



# **KNUTPUNKT 2014**

*Sharpening the  
Cutting Edge*

# Knutpunkt 2014 bingo



## Hello!

Welcome to *Knutpunkt*, the biggest conference on Nordic larp! At the conference you will find participants from 25 countries, all dedicated to learn more and make Nordic larp even better than it is today. This booklet will help you navigate the conference and the program.

### **PARTICIPANT INFORMATION** 4-5

Safety and practical stuff.

### **POPULAR QUESTIONS** 6

Before you ask, please read this!

### **PROGRAM GUIDES** 7-9

Here are some Knutpunkt program guides if you're interested in a particular approach or topic within nordic larp: *The organiser's guide*, *The first timer's guide*, *The moving bodies track*, *The academic's guide*, *The edu-larper's guide*

### **PROGRAM ITEMS** 10-31

Short descriptions of every program item, in alphabetical order.

### **PROGRAM ITEMS OVERVIEW** 32-33

Schedule of all program items ordered by starting time and venue

### **VENUE MAP** 34-35

Venue map with all important locations marked.

# PARTICIPANT INFORMATION

## TAKE CARE OF YOURSELF AND OTHERS

Be kind and patient with each other. Everyone's here to enjoy themselves, meet new friends and learn more about Nordic larp. Knutpunkt and Nordic larp is about mutual respect for your and other people's limits and opinions. We all have different personal boundaries and different needs of private space.

Some of you will want to stay up all night, and some will need to sleep. If you're outside after midnight, please keep your voices down. There are indoor areas for partying where you're welcome to hang out after midnight. Also, in the quiet cabins and houses, please keep sound level down after 10 p.m.

Please only smoke in designated areas and put your cigarette butt in an ash-tray.

We have ordered food to your stated need and preference. If you're unsure what you ordered, ask the at info desk, since we only ordered exact amounts of food.

If, despite your and everyone else's best efforts to avoid or resolve conflicts in a way that's good for everyone, you don't succeed, a community manager will help to mediate if needed. Please ask the organizers and we will help.

For further guidelines, please read Code of Conduct and the alcohol policy. You can find both by the info desk.

In case of emergency, go to the evacuation spot (marked on the venue map.) When you're there, find people from your room or cabin, and stay with them to help us do a head count.

If you have any questions or need help with anything don't hesitate to contact the info desk or call us at +46 73-813 29 39.

If you have practical questions about lodgings, food or other things concerning the venue, please go to the reception, where you checked in.

We wish you a fantastic stay at Knutpunkt! Love

*The Organizers*

# THE KP 2014 ORGANIZERS:

*Gustav Nilsson*  
Project Manager

*Jon Back*  
Book Editor

*Maria Ljung*  
Social Spaces & Events

*Johan Dahlberg*  
IT & Tech

*Charlotte Brolin*  
On-site & Volunteer Manager

*Staffan Fladvad*  
Community Manager

*Sofie Falk*  
Bar Manager

*Johannes Axner*  
Website & Tickets

*Emil Sandberg*  
Program

*Nina Runa Essendrop*  
Program

## PRACTICAL INFO

### WHEN DO I GET FOOD?

*Breakfast:* Friday and Saturday 08:00-10:00, Sunday 09:00-11:30

*Lunch:* Friday and Saturday 13:00-15:00

*Dinner:* Thursday 19:00-21:00, Friday and Saturday 18:00-20:00

### IF THERE'S AN ACCIDENT, WHAT DO I DO?

If there's an accident but not an emergency, go to the info desk and they will help you to a first aid kit and/or contact a person with medical knowledge, if needed.

In an emergency (medical, fire or other), **call 112** and tell the operator that you are at **Gullbrannagården, Eldsberga**. Then contact the organizers or volunteers of Knutpunkt.

### WHEN AND WHERE CAN I BUY DRINKS?

Each night the bar will be open. It will serve a variety of alcoholic and non-alcoholic beverages.

On Thursday and Friday the bar will be in the restaurant from 18.00, and on Saturday it will be in Skeppet from 21.00, where the party is.

### WHERE CAN I HANG OUT LATE AND DRINK ALCOHOL?

You may hang out in the bar, and you may drink your own beverages in the cabins and common areas in other lodgings. During the Saturday night party you may also drink your beverages in the calmer lounge in the restaurant.

### WHERE CAN I HANG OUT LATE IN AN ALCOHOL-FREE ENVIRONMENT?

Each night there will be alcohol free dancing and movement experiments in Läsarstugan. And Bäckasalen, a room close to the restaurant, will be alcohol free. During the Saturday night party, there will be a calm lounge in the restaurant, but it will not be completely alcohol-free.

## PROGRAM GUIDES

### THE ORGANISER'S GUIDE

*To all the community builders, and people who want inspiration on how to make Nordic larp blossom, I recommend the following program items.*

*All these program items touch on how to take care about each other, our participants, and how to create a safe and creative environment.*

*By Gustav Nilsson*

**THURSDAY** - Gender 101 or how to KP like a rockstar by Claus Raasted Herløvsen and Emma Wieslander.

**FRIDAY** - Polish larp rebirth by Malwina Otto, Marcin Słowikowski, Mikołaj Wicher, Piotr Milewski. Also The Great Player Safety Mess By Søren Lyng Ebbenhøj.

**SATURDAY** - Fastaval Oragnizing Tricks by David Thorhauge. Also The culture of Knutpunkt by Staffan Fladvad.

### FIRST TIMERS' GUIDE

*For everyone who are new to Knutpunkt or otherwise want to better orient themselves in the nordic larp scene.*

*These program items span the basics and the frontiers of nordic larp, and covers larp theory as well as the social aspects of the community.*

*By Gustav Nilsson*

**THURSDAY** - The First Timer's Guide by Jonas Trier-Knudsen and Kristoffer Thurøe. Also The "Let me tell you about my character" workshop by Tonja Goldblatt, Sanna Koulu

**FRIDAY** - We Nordics Are Not Always That Alike by Claus Raasted

**SATURDAY** - Nordic Larp - The Dialogue and the Future by Bjarke Pedersen & Rasmus Høgdall. Also The Hour of the Rant by Claus Raasted

**SUNDAY** - Mistakes by Rasmus Høgdall

## THE MOVING BODIES TRACK

*For participants who are interested in playing with physicality, senses and movement.*

*Together these program items contains a wide range of activities that relate to movement and embodiment. All items are about physically experiencing different approaches towards roleplay. None of the items require any kind of special skills or knowledge.*

*By Nina Runa Essendrop*

**THURSDAY** – How to play with methods (by Peter Munthe-Kaas and Nina Runa Essendrop)

**FRIDAY** - KP morning workout (by Søren Ebbenhøj and Peter Munthe-Kaas), It don't mean a thing, if it ain't got that swing (by Frida Karlsson Lindgren, Kim Tomas and Laivindil Klevengen), Moving and Speaking (by Hamish MacPherson), Power Games (by Hamish MacPherson), I know you are but what am I? (by Adam James), Physical Game Design Challenge (by Kristoffer Thurøe), Playing the subtext (by Jannick Raunow), Body language and ensemble work (by Morgan Jarl), Viewpoints - performance techniques for connecting role and player (by Anna Emilie Groth).

