Contributor/Presenter:
Dr. Anna Wiehl, Research Assistant Department for Media Studies, University of Bayreuth

Title:
News@play

Abstract:
Newsgames – Typological approach, recontextualization and potential of an emerging genre

In its constant transformation process, news journalism has been embracing digital media, remediating the whole bundle of journalistic practices – from classic print, infographics, audio to video. The new modes and practices of online media – namely interactivity, mobility and participation – however offer more than simply revisiting 'old' forms of news production. One emerging genre in this context is newsgames – a wide spectrum of digital artefacts produced at the intersection of journalism, play, simulation and participatory action.

Taking factual issues as point of departure, these games offer a hybrid representation of original research combining real-world based sources with virtual interactive experience and procedural rhetoric thus opening space for dynamic experimentation, stimulating further in-depth analysis and discussion.

Although newsgames have the potential to go beyond occasional 'treats' or a casual online supplement of 'serious news presentation', we still lack an academically informed debate on well-executed newsgames – especially in continental Europe.

Typological approach, recontextualization and case studies

Thus, this presentation offers to approach this issue in a threefold way:
First, we sketch a typological map of this emerging genre drawing examples from various countries. This leads us to a differentiated spectrum of several sub-types, reaching from editorial games, current events, interactive infographics, puzzle and quiz games, documentaries, simulations of systems, news-literacy games and community games.

In a second step, we diachronically contextualize theses current developments in the history of news practices as well as relocate them in the context of games studies.

And last but not least, we address the main opportunities and challenges of journalistic games – both in terms of production, distribution and reception and as to their cultural, political and ethical dimension.

Selected biography:
Biography:
Dr. Anna Wiehl is working as lecturer and research assistant at the University of Bayreuth, Germany, Department for Media Studies. Her research focuses on the interdependencies of audiovisual and digital media, transmedia narratives, (interactive) documentary and the future of television.

In 2010, she received her Ph.D. degree (summa cum laude) with her thesis *Myth of European Identity. Supranational, national and regional identities in German and French television news*. Her current habilitation-project tackles the exploration of new forms of non-fictional audiovisual productions.

Apart from her academic career, she has been working for the French-German broadcasting station *arte*, the German public broadcaster *ARD* and the Bavarian television *BR* as author for TV, radio and Internet.

Bibliography:


++++++++++++++++++++++++++++

Supplement, 31.1.2014: