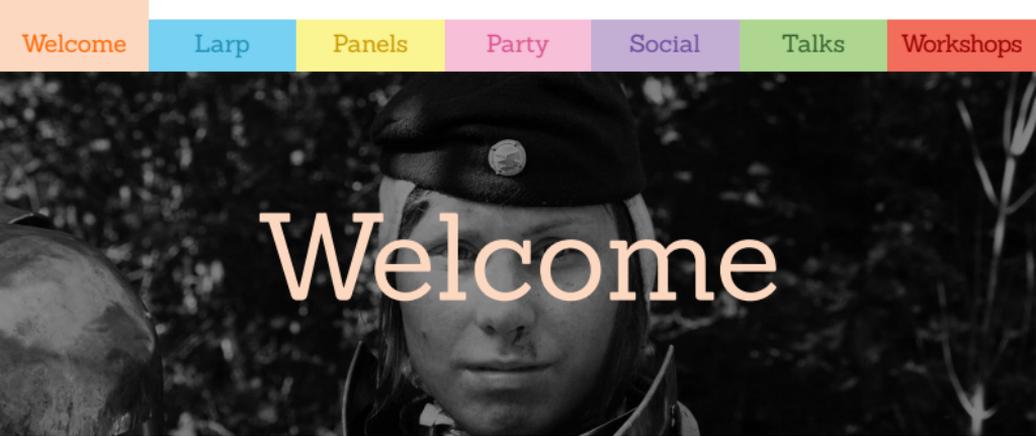


Knutpunkt 2018  
*Shuffling the deck*



# Welcome

Dear participants and co-creators of Knutpunkt 2018.

For the past year, your humble and devoted program group have been working hard in the attempt of putting together a great program for this year's Knutpunkt. This has been an inspiring, exhausting, frustrating (mostly because of the fact that we had too many great submissions and not enough time or space for them all in the actual program), enlightening and amazing journey.

We are so glad that we now get to share this with the rest of you, as well as extremely excited to finally get to experience all of the program items our brilliant program hosts have been planning and preparing all this time.

During this process, we have been aiming to keep this year's theme - shuffling the deck - in mind at all times. For us, this means that we have been trying to put together a diverse program mixing the "classic" Knutpunkt program items with influences from other scenes to provide some new perspectives and ideas regarding larp experiences and design.

Diversity has also been important for us in other ways, as we have aimed for a program created by people of different genders and ages, from different backgrounds, countries and parts of the scene and with a different amount of previous Knutpunkt experience.

We are especially proud of all the first time program hosts who have contributed to the Knutpunkt 2018 program. The theme of shuffling the deck is also something we wish you to keep in mind when you dive into this year's program, and are trying to make the (almost impossible) decisions on which talks, larps, panels and workshops to go to.

We want to challenge you all to attend at least one item about a subject you have no prior knowledge of, that is held by a someone you haven't met before or that is something you wouldn't normally attend. Our wish is that each and every one of you dare to indulge in this program with open minds and expand your horizons. If you do that, we promise that you will leave here with a whole new set of tools and sources of inspiration to further explore this wonderful and crazy world of larp. Have a magnificent Knutpunkt 2018!

All the love from your program group,

Rosalind Göthberg  
Siri Sandquist  
Anna Emilie Groth  
Olle Nyman

## The "four" tracks

### **Hearts - Player experience:**

Hearts will contain all program items regarding your own personal experience as a participant, such as bleed, how to get into character, or reflections of larps you have played.

### **Spades - Design and theory:**

Spades will contain everything regarding design and larp theory such as how to apply theatre to larp, character writing and and the history of active participation.

### **Clubs - Practical design:**

Clubs will contain all program items about how to practically make an excellent experience such as how to calculate the amount of water you need in your forest larp-venue, how to use light and sound in a black box and how to best communicate with your participants.

**Diamonds - Active experiences:**

Diamonds will contain all the program items that require you to be active such as blackbox larps, torture workshops and theatre impro. This kind of program item might require early sign up to be sure to get at spot at the venue.

