsen, Anne Grove

You know the drill: You are told about an awesome larp and you are off to get to read about world, visions and background and you write questions to the organizers. We communicate roleplay almost entirely in writing. But what if you are dyslexic? In this talk we will shed light on what challenges a dyslexic roleplayer faces and what challenges writers, organizers and

gamemasters might face in return. With a practical approach we will look into different ways of dealing with communicating through other means.

### Immersion as Possession

Inspirational - Talk

Saturday 14:00 - 15:00 in Dimension 3, Gymnasiet

**Host:** Elge Larsson

The larpers' tools for immersion are very much like the tools of mystics and shamans for possession. What can we learn from them? Is immersion a kind of possession? – YESS. If so, is that a good thing? – YESS. If so, what can we learn from those who walked this way before? – DISCUSS. Trigger warning: this lecture will contain long chains of thought, polysyllabic words and intellectual abstractions.

### Interpreting Recent History - Case study of Legion: Siberian Story

Inspirational - Talk

Saturday 14:00 - 15:00 in Dimension 2, Gymnasiet

**Host:** David František Wagner

Have you ever thought about doing a larp about relatively recent history? We have and we've put over a year's work into creating a larp about one of the founding myths of our national history. The talk will mainly deal with how we went about designing the game, which parts had to be toned down, which parts had to be empowered and about the kind of research we have done. It will try to argue some points that may be more universal for translating history into larps.

### Non-brief Debrief

Inspirational - Talk

Saturday 14:00 - 15:00 in Dimension 6, Gymnasiet

**Hosts:** Kevin Burns, Peter Munthe-Kaas

Larp debrief has become a hot topic in recent years, primarily because of concern for player psychological safety. We will introduce different

perspectives on larp debrief and argue for the importance of the debrief, which can not only make larp safer, but more powerful and effective in what it achieves. We will provide points of comparison to larp-like activities such as group therapy, psychodrama, shamanism and ritual work. There will be a discussion after the talk.

### Privacy and Larp: Who Do We Play for?

Inspirational - Talk

Saturday 14:00 - 15:00 in The Lecture Hall, Efterskolen

**Host:** Jaakko Stenros

Are the things we do in larp public, private, or something in between? Is larp production of culture, and if so, for whom? What is a good analogy for larp: A private party you throw for your friends, a public service to a relatively stable community, or public art? With the rise of documentation these questions need to be seriously addressed. They tie into responsibility and trust, documentation and criticism, cultural appropriation and accountability, elitism and community, art and partying.

### War is Awesome

Inspirational - Talk

Saturday 14:00 - 15:00 in Dimension 4, Gymnasiet

**Hosts:** Josef Kandrát, Jakub Dolecek

Scenic larp battle MethanCity: Fronta is famous in Czech Republic and Slovakia for it's epicness. Fronta simulates neverending trench war in dystopian post apocalyptic future between two superpowers. Fronta uses airsoft and pyrotechnics as well as sound systems and 360° environment for creating immersive experience of total warfare. It is focused on epic scenes and excessive expression of human brutality. We are going to talk about predecessor of Fronta which was displaying Orwell's 1984 totalitarian state.

## Saturday 15:00

### Immersion Is the Excrement of Action

Keynote - Bodies

Saturday 15:00 - 16:00 in The Gym, Gymnasiet

The body is a complicated, mortal and dirty lump, stuffed with organs, senses and desires – we should think a bit more about it. What happens if we forget about the mind for a while and try to understand live roleplaying from the bodies' perspective? Can we replace a psychological understanding with a somatic one? Why have we thought of larp as improvised / interactive theatre, but not as interactive dance? How would improvisation work if it started from the body rather than the mind?

Gabriel Widing is an artist based in Stockholm working with performance art and participatory culture.

### Experiencing the Body Through Larp

Keynote - Bodies

Saturday 15:00 - 16:00 in The Gym, Gymnasiet

Larp is an amazing tool to explore different aspects of the human condition. Nina will talk about how to design larps, that offers the players the possibility to explore movement and sensory experiences and why this is important to all of us.

Nina Runa Essendrop is finishing her masters degree in Theatrical Science and has a strong focus on movement, sensory experiences and the meaning of physical action. Nina has designed and produced blackbox larps such as White Death and Beginning and is an active player in the Nordic Larp community.

## Sharing Your Body With Your Character

Keynote - Bodies

Saturday 15:00 - 16:00 in The Gym, Gymnasiet

Our bodies have complex mechanisms in place to ensure that we react according to our experiences when confronted with physical and psychological stimuli. This talk will showcase some of these mechanisms, and look at how they affect us when we larp. Given our body's experiences being us, can we ever truly play anything but ourselves?

Ane Marie Anderson is a Norwegian larper and co-founder of the larp company Alibier AS. She has worked on a series of international collaborations in Palestine, Belarus, and Lebanon, and has been a driving force in the development of her local organization Fantasisforbundet. When not larping, Ane is currently a fifth year medical student at the University of Oslo.

