

Areas Of Effect: Planar Systems, Critical Roles, and Gaming Imaginaries



Illustration by Daniel Locke for David Blandy's ECO MOFOS!

Curated by artist David Blandy and writer Jamie Sutcliffe in association with [Strange Attractor Press](#), Areas Of Effect: Planar Systems, Critical Roles, and Gaming Imaginaries is a one-day symposium on Tabletop Role Playing Games (TTRPGs) with live game sessions.

The symposium examines how TTRPGs serve as a physical interface between the body and the imaginary, offering immersive experiences, problem-solving, moral dilemmas, and, most importantly, communal storytelling.

The day culminates in live TTRPG play sessions of the games Eco Mofos by artist David Blandy and SUPERZEROES by TTRPG game designer Samuel Mui, amongst others, inviting the audience to play with a deck of uniquely designed TTRPG playing cards.

You can find the full programme [at this link](#). Register and purchase your tickets [here](#).