**SATURDAY** - KP morning workout (by Søren Ebbenhøj and Peter Munthe-Kaas), A physical approach to character creation (by Nina Runa Essendrop), Spatial Design - Workshop (by Jonas Trier-Knudsen & Troels Barkholt-Spangsbo), Enter Super Reality (by Jakob la Cour), Feeling a collective body (by Arthur Swindells), Beginning (by Nina Runa Essendrop)

## THE ACADEMIC'S GUIDE

*To people with a research interest in larps, but that are relatively new to Knutpunkt and Nordic larp, I recommend the following program items.*

*When going to Knutpunkt you need to be aware this is not an academic conference! You should rather see it as a conference for practitioners who want to understand larp on a deeper level. The recommended items will give you some overview of different sides of the conference. And if you really want the academic approach: try to find some of the other academics and talk to them, there are quite many around!*

*By Jon Back*

**THURSDAY** - How to Play with Methods by Peter Munthe-Kaas, Nina Runa Essendrop

**FRIDAY** - Nordic Larp Discourse: Analysis of 2013 by Jaakko Stenros & Markus Montola

**SATURDAY** - The larpwright toolbox by Eirik Fatland, Hour of the Rant by Claus Raasted

## THE EDU LARPER'S GUIDE

*Although there are some obvious choices for anyone interested in educational larp, there are also two other program items I would recommend for the educational larp designer and practitioner; about cultural appropriation and writing a larpscript.*

*By Carolina Dahlberg*

**THURSDAY** - Edu-larp introduction.

**FRIDAY** - A Steamdriven Edularp. So You Wanna Write a Larpscript. Edu-larp for socialization: Building bridge to real life.

**SATURDAY** - A new Edu-LARP standard for adult professionals. The World is My Playground: Cultural Appropriation in Larp. Kidslarp at Östra holmen - Six weeks of epic larping every summer.

# PROGRAM ITEMS

- WS WORKSHOP:** An interactive format focused on trying out, testing, developing and so on.
- RT ROUND TABLE DISCUSSION:** A discussion started by a short presentation and later on moderated by the host
- Pa PANEL:** Moderated debate with a panel consisting of people with experience/expertise on the subject.
- L LARP:** A short larp scenario, sometimes followed by a discussion about the methods used.
- Pr PRESENTATION:** A presentation in lecture hall with one speaker and one topic.
- SP SHORT AND MADNESS PRESENTATIONS:** Combining several speakers on one common topic into a series of shorter presentations. It is fast paced and covers a lot of different perspectives.
- S SOCIAL EVENT:** Pretty much anything that is aimed at creating a good mood rather than teaching us something new.
- 15** Means there's a limited number of spots on the program item. Sign up for the program item at the information desk if you want to be *sure* to have a spot.

## All the mistakes I've done episode IV **SP**

*Sunday 11.00-11.45 Skeppet*

Once again four wonderful guest speakers will present all the mistakes they have done in the name of making great or not so great larps. The premise is that by sharing our mistakes we all learn a little bit, but most importantly we learn that failing is not the same as being a failure, it's part of doing, learning and bettering yourself.

Guests: Juhanna Petterson and Hanna Grasmø, more to come.

*Rasmus Høgdall*

## A new Edu-LARP standard for adult professionals **Pr**

*Saturday 18.00-18.45 Bryggan*

The NEST Edu-LARP model brings Edu-LARPing to an adult and professional audience, creating potential for new jobs and business opportunities for LARPer around the world.

Sara shares her experience developing NEST from university research to practical training tool. Swedish LARPer Daniel and Christer will also share their experiences from running a NEST Edu-LARP.

If you ever wondered whether Edu-LARP could be used for training adult professionals, this is the place to ask your questions.

*Sara Hjalmarsson*

## A physical approach to character creation **WS 15**

*Saturday 9.00-10.45 Läsarstugan*

Through the workshop we will work with different ways to create characters using movement qualities, gestures, images, senses and sounds.

The exercises is taken from the non-verbal games "White Death" and "Beginning" or inspired by theatre theories.

During the first hour and a half, we will try out the different workshop exercises. During the last half hour we will talk about what kind of experience this approach can give the players.

The workshop is primarily focused on movement, so bring loose cloth that allows for movement.

*Nina Runa Essendrop*

## A steamdriven edularp **L Pr 50**

*Friday 15.00-17.45 Skeppet*

Learn and discuss different formats of edularps with the teachers on Østerskov Efterskole and experience a steampunk edularp driven by a powerpoint presentation.

The edularp shows how a normal school curriculum with normal grammatical exercises can be transformed into an exciting roleplaying adventure.

The participant will take on the roles of different ladies and gentlemen from around the world, in a race around the world in the footsteps of Phillias Phog.

Even though most of the participants success will depend on how good they are at solving grammatical questions that are narratively linked to the unfolding story, there will also be running and hitting each other with sticks.

*Ivajlo Holm-Jensen, Jeppe Steensen & Iris Depcik*

**Afroasiatik – a kung-fu hip-hop, chamberap and samurasta larp** Pr

Saturday 11.00-11.45 Bryggan

Run in a Swiss zen garden, Afroasiatik was designed to help larpers give their first hip-hop performances. It followed advice given at Knutepunkt 2013 and triggered rather extreme reactions.

Unreleased video clips, live player testimonials and discussions about:

- 1) Can larpers care about hip-hop? 2) Performances & competition: was Nordic advice useful?
- 3) Game reception: the award, the outrage

Participants should expect French accents, hip-hop beats and the occasional culture shock.

Thomas B.

**Beginning** L 12

Saturday 14.00-17.45 Trossen

Beginning is a non-verbal, abstract larp, where all the players play blindfolded. It focuses on the physical experience and the use of senses to explore the world.

The game is about a group of blind creatures, that slowly comes to live and start to explore themselves, each other and the world around them.

The players will be blindfolded throughout the game.

Bring clothes that allows for movement. There might be an audience for part of the game, but we will make sure that they will not be noticed.

Nina Runa Essendrop

**BITCHY: the 18th Uttoxeter Pie and Dessert Bake-Off** L 14

Thursday 20.00-23.45 Trossen

BITCHY: the 18th Uttoxeter Pie and Dessert Bake-Off is the winner of the Dutch Larpwriter Challenge 2014.

This is a larp on all that is awful and ugly about smalltown women. The players are the gossiping and narrow-minded female inhabitants of a close-knit provincial community, and entrants to the local baking competition. While revelling in their bigotry, ignorance, and intolerance, the women turn on each other as they want to win.

Male players are required to cross-dress, and the game is intended to be quite nasty. Please bring your own dress, shoes and accessories.

Jeroen Meijer

**Blackboxification** Pr

Sunday 11.00-11.45 Bryggan

How to make any game into a blackbox game. Mainly built around experiences from remaking Evan Torners Metropolis into a blackbox game. It is all about Blackbox.

Hopefully Evan Torner will be able to participate with video hook-up, entertaining with his original game ideas. And then I'll go through the process of blackboxification.

This will mainly be based around examples from larps and experiences with blackbox from the Nordic Larp Scene. We might do some testing.

Charles Bo Nielsen

**Board game lounge** S

Thursday 21.00-22.45 Bäckasalen

Friday and Saturday 20.00-21.45 Bäckasalen

Running a bit tired of mind bending larps or eye opening talks? Rejuvenate over a game of 7 Wonders with some friends or tell a tale through the cards of Dixit.

On KP this year we will have a small selection of card and board games that you are welcome to borrow and play, either in the Café, your room or wherever you happen to find a nice place to be with friends and great company.

All our games have been borrowed from The Roleplaying Factory in Denmark. Please take good care of the things and make sure everything is returned after use.

Flemming H. Jacobsen

**Body language and ensemble work** WS 30

Friday 19:00-20.45 Ankaret

Looking at our body language and how to be more responsive to our fellow players by thinking in terms of ensemble.