## Saturday 16:00

### College of Wizardry – The Duelling Workshop II

Inspirational - Workshop

Saturday at 16:00 - 17:00 in The Octagon, Efterskolen

**Hosts:** Rhiannon Ursell-Smith, Anders Würtz

See Saturday 14:00 -15:00.

### Conflicts - A tool Not a Hindrance

Inspirational - Talk

Saturday at 16:00 - 17:00 in Dimension 5, Gymnasiet

**Host:** Troels Palm

An introduction to the advantages and possible pitfalls inherent in conflict based game mechanics. With perspectives for both player driven and organizer created content. Based on several years of experience

as both player and organizer Troels will try to describe a mindset where you, instead of dictating stories, set the scene and create the game mechanics. Thereby letting the story unfold by itself.

### Designing Hamlet

Inspirational - Talk

Saturday at 16:00 - 17:00 in The Lecture Hall, Efterskolen

**Hosts:** Bjarke Pedersen, Martin Ericsson

Martin Ericsson and Bjarke Pedersen spills the beans on how Inside Hamlet is designed. From how to adapt a legendary Shakespearean play to larp over to the structure of the 100 pre-written characters. All elements of the design will be revealed to hopefully inspire designers in their own work.

### Immersion: Means of Repair

Inspirational - Talk

Saturday at 16:00 - 17:00 in Dimension 2, Gymnasiet

**Host:** Olga Vorobyeva

Achieving the state of immersion during a larp is wonderful, but switches between in-character and out-of-character are inevitable. You will learn how Russian larpers deal with breaking the game frame and how they make the game go on after such breaks. The report can be interesting for understanding larp process.

### Larping With Disabilities

Inspirational - Talk

Saturday at 16:00 - 17:00 in Dimension 4, Gymnasiet

**Host:** Shoshana Kessock

Larp is a physical game medium that can sometimes offer difficulty to those who are differently-abled. We'll take a look at the ways that larps can address disability and examine one of the most controversial questions of all: Does every game really need to be accessible to

everyone?

### Music at Larps

Inspirational - Three Round Burst

Saturday at 16:00 - 17:00 in Dimension 3, Gymnasiet

**Hosts:** Mark Shovman, Olga Shovman, Jeppe Bergmann Hamming, Maria Bergmann Hamming

How do we create alternate realities with music? Olga/Mark will look inside players' minds, dissecting recent Russian larps: House Where, with each player living and dying by their soundtrack; and Saint Summer, a rock-opera larp, where music was sex, drugs, war and rock'n'roll. Maria/Jeppe will look at music transforming and creating non-linear spaces and times, supplanting language, removing cultural differences - with examples from their scenarios Sarabande and upcoming Forrykt (Deranged).

### Playing Gender - Performing Drag

Inspirational - Workshop

Saturday at 16:00 - 17:00 in Dimension 1, Gymnasiet

**Host:** E. Wieslander

We'll be working on a physical and visual level to see how gender is enacted in movements, gestures and positioning. Forming a thin character. Is it someone who wants to pass as 'the other'? Is it a drag king or queen ready to take the stage? Terms like gender and drag will be explained practically. We'll work with makeup and what clothes we have available. Open for people of all genders who feel curious to try or eager to come back. Please bring what you have of spare clothing or makeup, but it's not a necessary to participate.

### Prepshop

Co-creative - Workshop

Saturday 16:00 - 17:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The Prepshop is a collaborative space for planning co-creative sessions. Come to The Prepshop if you want to participate - you don't need to have a specific idea. Read more about The Prepshop at page 20.

### Solmukohta 2016 - the Vision

Inspirational - Talk

Saturday at 16:00 - 17:00 in Dimension 6, Gymnasiet

**Hosts:** Massi Hannula, Mikko Pervilä

In 2016 it is Finland's turn to host Knudepunkt, or like we say, Solmukohta. The SK2016 team will present their vision for the upcoming 20th annual Nordic Larp conference, books, practicals and all that jazz. We gladly receive your input, concerns and proposals - and will, as well, happily take your program ideas up already now for the next year, and remind you about them, when the time comes (this can also be done at the KP2015 info-desk during its opening hours).

### Volunteers - How and Why

Inspirational - Three Round Burst

Saturday at 16:00 - 17:00 in Dimension 7, Gymnasiet

**Hosts:** Charles Bo Nielsen, Stine Duch, Jonas Kragegaard

Three danish organizers talk about why people volunteer and how to work with volunteers in practice. We will discuss how to get volunteers excited about a project and argue for why it is important to have a large network and to stay in touch. We will talk about how we as organizers are surrounded by possible volunteers just waiting to be put to good use rather than stand in our way. Lastly we will talk about experiences from volunteers with motivation and ownership.

### We Are Giving You Violence

Inspirational - Talk

Saturday at 16:00 - 17:00 in Dimension 8, Gymnasiet

**Host:** Kamil Bartczak

Short report from two year long Fight Club project. Main idea was to replace rules related with violence in larps with mutual trust. Instead of trying to create a set of rules which would give players feeling of safety we directly communicated that safety depends entirely on them. And then, we encouraged them to fight. After nine sessions, more than 40 duels, there were no serious injuries and players' feedback was enthusiastic

### Your Larp Sucked - Or How to Get Useful Feedback From Players

Inspirational - Talk

Saturday at 16:00 - 17:00 in The Auditorium, Gymnasiet

**Host:** Annika Waern

Thoughts, tips and tricks on how to gather feedback, and how to make best use of it in redesign. We'll talk about different reasons to do it and how they influence your methods, the difference between what people do and what they experience, some possibilities and risks associated to quantitative and qualitative methods, and the 'post-game lie'. We'll discuss how the fact that larps to some extent always are co-creative impact the process, and how you can use feedback in the early phases of design.