**Joker - Social Events at KP:**

The Joker-track is the track of the social events of Knutpunkt 2018, such as meet new people, lunch beat, drag-show and other programme items aimed towards social interaction between the participants.

**Knutpunkt dictionary**

If you're new to the Knutpunkt scene (or larp scene in general), some of the words and concepts might seem new and confusing. Here's a short list of some common terms to help you sort out some of that confusion.

**Alibi:** The feeling of being able to act differently than you would normally since you are in a certain circumstance, playing a character or so forth.

**Bleed:** When thoughts and emotions are spilled over from character to player (or the other way around).

**Co-creation:** Larp is co-creative and so is Knutpunkt. We share our knowledge and build upon it, therefore there is no experts but a lot different inputs and opinions.

**Edu-larp:** Larp used for educational purposes.

**Immersion:** A state of mind where a player feels deeply and naturally involved in the game as if they actually were their character and the larp setting was real.

**Knutpunkt/Knutepunkt/Knudepunkt/Solmukohta:**

Since Knutpunkt travels around and changes host country every fourth year it also changes its name depending on the country it's in - Knutpunkt in Sweden, Knutepunkt in Norway, Knudepunkt in Denmark and Solmukohta in Finland.

**Magic circle:** Connected to the concept of liminality. The magic circle is the border between reality and something else in an abstract way. In a larp inside the magic circle is where you are your characters and outside where you are yourself. You can also apply it to certain situations. Knutpunkt could be argued to be a magic circle where we meet outside of the conventions of everyday life and create our own set of rules and behaviour.

**Meta:** An interaction (for example in the form of a rule, technique or shorter scene) that happens between players rather than characters while still being a part of the in-game flow.

**Nordic larp:** A tradition of larp emerging from the Nordic countries. There isn't really any clear cut, uncontested definition but it's usually associated with things like immersion, co-creation, experimentation and a view on larp as both an artform and a way to explore important societal and political issues.

**Panel:** A discussion between a group of people, usually without audience participation.

**Safety techniques:** Rules and methods meant to prevent off-game harm for the participants during a larp, for example through giving players tools to opt out from a scene or checking in on each other without completely interrupting the game

**Spatial design:** The more physical aspects of larp design, connected to location and scenography.

**Talk:** A lecture, usually without audience participation.

**Transparency:** When a player have information about for example secrets, plotlines or other characters' backgrounds and intentions that their own character do not know about.



# Larps

## Creator's fair

Francesco Rugerfred Sedda

► A blackbox larp for an even number of players between 10 and 20. A scenario about de-personalization, objectification and possession, set in a place with discriminative society norms. How much freedom do you really have when going against the society norm drag you down with shame?

Tracks: Diamond   
 Time: Fri 14:00 – 17:45  
 Place: Education

## Goth court

Liz Gorinsky

► Goth Court is a live-action party game/larp by Liz Gorinsky and Jess Zimmerman based on Jason Morningstar's Ghost Court, about eldritch justice in a small claims court that settles petty disputes between goths and norms. Each case lasts about five minutes and is absurd and often hilarious. Players are welcome to wander in and out during the slot.

Tracks: Diamond  Joker   
 Time: Fri 16:00 – 17:45  
 Place: Common area

## Here is my power button

Ben Schwartz  
Brodie Atwater

► Here is my power button is an American freeform game about companionship and power disparities as explored through artificial intelligences. Desired content involves intimacy, individuation, and invalidation as characters come to define themselves based on a dyadic play partnership in which one person can delete the other.

Tracks: Diamond   
Time: Sat 09:00 – 12:45  
Place: Education

## Larp for airports

Fredrik Hossmann  
Michael Such

► A low key, whimsical and chatty larp where nothing really happens. Relax and enjoy time spent waiting to board a plane with your friends.

Tracks: Diamond   
Time: Sat 10:00 – 12:45  
Place: Common area

## Larp me happy

Michael Freudenthal  
Mo Holkar

► A sequence of three mini-larps which will sequentially explore how to generate different kind of happiness in players: animal, extrinsic, and intrinsic. After each mini-larp, we will debrief in order to try and think about tools, rules and settings that could induce happiness.

Tracks: Diamond  Spade   
Time: Sun 09:00 – 10:45  
Place: Discussion

## Somehow everything here looks like home

Thomas Christophel

► ‘Somehow everything here looks like home’ is an episodic mini-larp about nostalgia, friendship and personal development. It’s the story of a

group of friends that all have lived together in a place they called 'home'. During the LARP, the friends grow up, grow apart and try to cling to their friendship through times of hardship and change.

Tracks: Diamond   
 Time: Fri 14:00 – 17:45  
 Place: Teambuilding

## The kitty debrief larp

Simon Pettitt

► A short and simple larp where you play a kitty. This larp is for you, if you are tired, stiff, hectic, or just need to be in your body in an uncomplicated way. Come and be a kitty! The larp is designed to be played towards the end of a busy larp festival. It's all about fulfilling all the nonverbal needs you have after the experience.

Tracks: Diamond  Joker   
 Time: Sat 17:00 – 18:45  
 Place: Education

## The quota: Border crossing

Charlie Ashby  
 Martine Svanevik

► This black box scenario offers a chance to explore what it means to pass through the conceptual border between normal life and the 'other' life of the refugee, what has propelled or compelled your character to this point, and the hopes and fears they hold for the uncertain future before them.

Tracks: Diamond   
 Time: Sat 14:00 – 16:45  
 Place: Education



# Panels

## Audience and larp, larp in an art context

Nina Runa Essendrop

► We will talk about how larp can be relevant in an art context and how to create experiences that are worthwhile for both the larpers "performing" and for an audience.

Tracks: Spade 

Time: Thu 21:00 – 21:45

Place: Education

## Chamber larps - Past, present and future

Anna Westerling

Jamie Harper

Jesper Heebøll Arbjørn

Martin Nielsen

Miriam Lundqvist

► Since the first Nordic short larp festivals were established 10 years ago, the format has increased tremendously in both popularity, variety and quality. What does this mean and where do we go? Grenseland-et's Martin Nielsen will introduce on chamberlarp history, then moderate a panel of curators discussing the present and future of chamber larps.

Tracks: Spade 

Time: Fri 17:00 – 18:45

Place: Science

## Designing larps for non-larpers

Kevin Blank

► In this panel we want to get together organizers of larps that aim to include non-larpers. We want to talk about the challenges and approaches in design and communication that come with this new audience and open up a discussion about the accessibility of larping.

Tracks: Club 

Time: Sat 09:00 – 09:45

Place: Science

## Just a little lovin' USA 2017 post-mortem

Evan Torner

Hanne Hank Grasmo

Jon Cole

Kat Jones

Tor Kjetil Edland

► In August 2017, the sixth run of Just a little lovin', a larp about the coming of AIDS in a 1980s New York gay community, was held in the country of its diegesis: the United States.

Come hear the US and Nordic organizers discuss the joys and challenges of running this legendary larp for 55 American participants. Condoms provided.

Tracks: Heart 

Time: Sat 15:00 – 15:45

Place: Science

## Looking back at 1942

Johanna Koljonen

Ståle Askerød Johansen

Tor Kjetil Edland

Trine Lise Lindahl

► 1942 was a larp about everyday life during the Second World War in a small Norwegian village. It was one of 2017's most ambitious projects in Nordic larp where an entire fjord village with a power plant was transformed into a community under German occupation. Johanna Koljonen hosts this retrospective about design and player experiences from 1942.

Tracks: Spade 

Time: Sat 16:00 – 18:45

Place: Science

## “My gaming history”: Personal reflections on play

Jaakko Stenros

► Play is with us throughout our lives. In this program item four guests provide an account of their personal play and gaming histories. Last year the stories were personal, touching, funny, scary, and weird. This year we will have four new people taking the audience on a journey of their play autobiographies.

