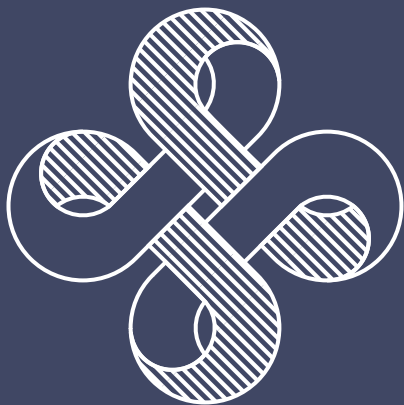


# PROGRAM



*Knutepunkt  
Norway 2013*

CROSSING  
BORDERS

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Knutepunkt 2013 is organised through *Fantasiforbundet*, and has received support from *Ravn*, *Arts Council Norway*, *LNU* and *Frifond*.



## A few words from the program group

Eleven months ago we reopened the KP program mailing list, and a group of ambitious and committed people started planning their approach to making the best Knutepunkt program ever. Whether we succeeded will be up to you to decide.

The program you can experience at Knutepunkt 2013 is varied and should include something for everyone. It has been created according to the tradition of Norwegian Knutepunkts: We have encouraged games and workshops and love physical program items, but we welcome the more theoretical approaches as well. And of course, we are not scared of the weird. We hope that all you wonderful, crazy people will use our hackerspace for spontaneous games, weird rituals, late night theory battles and childrens games as well as serious lectures and discussions that didn't make it

to the official program. Our ambition was to develop the program in close communication with the contributors, which we also managed with the majority of it, and we hope that has contributed to the quality. The people who have worked with this love each and every single program item, and we hope you will catch as much as possible of it, and that you too will love it. Special thanks to all contributors, panelists, sparring partners and general supporters for the inspiring process this has been.

*On behalf of the program group*  
*Elin Nilsen*  
*Head of program*

PS: I am so grateful towards the other members of the program group for all the work they have put into this. You guys rock!

### Marion's Recommendations

I would like to recommend "Shut Your Mouth and Play it Out". This is a workshop about playing without verbal communication, run by some very enthusiastic Czech girls. I would also like to recommend "Passing on the Legacy" where competent people will address how to pass on knowledge of

larp creation to young people. There will be three program spots with short-talks, so I think you will find one worth attending, or you could join in on the childrens games if there is too much academic talk.

*Marion Bræstrup Løsnes*

## Ane's Recommendations

The program is so full of great items, it's almost a tragedy that no-one will be able to experience everything. In "Complexity of Cake Decorations and Larp Design" you can visually experience the complicated process of larp design through the metafor of designing a cake. Let larpers have cake! Sadly, you have to choose between this and "Doctor House MD larp techniques". These French guys claim to have developed a great system for playing a convincing doctor at a larp. As a House-fan, medical student and hater of bad larp-doctors, I

want to know if this is really true. Also, I would encourage people to catch "The Great Political Larp Panel. So many political larp projects are occurring – it's certainly debate-time on what we are doing and if it's really a good idea. And last but not least, visit the Hackerspace, and use the Hackerspace! Knutepunkt is a boiling pot of creativity, and many of the good ideas that occur during these days might disappear before we get to Sweden next year.

*Ane Marie Anderson*

## Erlends' Recommendations

I have to recommend the first costume drama program item ever. Not only because all the members of the panel are hardcore character designers, also because it is the first time this larpgenre has any focus at KP. From Poland there will be a presentation of a larp series that has convinced 97% of the young people attending to start voting in the parliament election, and this larp used a 17th century setting. Personally I am totally in fiction design heaven this year, with a speech on Designing Playable Characters with Eirik Fatland followed by a hardcore

workshop with 8 designers each presenting a character's story, a talk about "What is a Character" and the workshop about directing black box games. Apart from that I would surely keep an eye on "Advanced Theory 101". Also, greet the panel of people from larp communities that has not been discussed at KP before in "Larp Communities You Barely Heard of". A final tip: I would wear a ritual friendly costume for the party. By the way, who killed Laura Palmer?

*Erlend Eidsem Hansen*

## Espen's Recommendations

If you are an early bird and feel like moving you should join the morning workouts to get that extra energy. I would also recommend "Security Controversy Panel", we can not talk too much about security. "Participating in a larp: A right or a privilege?" will be an interesting panel, as I find recruitment very important. Which

takes me to "Nordiclarp.org – Why, how, and let's use it!", a discussion about what possibilities lie in that platform. And finally, I like that we have a lot of games this year, we are larpers, after all.

*Espen Haukeland Kristensen*

## Magnar's Recommendations

"The typesetting trap": I'm really torn on this issue. On one hand I respect a designers right to be true to her or his artistic vision, on the other hand I really dislike exclusivity (principally of course, but especially when it's ME that's pushed out!!). I want to hear what the panel has to say! "Russian deep culture larping, talk and demonstration.": Ok, so when Alexey first contacted the program committee he told us he had identified *THE* difference between russian and nordic larping. A daring statement to be sure. I want to know more.

"The Mixing Desk of larp": When you ask participants from last years larpwriter summerschool about their experience the answer always sounds like paid propaganda, so I'm going to sound crazy for a couple of sentences... BUT! It was the best thing anyone ever made ever. If you leave Knutepunkt without being able to explain what the mixing desk is all about you've missed out. Read the article, hear the talk, participate in the workshop.

*Magnar Grønvik Müller*

## Elin's Recommendations

I am proud that we are able to present to you the three finalists from The Larpwriter Challenge, and really hope I have time to play at least one of them. And I'm looking forward to "An Afternoon with the Monitor Celestra", a three-in-one special where

you can attend all or choose between them. Close to my heart are both "Gender 101 – What's the fuzz" and "Geek feminism 101", important topics handled by competent people.

*Elin Nilsen*

## Thursday April 18th

**T** **First timer's guide to Knutepunkt theory 101***Jonas Trier-Knudsen**Thu, 20:00—21:45, Blåsalen*

What is bleed? What is so “Nordic” about all the non-Scandinavians? And what the \*%& is it that black box people keep babbling on about? The First-Timer's Guide answers this and much more as we take a tour de force through central terms, theories and thoughts of the Knutepunkt scene.

**L** **LWC finalist: Mikodine XA***Anna-Karin Linder, Nina Runa Essendrop**Thu, 20:00—22:45, Ask*

Set in the modern-day office of Reyes & Shaw pharmaceutical company located at the heart of London, Mikodine XA is a game about the conflict between conscience and selfishness; supression vs. expression. Its innovative game mechanic draws inspiration from both musicals and improvisation theatre. Mikodine XA is also a political game promoting critical thinking about pharmaceuticals.