This workshop will look at the ABCs of body language and then work our way up through single player, to couples and on to groups. Expect physical contact and bring clothes you can move in.

Morgan Jarl

**BOE 2064** L 12

Friday 12.00-13.45 Bojen

Jerusalem 2064: The "Joint Board of Education of the Federation of Israel and Palestine" is going to decide about a new history curriculum, shifting the focus from the sad period of 1948-2020 into something more inspiring for today's children.

The participants will play characters from various lobby groups, factions and alliances, who would seem very unlikely nowadays. But on the other hand ... who in 1945 would have thought, that Germany and France ever could become friends?

The idea of this game is to encourage some out of the box thinking, so for the duration of this game it's important to ignore the question of who is right/who is wrong today.

Karsten Dombrowski

**Brudpris participant panel** S Pa

Friday 17.00-17.45 Kyrkan

Brudpris was a larp in 2013 about patriarchal honor culture in nordic setting. The discussions will be about player agency in strongly hierarchical larps, negotiation techniques for violent or sexual scenes, and using mixed scandinavian languages.

Short presentation about the larp, participant panel discussions about the 3 main topics and some time for other questions to the panel or the organizers.

Everyone is welcome - even if you didn't play the larp we will give a brief introduction before we start the panel.

Carolina Dahlberg, Anna-Karin Linder, Trine Lise Lindahl

**Conquest of Mythodea** Pr*Saturday 10.00-10.45 Kyrkan*

The CoM is the biggest, most successful Larp in Germany and, as far as I know, in the world. It is time to shed some light on this huge event and its meaning.

A presentation, an invitation, a discussion and perhaps the sharing of war-stories. This could spark a discussion about commerce and larp.

*Carl David Habbe***Creating a meaningful wider world** WS Pr*Friday 16.00-16.45 Kyrkan*

How do you create the illusion of a wider world that is believable, meaningful and interactive?

During a few years we have investigated different methods to let participants interact with the wider world of the Larp, exploring stories and making choices that affect both the game and the world surrounding it.

Welcome inside the organiser's toolbox! Design strategy, game-mastering and lessons on world design and gameplay from among others Monitorship Celestra and Voidship Concordia.

Focus on design strategies.

*Staffan Rosenberg, Karl Bergström, Daniel Sundström***Creating the connect-with-coplayers toolbox** RT 30*Saturday 16.00-17.45 Bojen*

"Here's your character for the Larp, please connect with the people in your group before the larp."

The aim for this program item is to gather the tools, questions, discussion topics that we use to create a good larp experience with your co-players. What is a good thing to have discussed with the stranger playing my characters best friend/lover/enemy before the larp? What has worked for you?

During this round table discussion we will both gather already existing tools and develop new ones. The result will be documented and published online.

*Miriam Lundqvist***Culture definition through pre-larp workshops** WS 30*Saturday 15.00-16.45 Bäckasalen*

In this workshop we will practice methods for pre-game workshop techniques that make the players define, learn about and calibrate their understanding of the in-game culture where the larp takes place.

After a short introductory talk on different approaches to culture definition in larps, we try out some techniques, mostly by playing short scenes, analyze them and play more scenes. Fun and playful and useful for your next larp, almost regardless of genre.

*Martin Nielsen, Grethe Sofie Strand***Edu-larp for socialization: Building bridge to real life** WS*Friday 19.00-20.45 Kyrkan*

How to quickly teach complex skill sets that is normally acquired in years? How to develop social skills and - a much more complex task - how to help develop a personality and moral judgement? My team designs trainings and larps to develop orphan children's and teenagers' social skills and these are the questions we face every day.

The workshop will start with a discussion of best practices with the participants. Then we will focus on creating an edu-larp for socialization that can boost social skills well, but also can be played within a limited time and space and other tough requirements. Is it even possible? Let's find out!

*Evgeniya Gaisina***Edu-larp introduction** WS Pr*Thursday 20.00-21.45 Bryggan*

A short intro to educational larping, with our current understanding on what cognitive and didactic theories that underline the design of these games.

Part presentation, part workshoping, this program spot lets you try it on and find out what it is.

*Morgan Jarl***Enter super reality** WS*Saturday 11.00-12.45 Läsarstugan*

Super Reality is an enhanced condition created by a playful ecstatic and heightened state where the body is ready and poised. This super reality state is an opportunity to step outside the normal routine and into a timeless zone where there is a positive emotional change. Together we will design methods to enter super reality.

The workshop explore the transition experience from reality into super reality and methods to create experience. We create and test together using game and role-play dynamics and discuss what we invent. The goal of the workshop is to collaborate on creating prototypes of rapid transition processes.

The workshop involve physical activity and human interaction.

*Jakob la Cour***Ethics in larp writing** WS RT 40*Friday 19.00-19.45 Bryggan*

Is it OK to have a wife beating Muslim man as a character in a larp? How is it possible to write more ethical, or at least more aware? With "Kink & Coffee" larp as a case, this will be a practical writing & awareness workshop.

First an introduction about why "Kink & Coffee" was rewritten to be part of the Larp Factory Book. Group workshop and plenary discussion about possible pit holes when we write about "The other", "Taboos" and "Real Life".

It is not necessary to have participated in "Kink & Coffee" to join this workshop. We will use other examples as well, and provide dilemmas to discuss.

*Hanne Grasmo*



**Experience based larp design** WS

Saturday 10.00-11.45 Bäckasalen

The workshop introduces a 5 step design philosophy and the tools connected to it. The ambition is to make it easier for organizers to design larps that I would like to play.

After a brief presentation I will open the space for a facilitated discussion on the merits and flaws of this approach and how it could be developed further.

I will write a short introduction to the design approach, which will be available online and in a printed form before the workshop. Read it if possible.

Peter Munthe-Kaas

**Fastaval - organizing tricks** Pr

Saturday 11.00-11.45 Kyrkan

Fastaval is an old event with a big knowledge bank on how to organize a con for freeform games. These tricks might be used in other settings.

We will be discussing: Managing booze - a source of income and distraction. The reserve queue. All participants help organize. The Info - service to the participants is crucial. And more. After the presentation, there will be a Q&A.

David Thorhauge

**Feeling a collective body** WS 20

Saturday 14.00-16.45 Läsarstugan

The body is physical/emotional/relational. Groups too have a shared physical/emotional/relational aspect. How can we improve the way we talk about emotion that happens at the group level?

This will happen: 1) A physical exercise/game we'll do as a group. 2) A conversation about that shared experience/feeling. 3) A conversation about how we can talk about shared experience/feeling.

We'll be moving around a bunch, with some contact, and then sitting. So, wear clothes good for moving in, but maybe layers.

Arthur Swindells

**Friday night open mic** S

Friday 21.00-22.45 Restaurant

Welcome to this evening of small stage performances. There might be poem-readings, music-performances or something completely different! It's our friday night open mic - and you're invited. If you feel like performing something - might it be a reading, stand-up comedy or something else - ask Juliane and she might be able to add you in the program for the night.

Juliane Mikkelsen

**Frogslap - Leading In(to) Chaos** L 14

Thursday 22.00-23.45 Bojen

Delve into the various roles we play in groups, how they interact, and how network dynamics influence moods, performance and creativity.

Play a larp set in the media unit Frogslap which must speed-invent a new show, while handling conflicts and leadership changes. Afterwards we discuss observations from the game.

No particular preparation needed. If anything, dress business casual/creative entrepreneur style and be prepared for intense larping.