Tracks: Heart 

Time: Sat 13:00 – 13:45

Place: Science

## Performance inside larps

Anni Tolvanen

Jaakko Stenros

James MacDonald

► Cabaret, Freak Show, Hamlet, Club Diamond in JaLL and Rocky Horror all have it: performances within a larp. So, is this larping performance, or larping being a performer? Is it a great diegetic or

meta tool, or a whole lot of player vanity? Can we do it better? Join a panel of performers to talk about this recurring feature in larp.

Tracks: Heart  Spade 

Sat 11:00 – 12:45

Place: Science

## Player experience and feminism

Alexander Sandrén

Anna Emilie Groth

Annica Strand

Elvira Fallsdalen

Oliver Nøglebæk

► More and more larps of different forms deal with feminist issues such as gender roles, power structures and rape culture. This panel will discuss how the player experience at these larps can effect the feminist debate in the larp community. Anna Emilie Groth will host the panel, which consist of players from Sigriddotter and Brudpris.

Tracks: Heart 

Time: Sat 14:00 – 14:45

Place: Science

## Rerunning larps - How to adopt a lovechild

Anna Emilie Groth  
Anna-Karin Linder  
Oliver Nøglebæk  
Tor Kjetil Edland

► Larps are intensely personal creations and to leave them in the hands of someone else is a daunting show of trust. On the other side of the coin, walking in the shoes of someone who gave you a life-changing experience, can also take a lot of courage. But the benefits are great, when larps are run multiple times by multiple people.

Tracks: Club 

Time: Fri 16:00 – 16:45

Place: Future

## Road trip: A larp and an experience

Ashley Zdeb  
Aurélie Dekoninck  
Claus Raasted  
Jeff Moxley

► Join the team behind Road trip as well as one of the participants, and hear about a moving larp run in the summer of 2017. We traveled over 4,000 km through the US as a touring rock band and its entourage, and will discuss successes and failures of the first run of a larp quite unlike any other. Plenty of time will be put aside for questions.

Tracks: Heart  Spade 

Joker 

Time: Fri 09:00 – 10:45

Place: Science

## Under 25 - We're here to take your place!

Agata Świstak  
Klara Rotvig

► Panel discussion devoted to experiences of young larp organisers and activists. We would like to talk about the decisions of seasoned leaders and how they influence youth in our community. How can we be respectful, inclusive, empowering and function in the same

spaces together? Is it possible with years and years of experience between us?

Tracks: Club  Spade   
 Tme: Fri 15:00 – 16:45  
 Place: Science

## UnLoCking the spectrum: Larpers of color

Aina Skjønshjell Lakou  
 Clio Davis  
 Jonaya Kemper  
 Kat Jones  
 Mo Holkar  
 Ross Cheung

► As larp grows internationally, it is important to encourage diverse storytelling and communities. As Larpers of Color, we would like to raise awareness of how People of Color (PoC) should be and can be included, welcomed, and portrayed in larp. This panel will be a conversation with Larpers of Color of various ethnicities and nationalities.

Tracks: Heart  Spade   
 Time: Fri 11:00 – 12:45  
 Place: Science

## You look like I want to play with you

Karijn van der Heij

► The out-of-game looks of larp participants still play a role in how they are approached, cast and what type of play they get. Help me tap into the gathered knowledge to find out what we can do, both as organizers and as co-players, to be aware and find solutions. After some insights from the panel I would love to hear and write down your ideas.

Tracks: Heart   
 Time: Fri 12:00 – 12:45  
 Place: Future



# Party

## Blues party

Iva Vávrová

► A Knutpunkt classic. Bluesy music, dim lights, potential for cuddle puddles. Come dance blues. Or slow dance. Or move to rhythmical, groovy music in any other way you desire. Or just chill with friends.