**L** **Prison***Alexey Fedoseev**Thu, 21:00—23:45, Blackbox*

It's the middle of the 21st century. The governments of the world have

united against the terrorist menace, and established a new social order, where the people are divided into classes. You play criminals, all guilty of capital crimes under the new laws. One by one you are removed from the cell, taken away to be executed. How much is your life worth fighting for? And who will survive?

**L** **Autumn of life***Tomas Mørkrid**Thu, 21:00—22:45, Gjestefløy*

“Autumn of Life” is a calm game of dialogues, life, friendship, death and remembrance, and of the small tribulations and everyday joys of real humans. A game for grown up people with the wisdom to see the nuances, and the beauty, in real-world relationships. It is also the first game made in the LAP format – Live Action Pocket, a larp playable anywhere with anyone, and that fits in your pocket.

**W** **The toolbox of pay & play and corporate larps***Jana Pouchla**Thu, 21:00—22:45, Max Tau*

In the Czech Republic, company directors, human resources consultants and operative managers can hire larp-consultants to larp for fun

and to promote personal development. This is real larp, not larp-ish team-spirit events. Characters, drama, conflict, hard decisions – the whole package of game design. Does it makes you envious, angry, excited? Come hear about it, and try it out.

**T** **Introducing the Mixing Desk**  
*Martin Nielsen, Martin Eckhoff  
 Andresen, Erlend Sand Bruer*  
 Thu, 21:00—21:45, Peisestua

The Mixing Desk of Larp was created for the Larpwriter Summer School as a framework to organize your thoughts about decisions you make when designing a larp. In this talk you will be given an introduction to the different faders and how the tool is used.

**O** **Russian larp videos**  
*Viacheslav Rozhkov*  
 Thu, 22:00—22:45, Embla

Russian larp videos! It's better to see once than to hear 100 times. Observe Russian larp globalism with your own eyes.

**O** **Hour of the Rant**  
*Claus Raasted*  
 Thu, 22:00—22:45, Peisestue

Are you tired of hearing about alibi? Do you think it's insulting that your larp didn't make it into the "Nordic Larp" book? Or do you just want people to shut the fuck up and get back to killing orcs? The Hour of the Rant features ten top-of-the-line ranters, who each will give you five minutes of pure, undisguised ranting about topics that are close to their hearts. And it's hosted by International Man of Mystery and Provocateur Extraordinaire, Claus Raasted.

## Friday April 19th

**O** **Søren's Friday morning workout**  
*Jonas Trier-Knudsen, Peter Munthe-Kaas, Søren Ebbehøj*  
 Fri, 08:30—09:45, Gymsalen

Fight the hangovers, banish the sleepyness and clear your head for the challenges of the day! You should bring suitable clothes: shorts/pants

and a t-shirt. You can bring shoes, or work out barefoot. Everyone can participate no matter their level of fitness. Meet-up in the reception area.

## W **Larp crossing into contemporary art**

*Mikael Kinanen*

*Fri, 10:00—12:45, Embla*

Want to create a contemporary art piece in a few hours? In this workshop, anyone can join in and use larp as a toolkit for artistic practice and take part in making a collective piece.

## L **LWC finalist: So You Think You Can Dance?**

*Mohamad Rabah Ali Ahmed*

*Fri, 10:00—12:45, Ask*

Peaceful resistance, violent resistance, peace negotiation, building your country: Do you want to experience dancing to this political music? “So, you think you can dance?” is an educational Larp about the internal Palestinian political situation. The players will play characters that represent different political views on how to find a solution to end the occupation, and their dreams about how the Palestinian State will look like.

## W **Black box workshop**

*Magnar Müller, Hilda Levin*

*Fri, 11:00—12:45, Blackbox*

How can sound, light and visual and physical props be used to emphasize different themes in a larp? Black box larping is inspired by black box theatre. In this workshop we will create

short scenes where we try to utilize the black box to its fullest.

## T **Designing playable characters**

*Eirik Fatland*

*Fri, 11:00—11:45, Blåsalen*

Character authorship is perhaps the aspect of larp design that varies the most – every scene, every larp and every larpwright has their own set of styles and methods for defining the people we pretend to be. But what, universally, makes a character “playable”? In this talk Eirik Fatland takes you through a range of strategies for making characters work. A necessary backdrop for the workshop about characters and story design following after the break in another lecturing space.

## W **How to fight like a pro**

*Ketil Støren*

*Fri, 11:00—13:45, Gymsalen*

Fighting! A natural part of larp and life. Ever found yourself wanting to fight someone, but not knowing how to do it without causing real damage? Now is your chance to learn how to kick, punch, pull hair, headbutt, throw people around and fight like a real stage-fighter from a professional. Larper, actor and stage-fight instructor Ketil Støren will bring his best tricks for beginners, and you will leave with some new tools for your next fighting character.



## **P** Mad about America

*Sarah Lynne Bowman,  
Lizzie Stark*

*Fri, 11:00—12:45, Peisestue*

In October 2012, a US-Norwegian team ran the larp “Mad About the Boy” in Connecticut, USA. It changed lives, blew minds, and generated controversy. Come learn about the trans-Atlantic cultural exchange, what worked and what didn’t, how US gamers took to the new style of gaming, and why certain segments of the gaming scene got so worked up. Organizers and documenters from the US-Norwegian team share their experiences of and reflections on the U.S. run of a Norwegian larp.

## **T** Gender 101 – What’s the fuzz?

*Emma Wieslander*

*Fri, 12:00—12:45, Blåsalen*

So you’re a little confused? Not about yourself obviously, but about why all this gender focus became an issue in roleplaying. What does it really have to do with larping and how come people are so upset when you honestly just want to understand, rather than discriminate? This talk focuses on language, which is what a lot of it is really about. Learn the difference between sex and gender, or just how using different perspectives might change your whole outlook on larp. This is your friendly behind-the-debates guide to making sense of it all,

both as player and organizer. If you went to “Gender for Dummies” last year, there will be some repetition (so bring your friends who didn’t go) but also some new takes for you who thought about it some more.

## **W** Designing characters story

*Erlend Eidsem Hansen*

*Fri, 12:00—13:45, Max Tau*

Group discussions and short presentations by eight larp designers with a wide range of strategies of designing either a written character or a framework for developing a character. Featuring Sofia Stenler, Grethe Strand, Erlend Eidsem, Josefin Westborg, Eirik Fatland, Mike Pohjola, Morgan Jarl and Nina Essendrop. A workshop follow-up of Eirik Fatland’s “Designing Playable Characters”.