### Saturday 17:00

#### Co-creative Sessions

Co-creative - Session

Saturday 17:00 - 19:00 in The Aula, Gymnasiet

**Host:** Knudepunkt 2015

The full program for each block of co-creative sessions will be presented in The Aula 15 minutes before they begin. Come by, take your pick and join the co-creative madness. Read more about the Co-creative sessions at page 19 or go to [www.program.knudepunkt.org](http://www.program.knudepunkt.org) to see the newest

additions.

## Saturday 21:00

### The 7 Deadly Sins VS The 4 Heavenly Virtues

Social - Party!

Saturday 21:00 - 05:00 in Fritidscenteret

**Host:** Knudepunkt 2015

For one night, the seven deadly sins will meet the four heavenly virtues in an mix-up of colors, music and interaction. You get to be: Greed, envy, wrath, sloth, gluttony, pride, lust, temperance, justice, courage or prudence. Let your outfit be inspired by the sins and the virtues. A sinner and a saint can be anything and anyone. Or you can simply just polish your dancing shoes.

## Sunday 11:00

### Warlarp!

Game - Best of Denmark - Warlarp

Sunday 11:00 - 12:00 in Fritidscenteret

**Authors:** A whole bunch of people

The hungover hordes of Knudepunkt are about to clean their rooms and go home, but before that, there is one final thing which must be done. One battle to be fought. To the death(s). This is Warlarp!

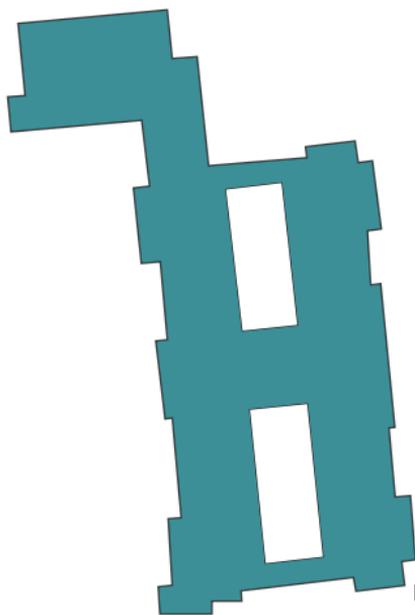
Play it if: You want to fight your friends in an epic battle, while being dog-tired and maybe very hung over.

Please bring weapons if you have any. Also, you get extra hit points for wearing a costume. Make one, even if it's out of tin foil and super glue!





NORDIC LARP CONFERENCE  
GETTING AROUND



Holmeholvej

## Gymnasiet

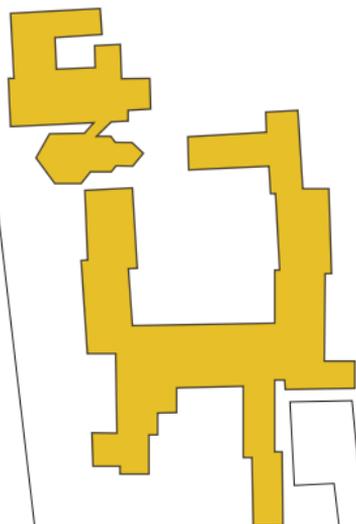
Program:  
Keynotes  
Inspirational  
Co-creative  
Blackbox Cph