Erik Pihl

**Gender 101 or How to KP like a rockstar** Pr S

Thursday 21.00-21.45 Kyrkan

Knutpunkt is a kick-ass rock 'n' roll roller-coaster of fun and games, thoughtful introspection and illuminating cultural clashes. This is your friendly guide to not only getting by, but rather getting it on - in style.

This presentation aims at being a useful and fun introduction to (or forum for further thought on) getting the most out of your Knutpunkt experience - narrated through the hard-earned lessons of the program hosts.

This is a full contact mental full frontal. Please bring a flexible mind!

Claus Raasted Herløvsen and Emma Wieslander

**Growing with characters** RT

Saturday 14.00-15.45 Bojen

Playing a character is not just contributing to a collective story. The experiences we carry home with us are important and they can be a magnificent tool for your life. This can be done without braking the story or vexing other gamers. What kind of responsibilities do we have to other gamers or to ourselves? How to remember your own safety? How to avoid therapy-gaming?

After a short introduction we share stories, ideas, and development points in discussions. We dive into subjects like ethics, safety, gaming, health, after care. In the end we will combine our thoughts into a document to share our ideas.

Be ready to talk, ponder and to listen.

Anna Nummi

**Hang out** S

Saturday 21.30-00.00 Läsarstugan

There will be room in Läsarstugan for dancing, games and playful experiments. Nothing is yet planned, so if you come up with an idea, come by the info desk and talk about it.

The room will be non-alcoholic and a lot calmer than the party area.

**How to play with methods** WS 25*Thursday 20.00-21.45 Läsarstugan*

In Copenhagen we have been meeting up around four times a year to play with methods. We do this to develop our ideas, get new ones and especially to try everything in practice. At the Knutpunkt workshop we will talk a little about the concept and its principles and how it can be copied to your city. And then we will play with methods!

*Peter Munthe-Kaas, Nina Runa Essendrop***How to tell a story with a larp** WS 20*Friday 14.00-17.45 Ankaret*

Come and write stories worthy of great hollywood movies. You will leave this workshop with a scriptwriting method in 10 stages, which you may apply to your next larps.

This workshop will present to you step by step a larp scriptwriting method, inspired by scriptwriting theory, that you will try in small groups.

*Baptiste Cazes and Vincent Choupaut***I Know You Are But What Am I?** L 9*Friday 15.00-18.45 Trossen*

In this larp 9 players share 3 related characters. Characters split into verbal and physical in attempt to understand the various moments in life that escalate from conflict to exclusion. Relationships are played out verbally and physically with each part informing the other. This game focuses on physical interpretations of a continual unfolding narrative.

This larp is open to an audience when the game itself is played. The audience will form an integral part of the larp.

*Adam James***It don't mean a thing, if it ain't got that swing** WS 20*Friday 9.00-10.45 Ankaret*

Broaden your dance horizon just a tiny bit more, and express those emotions of yours through some proper swing moves. Face it: You can't not dance!

In just two hours you will learn the basic elements of swing dancing, as well as how to enact different emotions and/or character traits within short dance sequences.

Dancing involves physical activity so dress accordingly. Footwear that allow you to spin (i.e. no running shoes). There's no genders, only leads and follows + rapid partner changes.

*Frida Karlsson Lindgren & Kim Tomas Laivindil Klevengen***Kidslarp at Östra holmen - six weeks of epic larping every summer** Pr*Saturday 11.00-12.45 Skeppet*

Part presentation, part discussion about a long campaign that is run by LajvVerkstadens since five years back. Larp at Östra holmen is a campaign that runs for six weeks, Monday to Thursday for 11-17 year olds without sign up. We will share our thoughts on how to design a game that is interesting no matter if you attend one or 24 days, with eight game masters, with serious themes for children, with almost no boffer and with a lot of new larpers.

This presentation and discussion will include valuable lessons in game design even if you are not interested in larps for kids.

Bring design questions!

*Anna-Karin Linder and Miriam Lundqvist***Kink & Coffee** L 20*Friday 10.00-13.45 Trossen*

An introduction night at your local BDSM club, where the regulars of the scene do their best to make the newcomers feel welcome. The larp takes a closer look at what we mean by terms like "freedom," "tolerance" and "cultural diversity."

"Kink & Coffee" will have time for pre-larp workshop to learn drama techniques for sex and bdsm, and a debrief discussion afterwards.

Get inspiration for how to use sexuality as a tool for actions, attitudes and emotions at a larp, 18 years age limit.

The larp will be played as "directors cut" with the original cast of three Muslim characters.

Read more at [larpfactorybookproject.blogspot.no](http://larpfactorybookproject.blogspot.no)

Kink & Coffee is run as an example to kick off discussions about ethics in larp writing - there will be later program-slots covering that.

*Hanne Grasmø***Knudepunkt 2015** Pr 30*Saturday 12.00-12.45 Bryggan*

The KP15 group will present their vision for KP15 in Denmark. Keywords are: Bigger, Cheaper and easier to participate in. We want to make room for everyone who wants to be a part of Knudepunkt, and we want your ideas on how to make that possible.

*Kristoffer Thurøe, Nynne Rasmussen, Sofie Støvelbæk, Troels Barkholt-Spangsbo, Kasper Sjøgren***KP morning workout** WS 30*Friday and Saturday 8.00-8.45 Läsarstugan*

Clear your head for the challenges of the day. This friendly and including physical workshop will wake you up and get you moving before the program starts.

With a mixture of Yoga and Cross-fit, the workout starts easy, and gradually increases intensity, ending in cool-down and stretches. We go easy on the exercises, so everyone can participate.

Participants should expect to break a sweat early on and should bring loose fitting pants/shorts, a T-shirt and a water bottle. Gym shoes are optional.

*Søren Ebbenhøj, Peter Munthe-Kaas*

**Larp design : Theory and practice** Pr*Saturday 13.00-13.45 Skeppet*

Why do people do the stuff they do at larps, and how can you make them do other, more interesting, things? Characters! Relationships! Dramaturgy! A primer on what we think we know about larp design.

The lecturer will lecture. The audience will listen. Some will be bored and leave early. Others will stick around and discuss larp design until their brains explode.

Nudity and mobile phones are inappropriate.

*Eirik Fatland***Larp, tabletop and other form of roleplay. What can we learn?** RT 40*Friday 14.00-15.45 Bryggan*

Larp, tabletop, BDSM, chats, theater, MMOs. Roleplaying exist in many different forms and media. What can we learn from different role-play media? How do they differ?

Round table discussion about different forms of roleplay and other activities and what we can learn from them.

No experience needed.

*Elin Dalstål***Living games in the US** Pr*Saturday 12.00-12.45 Kyrkan*

Shoshana Kessock presents on the Living Games Conference at New York University, the first United States academic LARP conference and its themes of building bridges to innovation.

Conference organizer Shoshana Kessock will review the events leading up to the Living Games Conference, and the highlights of this first ever US LARP summit.

Expect slides and video from the conference.

*Shoshana Kessock***Movement room** S*Thursday 22.00-23.45 and Friday 21.00-23.45 Läsarstugan*

The Movement room is a space for moving, experiencing, dancing and exploring. Everyone is more than welcome. There will be music all the time and notes with small exercises that people are encouraged to choose from when entering the room. Each night will have a different theme, that relates to the small exercises. Thursday evening's theme is relations.

Everyone should feel free to bring their own music. The Movement room is non-alcoholic.

