

Blend & Bleed - Symposium on Transreality and Pervasive Play



Carina Erdmann, we have become used to magic, 2020.

The series of online workshops conjures synergies between the fields of performance, LARP, game design and media theory. The common inquiry will be the phenomenon of 'bleed', wherein the boundaries between fiction and reality, the virtual and physical world dissolve.

The symposium is hosted by the Inter-Actions department of LUCA school of Arts and links to their research on the hybridization of online gaming and performance. What can games teach us about the ways we construct worlds collectively?

We invite you to partake in a series of playful experiments around digital presence, embodiment and relationality. Reflecting on the psychological, social and political implications of distance we will explore virtual commoning practices and 'conspiratorial bleed'.

Full program: <https://0ct0p0s.net/Symposium-Blend-Bleed>

Download the announcement with all details: [PDF, 165 Kb](#)

All sessions are free and open for participation. Places are limited.

REGISTRATION: <https://luca-artoffice.be/project/29604>

Get in touch: contact @ 0ct0p0s.net

Facebook: <https://fb.me/e/1WZ0lisfz>

<https://www.luca-arts.be/en/blend-bleed#programme>