## **T** Truth or Tale? The experience we have and the stories we make of them

*Jakob Givskud*

*Fri, 13:00—13:45, Embla*

How do we make sense of our larp experience – in theory and in practice? I believe this is the most important question when reflecting on larp. When are war-stories and myths a good thing and when does it become merely hollow glamour? Although rarely spoken out loud, it is well-known that some players’ stories and experiences get to determine

the legacy of the game, while other players sometimes don't get to share or have their experiences acknowledged. While this is natural to some degree, when organizers become dependent on the prestige of their projects, it might create unhealthy dynamics. We might look towards academia for guidance, but here there is an apparent dilemma between narrative theory and phenomenological theory. This talk will introduce the problem between the experience we have and the stories we make of them.

### **D** **Contraband from the other side**

*Karsten Dombrowski*

*Fri, 13:00—13:45, Hans Høeg*

You think Nordic ideas like “fate play” or “collective larp organizing” sound interesting but way too theoretically or complicated to really use them? Realized how members of the art larp community are using classical larp techniques (and hushing up its origins)? Ever wondered how to incorporate artsy-fartsy stuff into good old fantasy or science fiction games? Let's talk about it!

### **W** **Playing the Mixing Desk**

*Martin Nielsen, Martin Eckhoff  
Andresen, Erlend Sand Bruer*

*Fri, 14:00—15:45, Gymsalen*

The Mixing Desk of Larp is a framework created to organize your thoughts about decisions you make when de-

signing a larp. In this workshop we create small scenes by adjusting the different faders on the mixing desk, and analyse the games together afterwards.

### **O** **Lunchbeat**

*Petter Karlsson*

*Fri, 14:00—14:45, Blåsalen*

How about combining two of the best things in life? Eating and dancing! Lunch Beat punches your lunch up a notch and makes your feet move. Energize yourself and get your body ready for the rest of the day. Bass included.

### **T** **The epic light – telling the hidden story with meta techniques**

*Anna-Karin Linder*

*Fri, 14:00—14:45, Hans Høeg*

A practical talk about meta techniques that are used to tell the story of the larp and the characters that doesn't fit into the usual larp time continuum. What do we want to explore with our storytelling and what is the best way to do it? How do we break the game in a way that is enhancing the story and not destroying it?

### **W** **Dare to be creative**

*Marion Bræstrup Løsnes*

*Fri, 14:00—15:45, Max Tau*

Do you find it challenging to use your personal talents and actual physical

skills in larps? Do you really hate others observing you make a drawing, sing a song or dance publicly? Marion has convinced a lot of players to get over their limits and just join in. This program will demonstrate what creativity can be, how you can utilize your own and other people's creative skills and talents in larp. What to do before, during and after the event to inspire people to join in with their strengths, and to dare to use their creativity.

### **P** Larp scenes you barely knew existed

*Jorg Rødsjø*

*Fri, 14:00—14:45, Peisestue*

There are a number of people at Knutepunkt 2013 representing larp scenes Scandinavians barely knew existed like Portugal, Latvia, Bulgaria, Greece, Ireland, Australia and the Swedish speaking minority of Finland. This panel consists of some of them. What can the Knutepunkt community do to facilitate larp to grow in even more corners of the world. What are their greatest challenges and at which stage of larp scene development do they define themselves. Listen to their plans for coming larps and learn a few things of cultural differences.

### **T** How to conquer larping in the commercial world? Czech that!

*Petr Pouchly*

*Fri, 15:00—15:45, Blåsalen*

Wanna hear and talk about road from community and volunteer work to public management and commercial professionalism? Do you remember the Czech guys who came out of nowhere to show the Nordic scene our professional totalitarian larp "Project System", and the "Exclusive Detective Experience Noir"? We're back! With some battle scars, a few more wrinkles, some trophies and a lot more experience about commerce and larp. This is the story of the way from underground to market, and of the process to the realization of our dreams.

### **P** What is the KP book, and what should it really be?

*Karete Jacobsen Meland,  
Katrine Øverlie Sveta*

*Fri, 15:00—16:45, Hans Høeg*

In light of this years debate about tickets and prices, we want to raise a debate about the KP-book. An important part of KP and the budget, shouldn't the book be subject to input from the participants on what they want from it? Come join the discussion with a panel of former and future editors, hear what choices they made and why, and give us your input on what the book should bring to the community in the future.

## **T** An afternoon with The Monitor Celestra

*Johanna Koljonen, Eirik Fatland, Anna-Karin Linder, Cecilia Dolk, Elli Åhlvik, Markus Montola, Jaakko Stenros, Mike Pohjola, Martin Ericsson*  
 Fri, 15:00—17:45, Peisestue

An Afternoon with the Monitor Celestra Set in the re-imagined Battlestar Galactica universe, “The Monitor Celestra” was unintentionally one of the more provocative games of this season, flying thousands of tons of beautifully propped warship straight in the face of most recent larp design-trends. Meet the producers, visionaries, writers, players, fans and critics as they carefully attempt to dismantle the engine of The Celestra. This space exploration is hosted by Johanna Koljonen, and divided into three independent parts: 1) The Making of the Monitor Celestra 15:00 - 15:45 The organisers of this ambitious project, played three times in Gothenburg in the spring of 2013, present their visions and the outcome of the project. 2) Experiencing the Celestra 16:00 - 16:45 A panel discussion exploring the game design and player experiences of the Monitor Celestra. Learn about run-time game mastering, phantom play, designing or interacting with a simulated space ship, and many other Celestra features. As well

as a variety of voices from the Celestra team, we’ll meet players from the three different runs, all chaired by Johanna Koljonen. 3) The Monitor Celestra and the History of Nordic Larp 17:00 - 17:45 How does “The Monitor Celestra” fit into the continuum of Nordic larps? The panel discusses Celestra’s relation to predecessors like “Carolus Rex”, “Knappnålshuvudet”, “Vampire” larps, “Moirais vev”, “Hamlet” and “Just a Little Lovin’”, and traces where different parts of its design were pioneered. The new design and production choices of the larp are identified and evaluated. Topics such as phantom play, 360 degree illusion, playing to lose, crowdfunding, workshopping, debriefing, and tech play are discussed. This panel is an analysis and critique with a practical focus.

## **L** LWC finalist: Exodus 22:18 *Knutepunkt 2013* Fri, 15:00—17:45, Black Box

The players portray a few of the inhabitants of a European town before the Protestant Reformation at the height of the 15th century witch trials. The local priest died a week ago. Before his death, he composed a letter to the Inquisitor, indicating that his illness was due to witchcraft. The Inquisitor has summoned prominent citizens to carry out a preliminary investigation.