Bastard Café  
Kiosk  
No Alcohol

## Efterskolen

Program:  
Inspirational  
Fundamentals  
Fastaval

Rooms  
No Alcohol



## Fritidscenteret

### Program:

Social  
Room Parties

Dining Hall

The Bar

The Bazar

Pool & Saunas

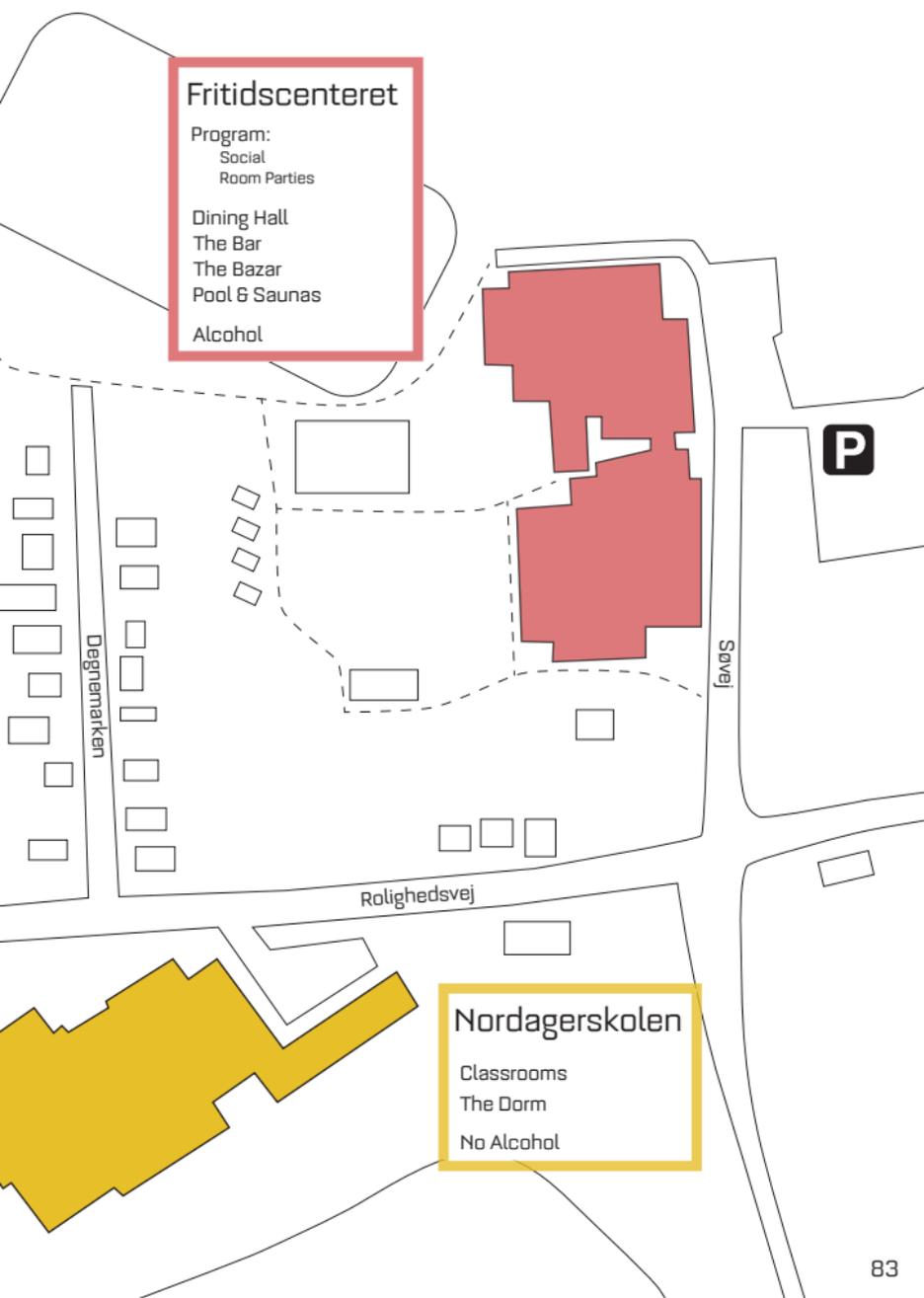
Alcohol

## Nordagerskolen

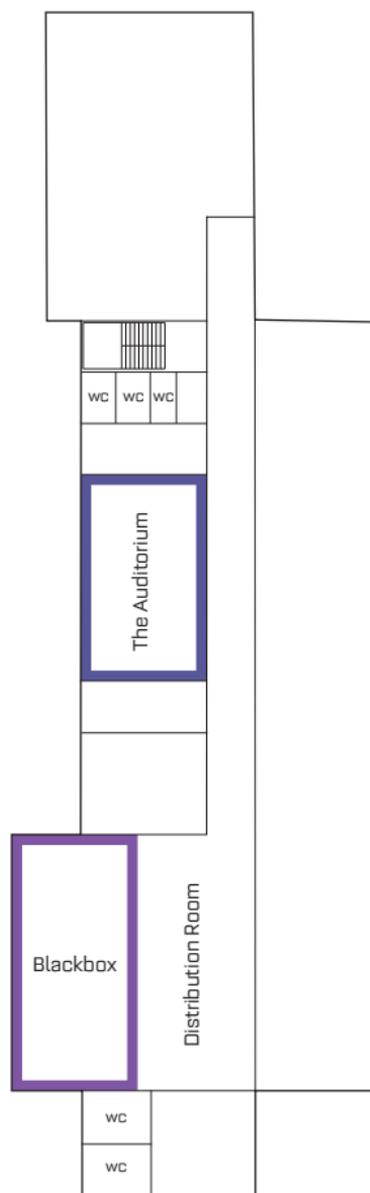
Classrooms

The Dorm

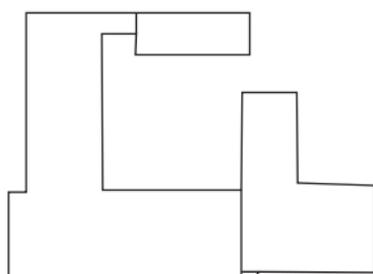
No Alcohol



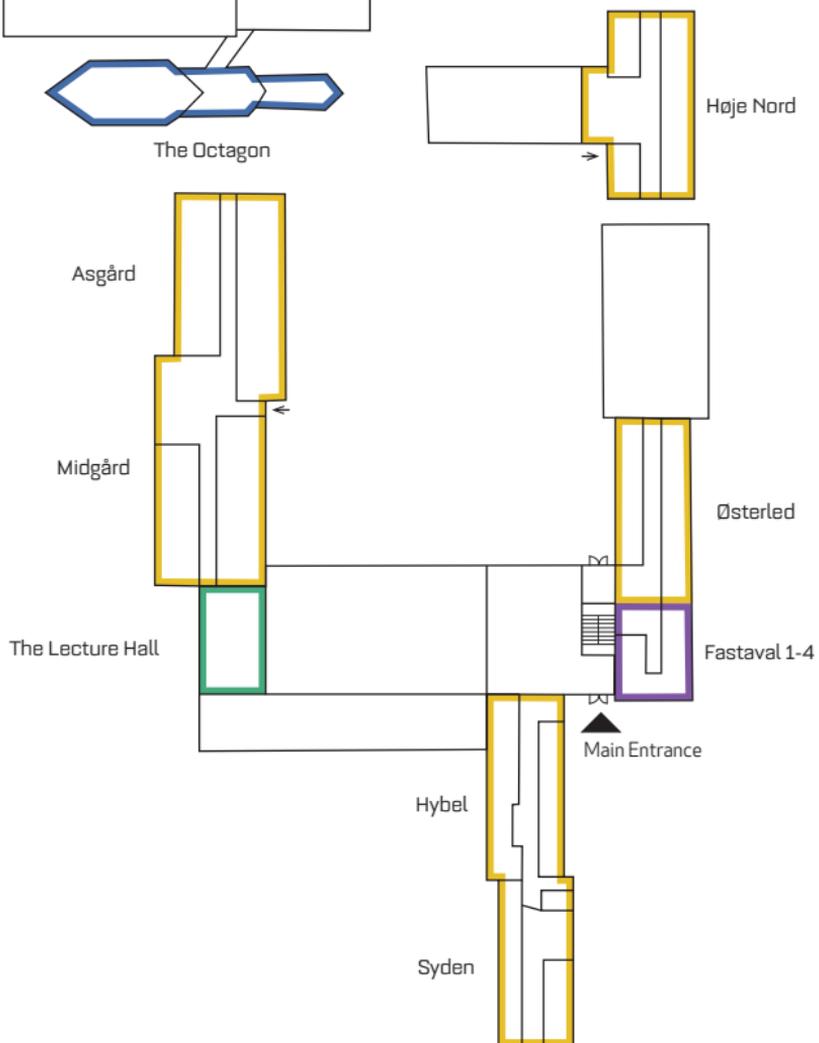




Holmevej

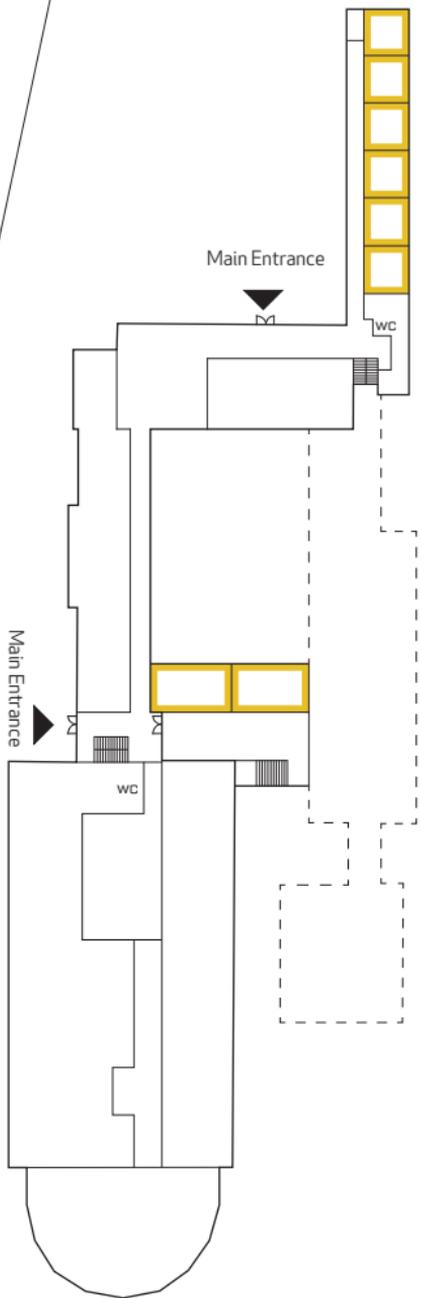


The Octagon





Floravej



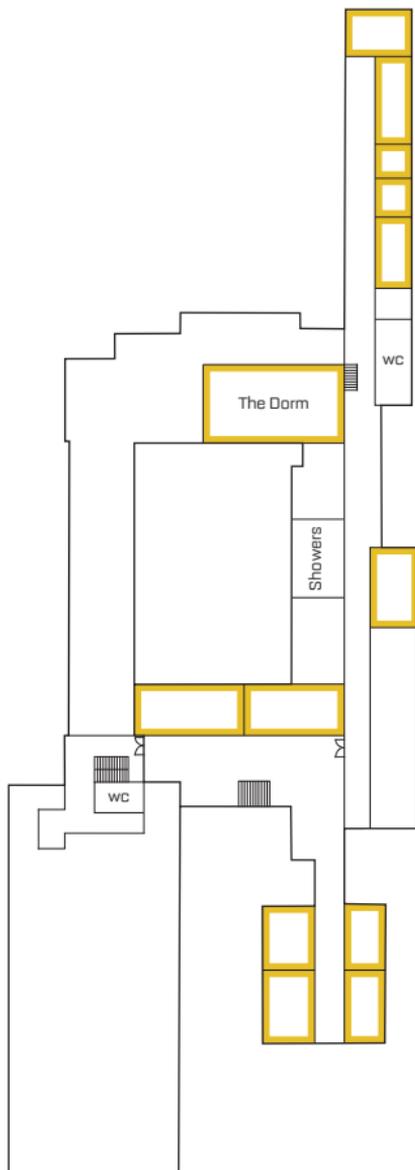
Rølgædsvej

Main Entrance

Main Entrance

wc

wc







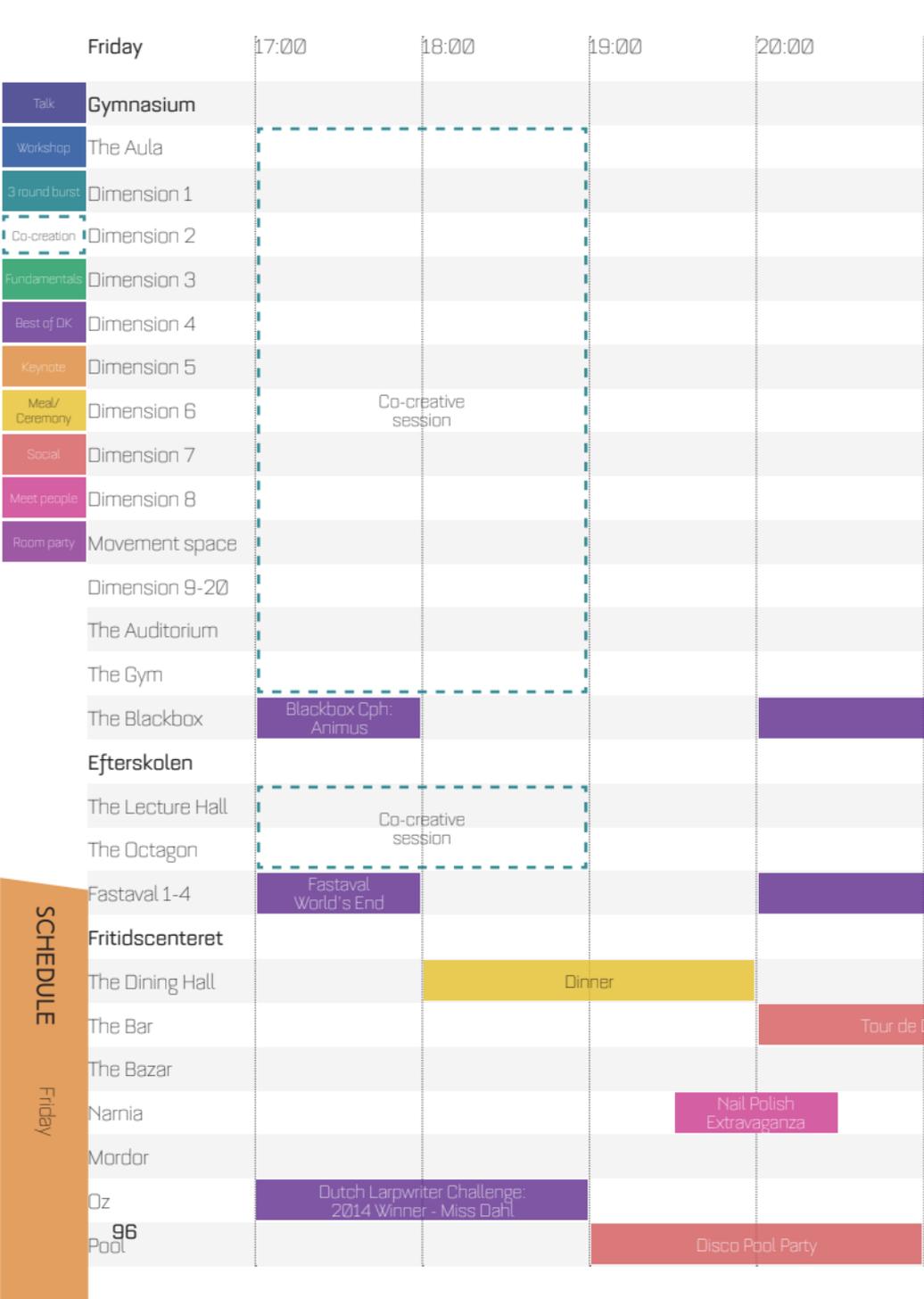
NORDIC LARP CONFERENCE  
**SCHEDULE**

Thursday		16:00	17:00	18:00	19:00
Talk	Gymnasium				
Workshop	The Aula				Prepshop
3 round burst	Dimension 1				Univers Design Method
Co-creation	Dimension 2				Character Writing Workshop