Tracks: Joker 🍷

Time: Fri 22:00 – 22:45

Place: Future

## Ending party!

► For this year's ending party, we bid the Major and Minor arcana of the Tarot to dance. There will be a place for dancing, hanging out and alcohol-free spaces to be in.

Tracks: Joker 🍷

Time: Sat 21:00 – 00:45

Place: Banquet 4

## Friday night dance

Frida Sofie Jansen  
Linn Carin Andreassen  
Petter Karlsson  
Tor Kjetil Edland

► DJ and VJ'ing on Friday night. The concept is that every 30 minutes has a designated music theme.

Tracks: Joker 🍷

Time: Fri 22:00 – 23:45

Place: Banquet 4



# Social

## Alcohol free hangout

► During the party, Knowledge will be a space with a nice atmosphere, some sweet music and where it is prohibited to bring and drink alcohol - though an alcohol free space you do not need to be sober to get access.

Tracks: Joker 🍷

Time: Sat 20:45 – 00:30

Place: Knowledge

## An audience experience

Nina Runa Essendrop

► This will be a showcase of the audience experiences created at the program item “Design process for audience

experiences”. The first half hour will be an experience for a limited amount of audience members and the second half will be open for people to come and go as they please.

Tracks: Joker 🍷

Time: Fri 18:00 – 18:45

Place: Education

## Big talk conversation party

Jon Cole

Maria Ljung

► Looking to catch up with old friends and make new ones at the same time? Join this facilitated conversation party that cuts past the small talk, so you can really get to know others. This sober event gives

you tools that foster meaningful conversation. It takes under an hour, and you'll come away with a new appreciation of your fellow con-goers.

Tracks: Joker 🍷

Time: Thu 23:00 – 23:45

Place: Future

## Breakfast of champions - A morning rave

Simon Brind

► A one hour dance party first thing in the morning - before breakfast - 60 minutes of excessive bpm's and lasers.

Tracks: Joker 🍷

Time: Fri 08:00 – 08:45

Place: Knowledge

## Closing ceremony

► A formal gathering where we say goodbye to each other and this year's Knutpunkt.

Tracks: Joker 🍷

Time: Sun 11:00 – 11:45

Place: Theatre

## Craft and chill

Elin Dalstål

Torun Hegre

► Bring whatever larp-related crafts you are working on right now, and let's craft and chill together. It can be whatever craft you want, as long as you can bring it to Knutpunkt and don't require any power tools. Sewing, knitting, beading, leather work, drawing or whatever you like. Demonstrations of your craft is possible, but not mandatory.

Tracks: Diamond 🔥 Joker 🍷

Time: Fri 17:00 – 18:45

Place: Knowledge

## Dance awake

Janou Brouwer

► Are you working towards being awake? There are worse ways to start than to just get

moving. We will use exercises focusing on non-verbal interaction and dance to have some fun and feel more human than when we fell out of bed. No experience necessary.

Tracks: Joker 🦇  
 Time: Sat 08:00 – 08:45  
 Place: Knowledge

## Dr. Horrible's sing-along-blog sing-along

Arvid Björklund  
 Stefan Lunneborg

► We will watch our feared and beloved super villain Dr. Horrible and follow his quest for world domination and love. There will be lots of singing and laughter at the appropriate moments. Bring a costume if you want! "Destroying the status quo because the status is not quo. The world is a mess and I just need to rule it." -Dr. Horrible

Tracks: Joker 🦇  
 Time: Fri 18:00 – 18:45  
 Place: Inspire

## Early bird yoga

Katrin Geneuss

► Before the actual program starts, we'll get together for a down-to-earth, head-in-the-clouds Yoga practice. By breathing and stretching, we'll boost the stamina needed to take us through the intense experience of the Knutpunkt 2018. Come and join in! No previous yoga experience required.