## **T** Democratic effects of larping – A bachelor thesis

*Hilda Levin*

*Fri, 16:00—16:45, Embla*

This talk will give a presentation of Hilda Levin's theatre studies bachelor thesis "Democratic effects of role-playing in participatory art – Participant reflections from the larp Till Death Do Us Part in Ramallah 2012". Anyone interested in participatory art, larpocracy and the larp community in Palestine should come! The original thesis can only be found in Swedish, so this is the opportunity to get an international presentation by the author.

## **P** Making the big leap, from volunteers to professionals

*Martin Nielsen*

*Fri, 16:00—17:45, Blåsalen*

Paying people to make larps and larp-related activity – will it kill our willingness to do things for free? Or could it be something that is necessary to bring larp to the next step?

## **T** Edu-larping the Østerskov way

*Pernille Rovsing, Helle Zinck, Morten Kjærgaard Tellefsen*

*Fri, 16:00—18:45, Max Tau*

"I wish there was a roleplaying school when I was a kid". In Denmark there is one. Østerskov efterskole has been

using larp for educational purposes for the past six years. The first hour will introduce Østerskov and present the results. After that there will be a two hour demonstration of some of the teaching material used at Østerskov. It is possible to attend only one of the parts of the program item.

## **W** Empower your players, kill your NPCs!

*Jantine van den Bosch, Marinka Copier, Hanne Marckmann*

*Fri, 17:00—18:45, Hans Høeg*

Kill your non-player characters! Yes, all of them. Remember the old times when you would roleplay in the backyard as kids? And do you remember those NPCs dressed up as Indians, having a last smoke before your game master would call them forth? No? That's because they don't exist. Larp doesn't need NPCs. Let generations play together, without NPCs. Experience how the Dutch do it with kids, teens and even adults in a workshop that will give you the weapons to brutally kill your NPCs – forever.

## **T** Advanced larp theory 101

*Markus Montola*

*Fri, 18:00—18:45, Blåsalen*

What is larping and how is it possible? Markus Montola runs through the central concepts of larp, explaining how we use rules to build imaginary

worlds, contain them in special areas and lose them forever when the larp ends. He talks about why characters are like money, why film cannot reproduce the experience of a poker game, why computers cannot larp, why old larps are lost forever, and why no-one in the world can ever understand any larp. Veterans of KP 2003 might remember how this discussion started, but ten years later Montola gets back to it armed with his doctoral work.

### **T** Geek Feminism 101

*Josefin Westborg*

*Fri, 18:00—18:45, Peisestue*

There are nerds, and there are nerd girls. Could be the same thing, should perhaps be the same thing, but they are not. Being a girl and a nerd at the same time is confusing, or so it may seem. This is a journey through the world of a female nerd. How are we treated differently? What are the stereotypes? What are the pros and cons of being part of the female minority in nerd culture in general and game culture in particular? That's what we're trying to figure out! After this, you'll be able to follow the debate!

### **T** Larping in a black box

*Kristoffer Thurøe*

*Fri, 19:00—19:45, Blåsalen*

In the last year the term "black box" has developed from describing a tool

used in larps to becoming its own genre. With the festival Blackbox Copenhagen as the testing ground numerous black box games have been created, using techniques from theatre to create a whole new expression of larp. The presentation is picture heavy, and aims to pinpoint exactly what black box larping is all about and how it's done.

### **L** Robin's Friends

*Anna Westerling*

*Fri, 19:00—20:45, Ask*

A short scenario with a lot of emotions about the beauty of friendship and the difficulty to communicate, even if your intentions are good. A star, a producer and a caretaker – three close friends going away on a short holiday together to have the best time. But each character has its own baggage, and the week-end is pulled apart by quarrels.

### **T** What is a character

*Rasmus Høgdall Mølgaard,*

*Frederik Berg*

*Fri, 19:00—19:45, Max Tau*

When do you start playing and when do you stop? Frederik Berg Østergaard and Rasmus Høgdall try to answer these questions in a hour, by talking about rooms, fat men, invisible characters, masks, workshops and expectations.

## **P** The typecasting trap

*Ane Marie Anderson*

*Fri, 19:00—20:45, Peisestue*

Ever been given a character you would not like to play, because you have been doing that kind of characters for years? Ever had that bad feeling in a workshop that you will eventually end up as your typical character because of the others or your own prejudices about yourself? Ever ended up in a position with too much unwanted responsibility because you are such a resourceful player? Meet the organisers that use types as an useful tool, players that are critical and other organisers that are reluctant to the typecasting trap. In the end, anyone cannot play anything, can they? The debate is open!

## **T** Designing for social manipulation – a practical guide to evil larp design

*Bjarke Pedersen, Rasmus*

*Høgdall Mølgaard*

*Fri, 20:00—20:45, Blåsalen*

By participating in this workshop you will learn and see examples of larp design so dastardly cruel you will twitch and scream. We will go through such effective methods as brainwashing, alpha marketing, torture, bullying and much much more. But why you say? No game designer wants to be a douche, but sometimes you make

design choices that uses manipulation, peer pressure or worse, without you knowing. We hope by showing you all the wrong choices, you will make all the right ones.

## **T** Utopia within reach, the Sarmatia of Poland

*Michal Mochocki*

*Fri, 20:00—20:45, Max Tau*

Civic education or nationalist propaganda? Learn the truths of this enormous Swiss/Polish larp project. 1100 first-time larpers reenacted the parliamentary system of Sarmatian Poland. An analogy to present-day democracy, the game involves young people in the game of politics and intrigue of the 17th century. In the aftermath, 93% declared they will vote in the next parliamentary election of 2015.

## **O** The Swedish midsummer experience

*Oscar Wånggren, Anna-Karin*

*Linder, Hampus Ahlbom*

*Fri, 21:00—23:45, Hans Høeg*

Midsummer celebration in the traditional Swedish style. Bad dancing combined with even worse singing. Come and taste the pickled herring, smoked salmon, and other traditional dishes, and learn to celebrate the Swedish way! Our treat.

**T** **Larps of last year**  
*Ane Marie Anderson*  
 Fri, 21:00—22:45, Blåsalen

What happened during the last year of larp? If you missed out, this is your chance to see on what, to get ideas for your own future projects or just to be inspired to participate in more larps in the future.

**P** **Participating in a larp: A right or a privilege?**  
*Magnar Müller*  
 Fri, 21:00—22:45, Max Tau

How do we handle larp registration? Is it ok to cast your friends first? To blacklist people? Is it ok to make games that exclude people by gender, looks, physical limitations, or

should anybody be allowed to play anything?