Fundamentals	Dimension 3				Intellectual Property Law
Best of OK	Dimension 4				Youth Larp Forum
Keynote	Dimension 5				Roleplaying Related Research
Meal/ Ceremony	Dimension 6				Body Image, Body Shaming and Larp
Social	Dimension 7				Sensory Design in Larp
Meet people	Dimension 8				Putting Magic Back in Games
Room party	Movement space				Open
	Dimension 9-20				
	The Auditorium				Opt In/Opt Out Design for Larp Safety
	The Gym			Opening Ceremony	
	The Blackbox				
	<b>Efterskolen</b>				
	The Lecture Hall				Fundamentals I: First Timer's Guide
	The Octagon				Ars Marte
	Fastaval 1-4				
	<b>Fritidscenteret</b>	Check-in			
	The Dining Hall	Dinner			
	The Bar				
	The Bazar				
	The Bazar Scene				
	Narnia				
	Mordor				
	Oz				
	92				
	Pool				



Friday		08:00	09:00	10:00	11:00
Talk	Gymnasium				
Workshop	The Aula				Prepshop
3 round burst	Dimension 1				2-player Yoga for Larpers
Co-creation	Dimension 2				The Forgotten Organizers
Fundamentals	Dimension 3				Why You Should Include People
Best of DK	Dimension 4				Larp-Agency
Keynote	Dimension 5				The Noon project
Meal/ Ceremony	Dimension 6				Oops I did it again
Social	Dimension 7				Edu Larps & Special Needs
Meet people	Dimension 8				Make Larp Not War
Room party	Movement space				Open
	Dimension 9-20				
	The Auditorium				Playfulness, Play & Larp
	The Gym			Keynote: Rules	
	The Blackbox				
	<b>Efterskolen</b>				
	The Lecture Hall				Fundamentals III: Keyworks
	The Octagon				Folk Dance for Larp
	Fastaval 1-4				
	<b>Fritidscenteret</b>				
	The Dining Hall	Breakfast			
	The Bar				
	The Bazar				
	Narnia	Morning Workout			
	Mordor				
	Oz				
	94 Pool				

12:00	13:00	14:00	15:00	16:00	
					Talk
				Prepshop	Workshop
		Handling real life Depression in Larp		Zombie Makeup	3 round burst
		Is it necessary to control...		De la Bête: 95 Novels in One Larp	Co-creation
		Money Stuff in Projects		Practical Larp Design at College	Fundamentals
		Rejection: Clash of Personalities		Larp in Preset Fictional Worlds	Best of DK
		Designing Larps in the Czech Republic		To be a Novice and an Enthusiastic Grown-up	Keynote
Co-creative session		Electronics for Larps from Russia		A Problem of Actual Choice...	Meal/ Ceremony
		Østerskov Efterskole		Edu-larp about Science	Social
		Birth of Larp in the Arab world		Larping for Peace	Meet people
	Open	Open		Open	Room party
		Representing Racial and Cultural...		Steering for Emotions	
			Keynote: Rooms		
		Blackbox Cph: Animus			
		Fundamentals IV: Design		Tickets to Ride	
Co-creative session		Physicality Based Character...		The Emotions in Your Physics	
		Fastaval World's End			
	Lunch				
				Dutch Larpwriter Winner - Miss Dahl	