*Nina Runa Essendropx***Moving and speaking** WS 20*9.00 - 12.45 Friday Läsarstugan.*

A series of choreographic exercises and experiments exploring the interplay between movement and speech through metaphor and abstraction.

Starting with simple movement and vocal exercises we'll work through dancing, wrestling and more pedestrian forms of movement to finish with an improvised score.

Dance experience not necessary but we'll be moving, sounding and talking so enthusiasm, openness and flexible clothes will be useful.

*Hamish MacPherson***New tastes in Brazilian larp - from dark coca cola to caipirinha with nordic ice**

Pr

*Saturday 15.00-16.45 Bryggan*

Debate about the recent influence of the Nordic larp and transformations in larp community on Brazil, focusing in the city of Sao Paulo.

30 minute presentation of a representative selection of Brazilian larps from the perspective of the hosts, followed by an hour of open debate through videoconferencing.

The main host will translate questions on the debate with the co-host and organizer of the larps in Brazil. The co-host will be present through videoconferencing. The long time for debate is due to translation time.

*Wagner Luiz Schmit***Nordic larp - the dialogue and the future** Pr*Saturday 9.00-9.45 Skeppet*

Nordic larp are so many things. A community, a style and of course the larps themselves. We will take a holistic view on all those things and discuss where we are and where we are going. We will give examples, discuss their implications and come with provocative and entertaining extrapolations on our community, craft and ourselves. Be prepared for brutal honesty and inconvenient truths.

*Bjarke Pedersen & Rasmus Høgdall***Opening game: Bus Stop** L*Thursday 18.00-18.45 To be announced*

Bus Stop is a small game about the encounter of people who are going to become friends. It is a feel good game for 3 to 5 players.

There are seven scenes in this game. The six first scenes are about a group of people meeting at the bus stop. The final scene is about celebrating friendship.

You can play it in a small room, or even in the street. This larp is really easy to organize and play.

*Lila Clairence, Leila Teteau-Surel, Vincent Choupaut, Baptiste Cazes, Andreas Dørum, Elin Nilsen, Mads Dehlholm Holst, Rasmus Teilmann*

**Palestinian larp in Finland** Pr*Saturday 14.00-14.45 Kyrkan*

Halat hisar was a Palestinian-Finnish larp played in Finland in November 2013. It was about life under military occupation. We'll talk about what happened, and what we can learn from it. We'll present documentation material from the larp and go through some of the ideas and concepts. Using larp as a tool for real-life politics, working with a cross-cultural team, asymmetric player experiences.

Although we'll talk a lot, it will not be only a presentation, but hopefully a discussion as well.

*Juhana Pettersson, Maria Pettersson, Kaisa Kangas*

**Physical game design challenge** WS 20*Friday 19.00-20.45 Läsarstugan*

Did you enjoy larps like White Death or The Beginning? Do you think physical experiences through body aesthetics is the bomb? Would you like to explore this with others? Then join! We will look at examples of physical game design but the focus of the workshop is to experiment actively with new ideas for physical game design through a facilitated process.

Be prepared to think quick, fail, laugh and learn.

Movement and sweat is expected from all participants.

*Kristoffer Thurø*

**Pics, videos, privacy, ethics and larp** Pr*Friday 12.00-12.45 Skeppet*

Are in-game camera phones okay? What about photographs you don't know are taken? Hidden video? Aren't larp photos just beautiful? Who gains, who loses when photos are published from larps?

Johanna MacDonald presents results of an online survey collecting attitudes about photography, video, and other documentation in larps. After that, we collectively hash out a draft Photography Policy that larpers and organisers can use in the future.

*Johanna MacDonald*

**Player typology - problems and usability** RT*Friday 10.00-11.45 Bryggan*

A round-table discussion on how we can develop the three-way-turned-four-way model to be more useful for academic research and game design.

We will use two main tracks - one for research and one for design - with a communal intro presentation to contextualize and a report back on what we came up with in the two different tracks.

Be ready to discuss and share ideas about how to use typologies.

*Morgan Jarl*

**Playing far from home** WS 12*Friday 14.00-17.45 Bojen*

A drama workshop where we will work with techniques for playing far from home.

We will start with your self, your perceived image of your self and the image you believe others have of you. From there we will play with drama techniques to go far from home and try out characteristics different from yours. The aim for the workshop is to try out techniques that will help players to take on characters that are very different from themselves in a genuine and believable way, both for themselves and for their co-players.

This will be experimental, personal, playful and physical.

Bring clothes that allow movement, playfulness and compassion.

*Miriam Lundqvist*

**Playing the subtext** WS 20*Friday 11.00-12.45 Bäcksalen*

Body language, subtext and referential dialogue: Conveying a message through naturalistic use of the body, letting go of actual wording to convey a message and establishing and using references in dialogue.

A thorough warmup based on theatrical mask training by a professional actor followed by involved and focused exercises on improving our use of subtext in roleplay as well as life.

Expect livid movement, so bring appropriate clothing and bare feet (or dancing shoes) as well as a positive demeanor.

*Jannick Raunow*

**Polish larp rebirth** SP*Friday 14.00-15.45 Kyrkan*

Where is Poland? Do Poles play larps? Can they contribute to the Nordic larp community?

Brought to you by larp designers from the South, the East, and the North of Poland: an energetic series of TED-format presentations, discussions and mad talks on:

the birth of larps in Poland, their slow death, and sudden rebirth, flipping larps, co-creating games with your players, cinematic larps, Fantasy Village project, quantum ontology of scenarios, KOLA larp conference and... much more.

Plus, of course, time for drinks, food and discussions!

Don't miss it! :)

*Malwina Otto, Marcin Słowikowski, Mikołaj Wicher, Piotr Milewski*

**Pool of ideas** SP*Friday 12.00-12.45 Bryggan*

Do you have an amazing idea for a new larp you would like to share? Are you looking for inspiration for your new projects? Are you curious what other people are up to? This set of short talks will give you a sneak peak in plans, visions and challenges of others. In this set of short talks speakers present their ideas for new larps, focusing on points they would like to discuss and get feedback on, so anyone who is interested in their concepts can contact them and talk about them in detail later during Knutepunkt.

The program item is meant as a platform establishing new contacts, new cooperation and projects through sharing ideas and inspirations with others.

*Katerina „Morgain“ Holendova***Portraying sex-work at larps** Pa RT*Saturday 15.00-16.45 Skeppet*

This is a panel and round table conversation about how we portray sex-work in larp.

We will give a short introduction to the topic and then listen to the viewpoints and stories of larpers with experience of portraying sex-workers or sex-buyers. This will be followed by round table discussions in smaller groups.

We will listen to each other's stories and talk about different problems and viewpoints on portraying sex-work in larp.

*Rasmus Teilmann, Tor Kjetil Edland, Carolina Dahberg***Power games** WS 20*Friday 14.00-17.45 Läsarstugan*

A playful and open exploration of how power relations are manifested through movement and spatial arrangements.

We'll play with a series of games and exercises, escalating from simple object arrangement to more complex systems of hierarchy and negotiation.

The workshop will involve movement and discussion and is open to all levels of fitness and status.

*Hamish MacPherson***SERVICE** L 20*Friday 9.00-11.45 Bojen*

SERVICE is a larp set in the United States during a terrible third world war. All civilians can be drafted for mandatory military service. This is the day you receive the call to serve.

Players will experience a one-hour freeform game about military service, personal freedom, sacrifice and nationalism. Pre-game workshop and debrief afterwards as part of the game session.

Discussion about inspirations and design with game creator Shoshana Kessock to follow play.