**T** **KP short talks part 1**  
*Elin Nilsen*  
 Fri, 21:00—21:45, Peisestue

A collection of short, to-the-point talks by highly competent people on varied larp relevant themes. These excellent talks won't hug your concentration for more than 10-20 minutes each.

**T** **Upcoming larps**  
*Ane Marie Anderson*  
 Fri, 22:00—23:45, Blåsalen

Missed one too many great larp-projects last year? Stay ahead, and check out what is moving in the Nordic larp scene in the future.

## Saturday April 20th

**O** **Søren's Saturday morning workout**  
*Jonas Trier-Knudsen, Peter Munthe-Kaas, Søren Ebbehøj*  
 Sat, 08:30—09:45, Gymsalen

Fight the hangovers, banish the sleepyness and clear your head for the challenges of the day! You should bring suitable clothes: shorts/pants and a t-shirt. You can bring shoes, or work out barefoot. Everyone can participate no matter their level of fitness. Meet-up in the reception area.

**O** **Children's games**  
*Juliane Mikkelsen, Sofie Falk*  
 Sat, 10:00—10:45, Blackbox

Want to let your inner child out? Come to our play date and play games from your and the other participants' childhoods! It is all about being together, about laughing and playing. It is gonna be LOADS of fun – we promise.



## **P** The costume drama panel

*Katrin Førde*

*Sat, 10:00—11:45, Blåsalen*

Five larp designers discuss strengths and weaknesses of their larp format: the costume drama genre. This genre has grown in popularity and importance in developing design tools during the latest five years in Scandinavia.

## **W** Live Action Pocket – write your own pocket-larp

*Tomas Mørkrid*

*Sat, 10:00—12:45, Max Tau*

“Live-Action Pocket” is a form of mini-larp built on Tomas’ design-philosophy: to create games for people, not players. The workshop starts with a presentation of this philosophy and of the LAP concept, and continues with an open workshop where participants design their own LAPs. We expect to have several plays “ready for the pocket” at the end of the three hour workshop.

## **W** Larpscripts

*Elin Nilsen, Lizzie Stark,*

*Trine Lise Lindahl*

*Sat, 11:00—12:45, Embla*

What does a good larpscript contain? How is it structured? What do you need to think of when writing a larp from scratch as a script, and how do you turn your existing larp into a

good one? And why? Trine Lise Lindahl, Lizzie Stark and Elin Nilsen are working on a book documenting the Norwegian Larp Factories’ productions as a collection of larpscripts. They will share their thoughts on this in a short presentation, and then lead a workshop/discussion to explore the art of presenting a larp so that anyone can run it.

## **L** Papers

*Petter Karlsson, Martin Broden*

*Sat, 11:00—13:45, Blackbox*

Papers! Are the people in the office happy? What will make them happy? In this larp you and your fellow co-workers will meet your inner children through methods including both paperfolding, child’s play and monologues.

## **W** The great workshop-workshop

*Peter Munthe-Kaas,*

*Kristoffer Thurøe*

*Sat, 11:00—13:45, Gymsalen*

The workshop-workshop is the place to learn the method of workshoping from two of the most experienced facilitators in the Danish community. Come learn some great tools for workshoping, share your own, and develop new ones together with the organizers and the other participants.

**W** **Are You on?!***Eleanor Saitta, Emma Wieslander**Sat, 11:00—12:45, Hans Høeg*

So how do we tweak the limits of what is doable and not? What would enable us to dare that which we can barely think out loud? How do we take care of ourselves and others after going to the seventh heaven (or hell)? Can the good old negotiation (as opposed to the general understanding) be of help to us here? Are there other issues to think of when playing 'over there' where litigation is a real factor? Welcome to an intense workshop where we offer a structured approach to negotiate what we want to experience, what are our limits and fears plus, maybe the most important of all, how do we plan the aftercare of an intense moment, whether it was extravagant, nerve wrecking, potentially dangerous or very sexy interaction in a game.

**T** **KP short talks part 2***Elin Nilsen**Sat, 11:00—11:45, Peisestue*

A collection of short, to-the-point talks by highly competent people on varied larp relevant themes. These excellent talks won't hug your concentration for more than 10-20 minutes each.

**P** **Larp as a development tool for civil society***Juhana Pettersson**Sat, 12:00—12:45, Blåsalen*

In 2007, Knutepunkt in Denmark raised the issue of "Why larps can change the world". This led to the first larp in Belarus, "1943", building on the experience from the Norwegian WW2 history larp "1942". Heikki Holmås, Norwegian minister of development and also larper, will talk about larp as an educational tool and potential tool for development, and introduce some challenges to the panel. The panel and Holmås will then discuss opportunities and pitfalls when larpers start using their hobby as a development tool.

**T** **Collaborative vs. competitive larping***Teresa Axner**Sat, 12:00—12:45, Peisestue*

How do you design a larp for competitive or collaborative play respectively? Why would you want to? How do we even define "competitive larping"? Teresa Axner, game designer at Swedish edu-larp company LajvVerkstaden gives a talk inspired by the "Mixing Desk of Larp"-model of larp analysis.

## **P** The great political larp panel

*Annika Waern*

*Sat, 13:00—14:45, Blåsalen*

When is a larp political? When is it propaganda? Can you be sure the participants learn the right lesson? Should more larps be political? What are the pitfalls? What are the opportunities? The panel consists of organizers behind past and future political larps, and is moderated by Annika Waern.

## **D** Youth larp forum

*Sindre Titlestad Westgård*

*Sat, 13:00—13:45, Max Tau*

Want to learn or get inspired about children- and youth-larp? This is your chance! On it's fourth KP-run, you will meet children- and youth-larpers from several countries and with several approaches.

## **T** Sex mechanics – How to make love the Nordic way

*Jaakko Stenros*

*Sat, 13:00—13:45, Peisestue*

For the past decade one of the things the Nordic larp scene has been working on is mechanics for exploring sexuality. In this talk game scholar Jaakko Stenros takes a look at sexuality in the Nordic larp scene. With numerous examples he addresses simulation mechanics, tackles emotional bleed and social alibis, and contextu-

alizes larp in relation to other forms of role-playing, from traditional tabletop to virtual worlds and bedroom role-play.

## **D** Hip Hop Homeopathy

*Thomas B.*

*Sat, 14:00—14:45, Embla*

Many borders have been crossed by larps. What about hacking larps with a dose of French hip-hop? Do Hong-Kong action flicks and anime movies make good gateway drugs for larpers to get exposed to hip-hop themes? Would this make larpers even give in-game hip-hop performances? Come see examples and provide your input on: 1) Experiences in crossing borders between larp and subcultures and 2) How to seamlessly blend hip-hop performance by people who are not experts, but active larpers. Through this workshop and group discussion Thomas is discussing a forthcoming larp with this as a part of the visionary goal.