SCHEDULE

Friday

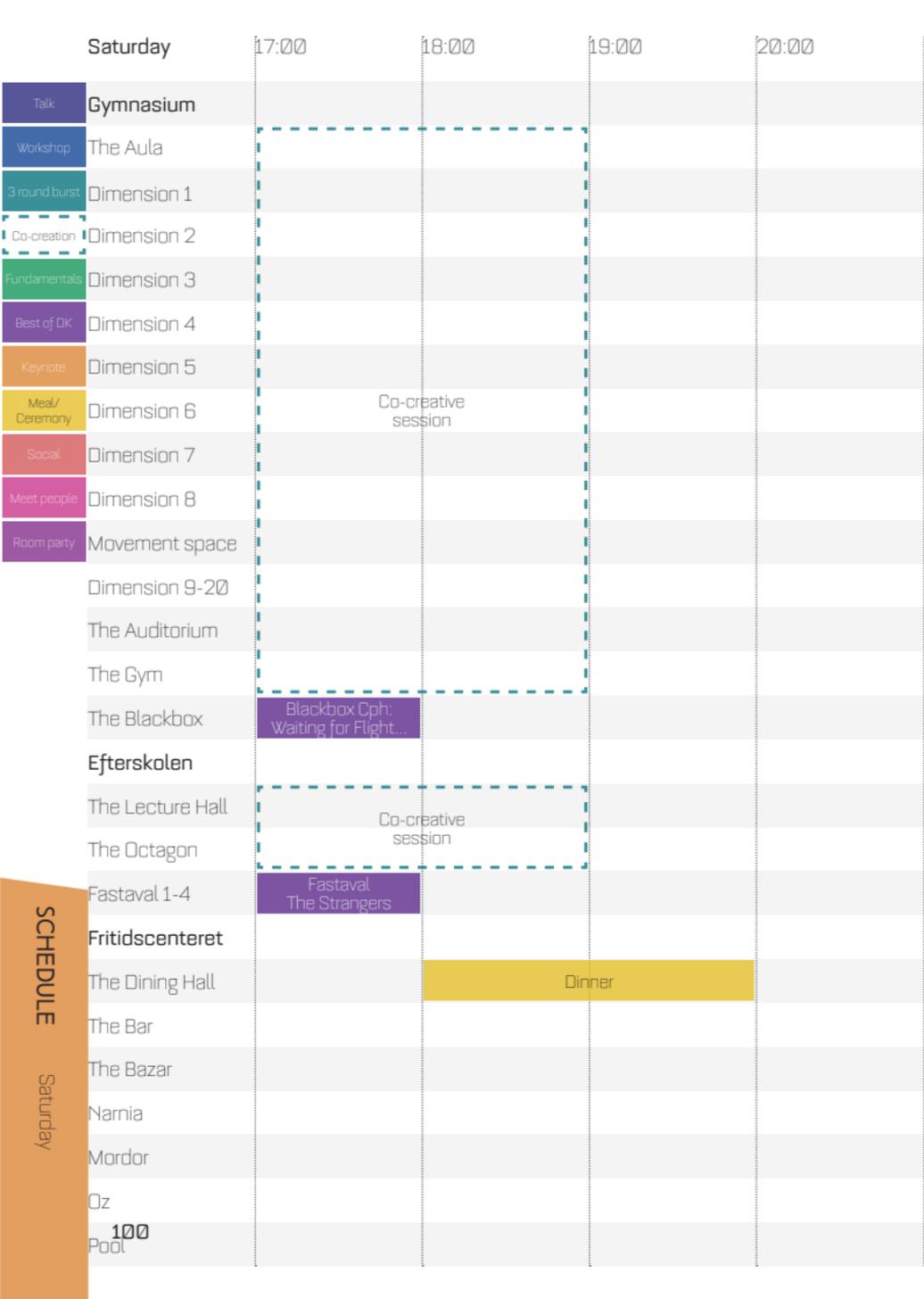


Saturday		08:00	09:00	10:00	11:00
Talk	Gymnasium				
Workshop	The Aula				Prepshop
3 round burst	Dimension 1				The Parlor Sandbox
Co-creation	Dimension 2				Larp in East Africa
Fundamentals	Dimension 3				How to Build a Team I
Best of DK	Dimension 4				The All-round Fastaval Experience
Keynote	Dimension 5				If I Can't Play, I Don't Want to be part of.
Meal/ Ceremony	Dimension 6				Larp Database Similar to IMDB
Social	Dimension 7				Playing the Future
Meet people	Dimension 8				A Lion's Game
Room party	Movement space				Open
	Dimension 9-20				
	The Auditorium				Working with Spatial Design
	The Gym			Keynote: Roles	
	The Blackbox				
	<b>Efterskolen</b>				
	The Lecture Hall				College of Wizardry - 45 Minutes of Magic
	The Octagon				Dance, Movement, Composition
	Fastaval 1-4				
	<b>Fritidscenteret</b>				
	The Dining Hall	Breakfast			
	The Bar				
	The Bazar				
	Narnia	Morning Workout			
	Mordor				
	Oz				
	98 Pool				

SCHEDULE

Saturday





SCHEDULE

Saturday

100

Pool

21:00

22:00

23:00

24:00

01:00

Talk

Workshop

3 round burst

Co-creation

Fundamentals

Best of OK

Keynote

Meal/  
Ceremony

Social

Meet people

Room party

The 7 Deadly Sins vs. The 4 Heavenly Virtues

SCHEDULE

Saturday

Sunday		08:00	09:00	10:00	11:00
Talk	Gymnasium				
Workshop	The Aula				
3 round burst	Dimension 1				
Co-creation	Dimension 2				
Fundamentals	Dimension 3				
Best of OK	Dimension 4				
Keynote	Dimension 5				
Meal/ Ceremony	Dimension 6				
Social	Dimension 7				
Meet people	Dimension 8				
Room party	Movement space				
	Dimension 9-20				
	The Auditorium				
	The Gym				
	The Blackbox				
	<b>Efterskolen</b>				
	The Lecture Hall				
	The Octagon				
	Fastaval 1-4				
	<b>Fritidscenteret</b>				Wartarp
	The Dining Hall		Breakfast		
	The Bar				
	The Bazar				
	Narnia				
	Mordor				
	Oz				
	102 Pool				

12:00

13:00

14:00

15:00

16:00

Talk

Workshop

3 round burst

Co-creation

Fundamentals

Best of OK

Keynote

Meal/  
Ceremony

Social

Meet people

Room party

Cleaning

Busses Leaving

Closing Ceremony

SCHEDULE

Sunday

Knudepunkt 2015 is supportet by

Landsforeningen Bifrost

Den Faberske Fond

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KOMMUNE**

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*Thank you for playing!*