*Shoshana Kessock***Shards - lessons learned using technology in scifi larp** WS*Friday 10.00-10.45 Skeppet*

You can try out some of the gadgets, applications and devices used in creating Shard - a 360° far future apocalyptic scifi larp.

We will explain the design, technical background, production issues and game impact of all the technology we used. There might be some haze!

Your own tablet/smartphone with web access is a plus!

*Martin Vaňo***Should I cancel my game?** Pr*Friday 18.00-18.45 Skeppet*

I know a lot of GM's have had this moment - Maybe I should cancel? Maybe it's too expensive? Maybe I want too much? Do I have enough players, time, resources etc.? Am I good enough for this project? Maybe this is just not possible? Do you want to know how often that happens? This will be a presentation about all the data that was gathered from a survey "Should I cancel my game?". Hopefully we will get to learn something new, something old and something useful.

*Vilhelmīne Ozoliņa***Significant ideas in large-scale larps** Pr*Saturday 10.00-10.45 Skeppet*

Our team has been making large-scale (500+ players) Larps in Russia during the last 10 years such as: Constantinople (2007), Lifecost (2011), To Die in Jerusalem (2013).

From the very beginning our main goal was to bring up social problems, to encourage our players to raise ethical issues, to make choices and to form their own viewpoint on serious problems.

Large-scale larps give us a lot of opportunities to simulate societies in a great level of detail, to research social problems, to reenact conflicts between big social groups (states, social values, etc.), to feel the belonging to something much bigger than single character or a small group of fellows - a nation, a faith, a class, a civilization etc., to create truly free agency for players and an unpredictable story based on large-level conflicts.

It is well known that large scale larps are not very popular in the hard-core Nordic larp culture. We would like to fill this gap connecting our experience with the tradition and theory of the Nordic scene.

This program will be a lecture, followed by a discussion.

*Vladimir Molodykh***Sing it out loud! - musical meta techniques** WS 12*Thursday 20.00-21.45 Bojen*

How has singing been used as a meta technique? What possibilities are there to be found?

Learn to use singing in your game design, and to warm up your players.

We start by discussing singing as a meta technique and then continue with a workshop about using these techniques, warm ups and improvisation.

The workshop includes singing, both solo and in group.

*Maija Korhonen & Hannu Niemi*

**Social media in larps** Pr*Friday 16.00-16.45 Bryggan*

Petter and Rasmus will walk the audience through the different social medias, talk about how they can be used and what limitations they have. A panel of guest speakers will talk about the pros and cons of using social media in larps ranging from player safety to controlling online content.

*Petter Karlsson, Rasmus Høgdall***So you wanna write a larpscript** WS 30*Friday 11.00-12.45 Ankaret*

Want your larp to be re-runnable even without you? Then you'll need to write a script so that potential organizers can understand and do that voodoo that you do so well. In this participatory workshop, editors and authors involved in the Larp Factory book project share tips and tricks about writing a script for a larp, and you'll get started. We welcome people with scripts in progress or in the offing, as well as folks without current projects who simply want to squirrel away any useful techniques for later.

*Trine Lise Lindahl, Lizzie Stark, Elin Nilsen***Spatial design - experiences** SP*Saturday 10.00-10.45 Trossen*

How do we change scenography from backdrop to active tool for shaping players' experience? A series of talks explore Spatial Design as a tool for creating better games.

Firehose-talks on spatial design: Through a series of short talks, organizers will share examples and experiences from this fledgling field within larp design.

*Jonas Trier-Knudsen, Troels Barkholt-Spangsbo***Steering for fun and profit** Pr*Friday 11.00-11.45 Skeppet*

Steering is the process in which player influences the behavior of her character for nondiegetic reasons. There are many reasons to steer: sometimes the player of a vampire lord needs to take a bathroom break, at other times you just need to find something interesting to do in the larp. In this talk we go through the idea of steering and discuss why we steer. We are brutally honest about our steering habits, and show that you, too, steer all the time. We'll also cover the problems of this idea, as it is grounded in the assumption of "being true to your character".

*Markus Montola, Eleanor Saitta & Jaakko Stenros***Swedish vegan neofolk party** S*Friday 21.00-22.30 Bryggan*

Soy milk drinks! Music! Dance! Come to the Swedish Vegan Neofolk Party to enjoy non-alcoholic beverages, dancing and having a good time.

The purpose is to create an inclusive and open party without any alcohol served. A place to have fun, meet people and talk to new friends.

Anyone is welcome to help as long as you can respect that we don't serve alcohol, only play neofolk music and are inclusive to all. :)

*Johannes Axner, Charlotte Brolin, Michael Hemmingsson***The buddy system***Thursday 20.00-20.45 Skeppet*

New to Knutpunkt and eager to dive into the social whirlpool of Nordic larp? Then go to The Buddy System, where you will get to meet both regulars and irregulars of Knutpunkt. The whole point is to give newcomers a fast track to the Nordic larp community.

**The "Let me tell you about my character" workshop** WS S 30*Friday 16.00-17.45 Bäckasalen*

An ancient Finnish tradition stipulates that you may only tell stories about your characters if you buy a drink to the poor soul who has to listen. However, in this beginner-friendly workshop you get to share intense moments freely and talk about what made them so special. We will also look for new ways to recount our experiences.

We warm up with workshop exercises and then share our stories in a ritualistic circle. The workshop concludes with a short discussion on debrief techniques.

No preparation required. Involves light physical movement, and you may want to bring your own bottle.

*Tonja Goldblatt, Sanna Koulu***The culture of Knutpunkt** WS*Friday 13.00-13.45 Bryggan*

During the workshop we will present the result of the 2014 Knutpunkt survey and have a development workshop on how to improve the KP culture in the future.

Staffan Fladvad and Gustav Nilsson will lead a workshop on how to improve KP culture through the agency of participants and through structural improvements of the event.

*Staffan Fladvad***The first timer's guide** Pr*Thursday 21.00-21.45 Skeppet*

What is bleed? When are larps political? And what on earth is that Black Box people keep babbling about? This talk covers the central terms, thoughts and talks of the Knutpunkt scene. This is a series of 5 minute talks, explaining the basic concepts of a wide array of topics likely to come up in presentations and casual talks alike.

This talk is aimed at first timers at Knutpunkt. No preparation needed, curiosity is encouraged.

*Jonas Trier-Knudsen and Kristoffer Thurøe***The great player safety mess** RT*Friday 17.00-18.45 Bryggan*

Confused about the whole de-briefing discussion? I am, and I think the whole area has turned into one great mess. This will be our attempt at untangling the mess together.

This set of round table discussions takes the participants through the jungle of practices and assumptions surrounding the player safety discussion, asking some long overdue questions to the accepted truths.

Participants should show up with an open mind, ready to explore the issues, and be prepared to question the authoritative truths in the field. Expect to participate. Everyone is welcome.

*Søren Ebbenhøj*

**The hour of The Rant** S*Saturday 17.00-17.45 Skeppet*

Ten 5-minute rants about larp issues. Engaging. Enlightening. Entertaining. And probably even enraging!

A series of humorous lightning talks from passionate speakers. Subjects range from rants about Norwegian whalers to complaints about why we're not having fun anymore.

The Hour of the Rant is meant to be light-hearted, thought-provoking and bordering the offensive. You may be offended. We'll do our best to make sure you're just entertained, though.

*Claus Raasted*

**The Knutpunkt-book: The end of an era?** RT*Saturday 14.00-14.45 Bryggan*

Taking on the process of making the book for Knutpunkt is a big commitment, involving a lot of time, effort and resources. But, is it worth it? Do people want the book, or would they rather spend their money on something else? Do we really need the books, or have they played their part by now?