## **T** KP short talks part 3

*Elin Nilsen*

*Sat, 14:00—14:45, Peisestue*

A collection of short, to-the-point talks by highly competent people on varied larp relevant themes. These excellent talks won't hug your concentration for more than 10-20 minutes each.

**W Shut your mouth and play it out***Katerina Holendova**Sat, 14:00—15:45, Hans Høeg*

Players are sometimes a little petrified, don't you think? What if you should play your character without talking, do you think it would be easy for you? Here are some techniques how to enforce expressing of the character through body in pre-game workshops.

**W Doctor House MD larp techniques***Vincent Choupaut**Sat, 15:00—16:45, Embla*

Do you feel lost when you have to play a doctor in a larp? Come and try our medical system, which will allow you to play like a real one. And try to save your patient!

**L Huntsville***Martin Nielsen, Grethe Strand, Ronja Lofstad**Sat, 15:00—18:45, Black box*

A game about the last hour of a prisoner sentenced to death in Texas. In two separate rooms the family and friends of the victim and the convict are waiting for the lethal injection. What do they think and feel? One hour in an execution facility looking back on the life of a murderer and the one who has been murdered.

**T The White War – Simplicity of design in cultural conflict***Jonas Trier-Knudsen,**Søren Ebbenhøj**Sat, 15:00—16:45, Blåsalen*

“Den Hvide Krig” (The White War), held in Denmark 2012, treated the untold stories of the Danish military involvement in Iraq. Set as an analogy, the game focused on the cultural conflicts between an occupying force and a tribal society. Part talk and part panel discussion, you will get a brief, concrete and focused discussion on the main design dogmas and decisions which enabled strong, pervasive cultural identities and tangible conflict on everyday life in a non-everyday situation.

**P The Second Great Player Safety Controversy Panel***Johanna Koljonen**Sat, 15:00—16:45, Gymsalen*

The conversation on safety continues! We re-cap the panel from Solmukohta in the first 30 minutes, and then: onwards! Topics on the menu include ethics and practice of manipulating the players' emotions on purpose, the useful distinction between debriefing and “defucking”, and to which degree our traditional community's understanding of safety is even applicable when designing games and game-like interaction for

non-larpers. The panel is also invited to respond to some feedback on last year's talk. Audience participation in the conversation is encouraged in a strongly moderated format.

## **W** Complexity of cake decoration and larp design

*Eirik Fatland, Erlend Eidsem Hansen*

*Sat, 15:00—15:45, Max Tau*

We provide cakes, decorations and theory, you provide design styles and strategies of cooperation. This workshop is a tongue in cheek experiment with five groups of people decorating a cake together while getting snippets of lectures on larp design and dramaturgy originally held at the Larpwriter Summer School and the Larp Exchange Academy. The groups must do hardcore decision making in finding a common creative style for their cake, be it "brute force larp design", "minimalist design", "controlled chaos", or "expressionist narrative". The cake will not be eaten at the workshop, but displayed and shared during the party.

## **T** Dream City - co-creating with 130.000 people at a large scale festival

*Peter Munthe-Kaas, Bo Thomassen*

*Sat, 15:00—15:45, Peisestue*

Roskilde Festival. A 42 year old non-profit music and culture festival in Denmark going on for 9 straight days with experiences for both mind and body. Organized by a large volunteer workforce, who takes care of an even larger base of "experience consumers". But what if you don't want it to be like that? What if you just want to supply the frame, and let the festivalgoers take control and paint the picture? Then you build a "Dream City"! Dream City is an audience-driven area of Roskilde Festival's camping site. Here there's room for approx. 4000 Roskilde Festival participants, who want to live in and carry out a user-driven area. Dream City is about community, co-creation, collaboration – and great ideas. A case story about large co-creation project going on its second year – an how it might not be so simple as it seems to induce a bit of Burning Man to an already established festival.

**L** **My brother**  
*Osher El-Netanany*  
 Sat, 15:00—18:45, Ask

By the time Pal reaches 16 he finds out that his brother Jewel – which he rarely met and knows hardly by name – should now returns home, and he should share his mother’s attention, his room and his independence with him, what brings him to a strong revolt. When Jewel finally returns afraid and excited, he finds that his mother’s love for him did not change, but has to face the loath from his teenage brother and is dragged into a strife that leads all the family to an unhealthy state. The game leverages the power of communal creativity to firstly get the situation to the worst, and then try and still explore ways out, through the rational point of view of an external viewer, but with all power and emotions of the characters involved within. Playstyle: free.

**W** **Game mastering black box larps**  
*Morgan Jarl*  
 Sat, 16:00—17:45, Hans Høeg

Interested in game mastering black box scenes and freeform scenarios? Never tried and want some help on your way? Or perhaps you have done it a few times, but want new advice? This workshop is for you.

**T** **Nordic larp the Palestinian way**  
*Mohamad Rabah Ali Ahmed*  
 Sat, 16:00—16:45, Max Tau

Hear the story of the summer 2012 when Nordic larpers met Palestinians in a clash of cultures both in and off game, of how a morning coffee in Oslo led to a tribal larp in the desert of Jericho and of how the blooming Palestinian larp scene that was built in the Nordic tradition in just one year.

**W** **Russian deep culture larping, talk and demonstration.**  
*Alexey Fedoseev*  
 Sat, 17:00—18:45, Embla

What is Russian “deep culture” larping? How does it differ from the Nordic tradition? In this split item the first half will introduce and explain the phenomenon. The second half will demonstrate the techniques the way they will be used in the coming larp “Death in Jerusalem”. You can attend any one or both parts of this item.

**P** **On the road with your game**  
*Tor Edland*  
 Sat, 17:00—17:45, Gymsalen

Hear about experiences of people making re-run ambitious larps for new crowds and in new countries. Get ideas for how to put your own

or someone else's game that deserves a re-run on the road. What are the stumbling blocks, what can you change and what should stay the same?

## **W** Passing on the legacy

*Anita Myhre Andersen*

*Sat, 17:00—18:45, Max Tau*

How do we forge the craft of transferring larpmaking knowledge to younger larpers? Working with youngsters you realize that which might have been lost in overly academic and grown-up perspectives – that which we mastered when we were fresh larpers. Working with youngsters you get back the playfulness. Here you will learn some of the methods and experiences of some of the people from the Bergen, Norway based Eventyrspill.

## **T** Act as if: documenting group encounters

*Bjarke Pedersen, Brody Condon*

*Sat, 17:00—18:45, Peisestue*

Over the past 5 years the New York based artist Brody Condon has worked with Nordic larp techniques to create group encounters that he simultaneously films. After an introduction by the larpwright Bjarke Pedersen, Brody will screen samples of his recent videos and discuss issues such as navigating art institu-

tions, documentation strategies, and group psychotherapy processes.

## **O** How to do Knudepunkt like a Rockstar!

*Claus Raasted*

*Sat, 20:00—20:45, Max Tau*

Legends are never told on paper.

## **S** Styx – Crossing the ultimate border

*Knutepunkt 2013*

*Sat, 21:00 –, Everywhere*

This year's Saturday night party concept: Styx – Crossing the Ultimate border! Death (but only for one night). The living has snuck into the realm of the dead to party.

21.00: Hang out with other lost souls in Café Limbo.

21.45: The Doors to Styx will soon open. Something strange is happening outside Blåsalen

## Sunday April 21th

### **D** Nordiclarp.org – Why, how, and let's use it!

*Johannes Axner*

*Sun, 11:00—11:45, Embla*

We have this internet portal that really could rock. Johannes presents the site, and invites you to a discussion of its possibilities.

### **W** Dance, movement, scores

*Gabriel Widing*

*Sun, 11:00—12:45, Gymsalen*

Play with body and movement in an open space. We bring a physical dimension to role-playing using different exercises and games from a contact improvisation and dance context.

### **L** Death Poems

*Anders Riple*

*Sun, 11:00—12:45, Max Tau*

This larp is about communication first, and all the scary touchy-feely emotions second. "Death Poems" is about a group of victims who are held captive by a serial killer. The captives are confined individually in small cells,

in a dark place. They are only allowed to communicate with their captor and each other through written poems. The plan is to collect all the poems that are produced, and give them to the players in a printed leaflet after the game. Exploring a kind of collaborative writing through larping.

### **P** Mistakes in larp

*Lizzie Stark, Anna Westerling,  
Mike Pohjola, Rasmus Høgdall  
Mølgaard, Martin Ericsson*

*Sun, 11:00—12:45, Peisestue*

All the things I've learned, from all the mistakes I've made Episode III – Rasmus and his four wonderful co-hosts will each share their experiences on some of the wierd, wonderful, stupid and disasterous mistakes they have made during their time as game designers and organizers. The lecture is a short, fun walk through the most common mistakes people tend to do, and four short stories of mistakes and mishap by the co-hosts.

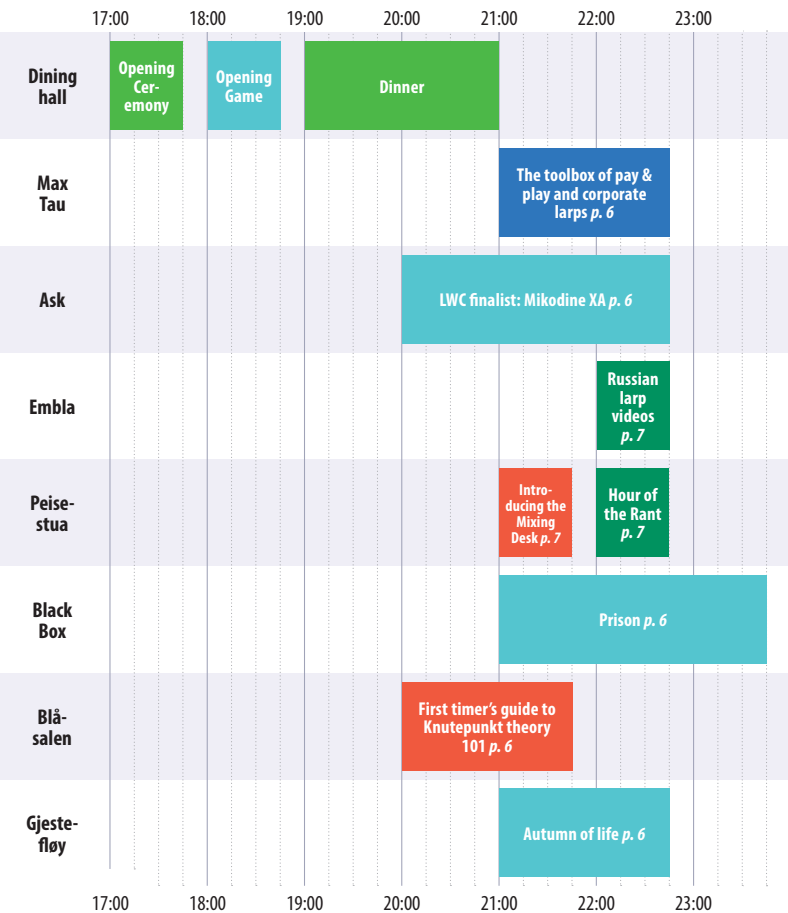


## Hackerspace

This year we have made sure that there are free rooms for spontaneous program items. Did you just get a brilliant idea that you want feedback on? Are you suddenly inspired to host a dancing workshop? A ritual? A game? Or maybe a lecture that you never submitted to the official program? Whatever crazy idea you might have, book a room and contribute to Knutepunkt's creative bonanza!

We left some blank pages in this booklet so you can add your own hackerspace-events to the program. Go ahead!





|             | 09:00                                  | 10:00   | 11:00  | 12:00  | 13:00   | 14:00   | 15:00   |
|-------------|--|---|--|--|---|---|---|
| Dining hall | Breakfast                              |   |  |  | Lunch   |   |   |
| Max Tau     |  |   |  | Designing characters story<br><i>p. 9</i>    |   | Dare to be creative<br><i>p. 10</i>                 |   |
| Ask         |  | LWC finalist:<br>So You Think You Can Dance?<br><i>p. 8</i> |  |  |   |   |   |
| Embla       |  | Larp crossing into contemporary art<br><i>p. 8</i>          |  |  | Truth or Tale?<br><i>p. 9</i>                   |   |   |
| Peise-stua  |  |   | Mad about America<br><i>p. 9</i>             |  |   | Larp scenes you barely knew existed<br><i>p. 11</i> |   |
| Black Box   |  |   | Black box workshop<br><i>p. 8</i>            |  |   |   |   |
| Blå-salen   |  |   | Designing playable characters<br><i>p. 8</i> | Gender 101 – What's the fuzz?<br><i>p. 9</i> |   | Lunch-beat<br><i>p. 10</i>                          | Larping in the commercial world<br><i>p. 11</i> |
| Hans Haug   |  |   |  |  | Contra-band from the other side<br><i>p. 10</i> | The epic light<br><i>p. 10</i>                      | What is the KP book, and what                   |
| Gym         | Søren's Morning Workout<br><i>p. 7</i> |   | How to fight like a pro<br><i>p. 8</i>       |  |   | Playing the Mixing Desk<br><i>p. 10</i>             |   |
|             | 09:00                                  | 10:00   | 11:00  | 12:00  | 13:00   | 14:00   | 15:00   |