I want us to have an honest, open discussion on what you would like the Knutpunkt-books to be, what they are, and what they have been, to you. I would like you to come and share your thoughts, whether you are completely new to Knutpunkt and its books, or if you've read them all.

*Karete J. Meland*

**The larp "1984"** L 24*Saturday 12.00-13.45 Bojen*

A dystopian larp based on Orwell's "1984". It is not a representation of the book but rather a game about conspiracy, power and duty.

The players will take the roles of the leaders of the Inner Party who fight with inner and outer enemies. At the same time, they compete for powers and the Big Brother's acknowledgements.

*Alexey Fedoseev*

**The Last Hour** L 6*Friday 20.00-23.45 Trossen*

The Last Hour is a Larp created during the Larporatory as part of the learning program of The Larp writer summer school.

It is a Larp about Death and Self sacrifice using flashbacks and workshoping to show the lives of a group of resistance members awaiting execution.

You will either play or watch the game as audience and after the game a presentation of design and the thoughts behind the larp will be presented, as well as the general traits that has been picked up from the summer school design philosophy will be revealed.

There will be audience and there will be flashbacks and metatechniques.

*Rasmus Teilmann, Mads Delholm Holst*

**The saturday night masquerade swapshop party** S*Saturday 21.00- Skeppet*

This year's party is a mix-match of some of our favourite things - Dressup and Play. The Masquerade Swapshop is a masquerade... and a swapshop. A collaborative show, and a party! Bring something you're ready to let go - and let someone else dress up in it.

Our host for the night is the fabulous Sonja Schwarzenberger!

Be on time - you do not want to miss this show!

*Sonja Schwarzenberger*

**The selfish player** RT*Friday 20.00-20.45 Bryggan*

Are you tired of bad games and experiences? Then it's time to get selfish. The selfish player always gets good experiences no matter how crappy the organizers are.

We will present our ideas of how to make sure we get good experiences when we participate in games. Troels will describe his strategies and ask you to share yours.

Expect an utter disregard for the organizers' visions.

*Troels Barkholt-Spangsbo*

**The Swedish midsummer experience** S 50*Friday 22.00-23.45 Skeppet*

A Swedish Midsummer celebration. No more, no less. Nothing special. No Larp-relation. Just the simple, yet famous, Swedish Midsummer!

We will eat traditional Swedish midsummer food and dance around a midsummer-pole. There will be eating, drinking, bad dancing and even more drinking. Our treat!

Eat a real dinner before you get there. Bring beer for yourself.

*Hampus Ahlbom, Felix Antman Debels*

**The world is my playground: Cultural appropriation in larp** Pa*Saturday 9.00-10.45 Bryggan*

When we create the fictional worlds we play in we allow the aesthetics and stories of different cultures to inspire us. When we do so, are we simply snatching a piece of culture without any understanding of the context?

This panel unpacks some common dilemmas and opens discussion on how to do better storytelling than just recreating old and tired tropes and stereotypes.

The audience will be invited to participate in the discussion.

*Tor Kjetil Edland and Lizzie Stark*

**Typology in character creation** WS 20*Friday 9.00-10.45 Kyrkan*

A workshop where we test out Typology in character creation, working with the methods from the article of the same name in the KP book.

We will do several exercises where we build up character traits and plots, make up conflicts for ideal Typology match-ups.

This might be very niche stuff and up in the air. Reading the article is recommended.

*Charles Bo Nielsen and Hanne Urhøj*

**Upcoming stuff / Larp presentations** SP*Friday 19.00-20.45 Skeppet*

Want to know what happens next year? Short and sweet presentations of upcoming larps, larp festivals, larp conventions and other interesting events, followed by facilitated time to talk with the different

organizers. This is a good way to get both inspired and informed.

Do you want to present something during this program item? Make a one slide presentation (16:9, no animations) containing at least the name of the event, the dates, and the price (in euros). Power-point or PDF, and send it to [magnar.muller@gmail.com](mailto:magnar.muller@gmail.com). If you want to hand out printed materials promoting the event as well (with things like the address for a webpage) the small-talk session after the presentations is the place to do it.

*Magnar Grønvik Müller***Valve - Journeys in the Dream (short film)***Friday 13.00-13.45 Skeppet*

"I dream about water. I always dream about water. On the brink of the dreaming I see the world changed..." Experimental short film written and directed by Katri Lassila in 2014. Premiere. Duration 20 minutes.

Valve - Journeys in the Dream is the second short film about the larp campaign Valve played in Helsinki during the summers of 2011-2013. The film is not a documentary about the campaign but an individual work of art.

Discussion and questions after the screening.

*Katri Lassila***Viewpoints - performance techniques for connecting role and player** WS 20*Friday 21:00-22:45 Ankaret*

This workshop will take its starting point in the Viewpoint techniques used in performance art, altered to inspire workshops for character development.

The workshop will consist of viewpoint technique exercises, which are followed by a sharing of experiences. Thereby creating a sort of laboratory study on the use of these techniques in Larp context.

The exercises are physical and interactive. There will be a lot of physical movement and one should wear comfortable clothes.

*Anna Emilie Groth***Wandaland** L 14*Friday 19.00-20.45 Bojen*

This game was created for a preparation course for young adult volunteers going to various countries of the Global South with the German governments' weltwärts program. The subject matter included racism and privilege as well.

It was written and conducted by Teena Leipoldt, Larson Kasper and Stefan Deutsch.

Pre-larp presentation, larp with scripted characters and debrief.

This is a very subtle game with little to no action. It is very much about inner feelings and confronting yourself with the chance that you or a loved one might have been infected by HIV.

*Stefan Deutsch***We Nordics are not always that alike** RT*Friday 9.00-9.45 Bryggan*

We talk about Nordic larp, but sometimes we forget how different we are. The idea here is to highlight some differences, so we're not surprised when we travel.

We'll discuss the four Nordic scenes (NO, DK, SE, FI) and see if we can find some places where we're vastly different that we didn't think about before. Hopefully we'll learn a bit too!

Expect to contribute. Expect to learn. And expect to have some of your own larp assumptions questioned.

*Claus Raasted***Voices from Knutpunkt - introduction and tips!** WS*Thursday 19.00-19.45 Bryggan*

Voices from Knutpunkt is a crowd-sourced initiative to document and share the experience and the people at the Nordic larp conference Knutpunkt 2014.

In this session we introduce the project and give everyone who want to participate some extra tips and tricks to make interviews and also for filming with a smartphone. You are of course welcome to contribute to the documentation even if you don't come to this session.

*Petter Karlsson***Voices from Knutpunkt - summing up a Nordic larp conference** WS*Sunday 11.00-11.45 Bäckasalen*

Knutpunkt is almost over and in this session we sum up the documentation project by sharing experience from the weekend. We also work practically with collecting media and talk about how to take the next steps in spreading it.