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Dinner

Edu-larping the Østerskov way  
*p. 13*What is a  
character  
*p. 14*Utopia  
within  
reach  
*p. 15*Participating in a larp:  
A right or a privilege?  
*p. 16*Robin's Friends  
*p. 14*Democratic  
effects of  
larping  
*p. 13*An afternoon with The  
Monitor Celestra  
*p. 12*Geek  
Feminism  
101  
*p. 14*The typcasting trap  
*p. 15*KP short  
talks  
*p. 16*LWC finalist:  
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*p. 12*Making the big leap,  
from volunteers to  
professionals *p. 13*Advanced  
larp  
theory 101  
*p. 13*Larping  
in a black  
box  
*p. 14*Designing  
for social  
manipulation *p. 15*Larps of last year  
*p. 16*Upcoming larps  
*p. 16*should it  
really be?  
*p. 11*Empower your players,  
kill your NPCs!  
*p. 13*The Swedish midsummer experience  
*p. 15*

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|             | 09:00                                   | 10:00                               | 11:00                                       | 12:00  | 13:00   | 14:00   | 15:00   |
|-------------|---|-------------------------------------|---|--|---|---|---|
| Dining hall |   | Breakfast                           |   |  |   | Lunch   |   |
| Max Tau     |   | Live Action Pocket<br><i>p. 17</i>  |   |  | Youth larp forum<br><i>p. 19</i>                |   | Cake decoration and larp design<br><i>p. 21</i> |
| Ask         |   |                                     |   |  |   |   |   |
| Embla       |   |                                     | Larpscripts<br><i>p. 17</i>                 |  |   | Hip Hop Homeopathy<br><i>p. 19</i>              | Doctor House MD                                 |
| Peise-stua  |   |                                     | KP short talks<br><i>p. 18</i>              | Collaborative versus competitive larping<br><i>p. 18</i> | How to make love the Nordic way<br><i>p. 19</i> | KP short talks<br><i>p. 19</i>                  | Dream City<br><i>p. 21</i>                      |
| Black Box   |   | Children's games<br><i>p. 16</i>    | Papers<br><i>p. 17</i>                      |  |   |   |   |
| Blå-salen   |   | Costume drama panel<br><i>p. 17</i> |   | Larp as a development tool<br><i>p. 18</i>               | Political larp panel<br><i>p. 19</i>            |   | The White War<br><i>p. 20</i>                   |
| Hans Haug   |   |                                     | Are You on?!<br><i>p. 18</i>                |  |   | Shut your mouth and play it out<br><i>p. 20</i> |   |
| Gym         | Søren's Morning Workout<br><i>p. 16</i> |                                     | The great workshop-workshop<br><i>p. 17</i> |  |   |   | The Second Great Player                         |
|             | 09:00                                   | 10:00                               | 11:00                                       | 12:00  | 13:00   | 14:00   | 15:00   |

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Dinner

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On the road  
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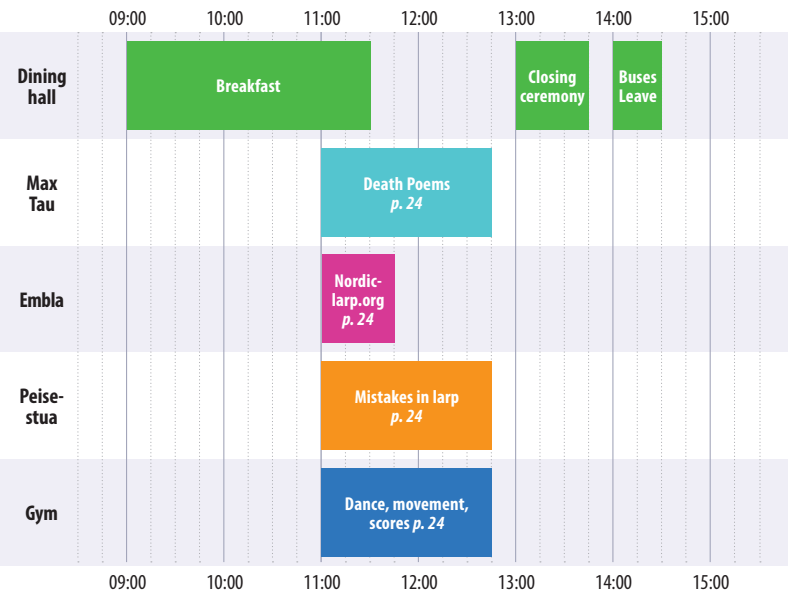
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# Map of Knutepunkt 2013

## Living Quarters:

1. *Cabin 1 (rooms 1A–1D)*
2. *Cabin 2 (rooms 2A–2D)*
3. *Cabin 3 (rooms 3A–3D)*
4. *Cabin 4 (rooms 4A–4D)*
5. *Cabin 5 (rooms 5A–5D)*
6. *Cabin 6 (rooms 6A–6D)*
7. *Cabin 7 (rooms 7A–7D)*
8. *Cabin 8 (rooms 8A–8D)*
9. *Cabin 9 (rooms 9A–9D)*
10. *Cabin 10 (rooms 10A–10D)*
11. *Cabin 11*
12. *Cabin 12*
13. *Max Tau*
14. *Cabin 14*
15. *Hans Høegh  
(rooms 40–54)*
16. *Midgard  
(rooms 100–220)*
17. *Lower Guestwing  
(rooms 20–29)*
18. *Upper Guestwing  
(rooms 30–39)*
19. *Basement*
20. *Jesus Cottage*
21. *Maria Cottage*
22. *Hurdalssenteret (rooms A–R)*

## Other Locations:

- A. *Café Limbo / Lavvo*
- B. *Blåsalen*
- C. *Peisestuen*
- D. *Black Box (downstairs)*
- E. *Information*
- F. *Dining Hall*
- G. *Gjestefløy*
- H. *Ask*
- J. *Embla*
- K. *Max Tau*
- L. *Hans Høegh*
- M. *Back to Civilisation*
- N. *Gymsalen*
- P. *Parking*
- Q. *Meet here in case of fire*



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