*Petter Karlsson*




# PROGRAM ITEMS OVERVIEW

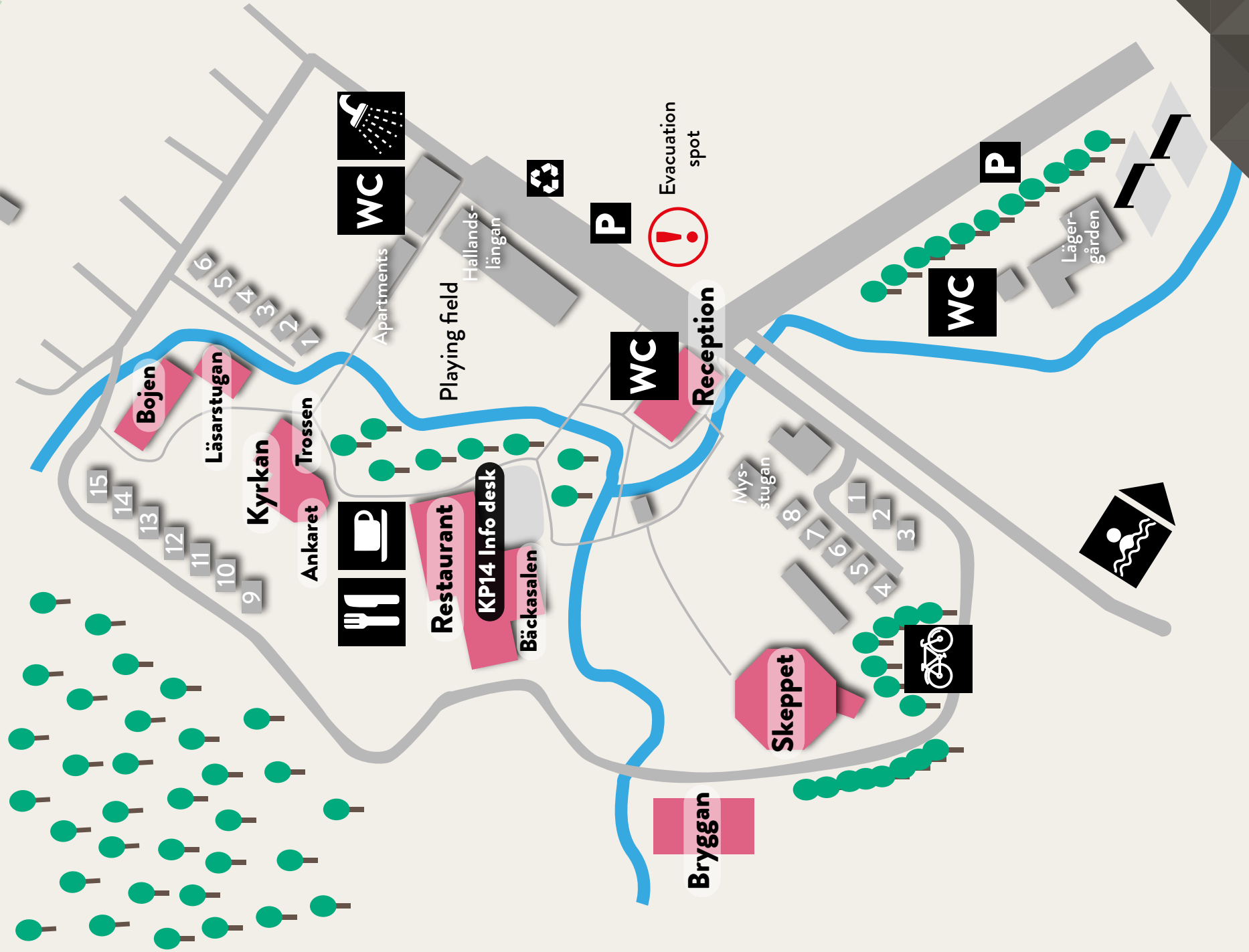
	BÄCKSALEN	RESTAURANT	BRYGGAN	SKEPPET	KYRKAN	ANKARET	TROSSEN	BOJEN	LÄSARSTUGAN			
17:00				Opening ceremony						17:00		
18:00	Opening game - Bus stop						Opening game - Bus stop					18:00
19:00		Dinner	Voices from Knutpunkt...			Not available				19:00		
20:00			Edu-larp introduction	The buddy system			Not available	BITCHY: the 18th Uttoxeter Pie and Dessert Bake-Off	Sing it out loud! - musical meta techniques	How to play with methods	20:00	
21:00	Board game lounge			First timer's guide	Gender 101 or How to KP...							
22:00										Frogslap - Leading In(to) Chaos	Movement room	22:00
23:00												23:00
24:00												24:00
08:00		Breakfast										08:00
09:00			We Nordics are not always...						SERVICE	KP morning workout	08:00	
10:00			Player typology - problems and usability	Shards - lessons learned using	Typology in character creation	It don't mean a thing, if it ain't got that swing	Kink & Coffee		Moving and speaking	09:00		
11:00	Playing the subtext			Steering for fun and profit		So you wanna write a larpscript					11:00	
12:00			Pool of ideas	Pics, videos, privacy, ethics...				BOE 2064		12:00		
13:00		Lunch	The culture of Knutpunkt	Valve - Journeys in the Dream...						13:00		
14:00			Larp, tabletop and other form of roleplay. What can we learn?		Polish larp rebirth				Playing far from home	14:00		
15:00			Social media in larp	A steamdriven edularp		How to tell a story with a larp	I Know You Are But What Am I?		Power games	15:00		
16:00	The "Let me tell you about my character..."		The great player safety mess	Should I cancel my game?	Creating a meaningful wider...	Brudpris participant panel					16:00	
17:00		Dinner	Ethics in larp writing	Upcoming stuff/ Larp presentations	Edu-larp for socialization: building bridge to...	Body language and ensemble work		Wandaland	Physical game design challenge	17:00		
18:00			The selfish player							18:00		
19:00	Board game lounge	Friday night open mic	Swedish vegan neofolk party			Viewpoints - performance techniques for connecting and...	The Last Hour			19:00		
20:00									Movement room	20:00		
21:00				The Swedish midsummer experience						21:00		
22:00										22:00		
23:00										23:00		
24:00										24:00		
08:00		Breakfast								08:00		
09:00			The world is my playground: Cultural appropriation in larp	Nordic larp - the dialogue and...					KP morning workout	08:00		
10:00	Experience based larp design		Significant Ideas in large-scale...	Conquest of Mythodea			Spatial design - experiences		A physical approach to character creation	09:00		
11:00			Afroasiatik - a kung-fu hip-hop...	Kidslarp at Östra holmen - six weeks of epic larping every...	Fastaval - organizing tricks				Enter super reality	11:00		
12:00			Knudepunkt 2015	Larp design : theory and....	Living games in the US			The larp "1984"		12:00		
13:00		Lunch								13:00		
14:00			The Knutpunkt-book: The end...		Palestinian larp in Finland					14:00		
15:00	Culture definition through pre-larp...		New tastes in Brazilian larp — from dark coca....	Portraying sex-work at Larps		Not available	Beginning	Growing with characters	Feeling a collective body	15:00		
16:00										Creating the connect-with-coplayers toolbox		16:00
17:00			The hour of The Rant								17:00	
18:00		Dinner	A new Edu-LARP standard...								18:00	
19:00											19:00	
20:00	Board game lounge										20:00	
21:00		Lounge		The saturday night masquerade swapshop party						Hang out	21:00	
22:00										22:00		
23:00										23:00		
24:00										24:00		
08:00										08:00		
09:00		Brunch								09:00		
10:00										10:00		
11:00	Voices from Knutpunkt		Blackboxification	All the mistakes I've done						11:00		
12:00			Cleaning					Cleaning		12:00		
13:00				Ending ceremony						13:00		
14:00			Busses Leave					Busses Leave		14:00		

# KNUTPUNKT 2014

 Conference buildings

 Cabins, apartments, dorms (and other)

 Playing field



*Thank you!*

**sensus**



BÄSTA LIVSPLATSEN

**Region Halland**