Tracks: Diamond 💎 Joker 🦇  
 Time: Fri 07:15 – 08:00  
 Sat 07:15 – 08:00  
 Sun 08:00 – 08:45

## Everything is beautiful at the drag ball

Alexander Boepple  
 Alexander Sandrén

► Time for the traditional Drag Show! The von Taine sisters welcomes you to a show that will bring out our Charisma, Uniqueness, Nerve, Talent and Synergy for all to see! We also bring you a roster of special

guests, sequins and glamour. Don't miss it because just as glamoured gold it will all be gone when morning comes.

Tracks: Joker 🍷  
 Time: Fri 21:00 – 21:45  
 Place: Brainstorm, Future, Science

## High on KP

Harrison Greene  
 Kjell Hedgard Hugaas  
 Mila Ould Yahoui  
 Mo Holkar  
 Sarah Lynne Bowman

► A social get-together and discussion for people who are interested in limiting their intake of alcohol during KP (and at larp events in general). Hosted by the Blue Ribbon Collective. We will talk about reasons and about strategies, will share experiences, and will support and empower each other.

Tracks: Joker 🍷  
 Time: Thu 18:00 – 18:45  
 Place: Inspire

## Knutpunkt TV

► Knutpunkt TV is a show in four parts - one for each hosting country. Will contain gentle teasing, self-irony and laughs.

Tracks: Joker 🍷  
 Time: Thu 21:00 – 21:45  
 Place: Theatre

## Larp women unite meet-up

Sofie Falk

► A gender separatistic event for people who in part or completely identifies as women or who are interpreted as women by society. Join us for networking and socializing.

Tracks: Joker 🍷  
 Time: Thu 18:00 – 18:45  
 Place: Focus

## Lounge

► A place for talking and socializing, without a bass blasting your eardrums.

Tracks: Joker 🍷  
Time: Sat 21:00 – 00:45  
Place: Common area

## Lunch beat

► If it's your first time at Lunch Beat, you have to dance! Spend some energy and get some energy from dancing to some neat beats during the lunch break.

Tracks: Joker 🍷  
Time: Fri 13:00 – 13:45  
Sat 13:00 – 13:45  
Place: Education

## Open mic night

Jamie MacDonald

► Open mic night is exactly that: a scene, a mic and a participant with something on their mind, whether it is comedy, magic, singing or

some other kind of entertainment.

Tracks: Joker 🍷  
Time: Thu 22:00 – 23:45  
Place: Science, Brainstorm

## Opening ceremony

► The formal opening of the conference where we gather together in anticipation of the days that will follow.

Tracks: Joker 🍷  
Time: Thu 17:00 – 17:45  
Place: Theatre

## Pub quiz

► Build a team and participate in our pub quiz with questions about larp, roleplaying, fantasy, sci-fi, and board games amongst other things

Tracks: Joker 🍷  
Time: Fri 22:00 – 22:45  
Place: Knowledge



## 40 pages, 5 minutes

Frida Lindegren

► What do a gamemaster need to understand about a scenario before the participants arrive? What do one need to prioritise when the prep-time's running out? A pragmatic talk about the freedom and responsibilities of the GM, and the overlooked flaws of designers.

Tracks: Spade 🌙

Time: Fri 11:00 – 11:45

Place: Knowledge

## A trinity of consciousness

Kjell Hedgard Hugaas

► Where do those characters that allow us to bridge the gap between acting and larping come from? Is there a layer to character creation that lies beyond our conscious self? And if so, how does our conscious self give room to the consciousness of our character? A talk about method, Stanislavskij, Boal and abstract immersion closets.

Tracks: Spade 🌙

Time: Sat 12:00 – 12:45

Place: Future

## Accessible design

Melina Cunelius

► A practical approach to accessibility. What to look in a place, what might people with

mental illnesses want to know about your larp beforehand, and how to take into account people's differences.

Tracks: Club 

Time: Sat 10:00 – 10:45

Place: Knowledge

## Bleeding out: Steering for emancipatory bleed

Jonaya Kemper

► How can we use bleed to heal ourselves? Using studies in critical race theory, trauma studies, theater, and larp academia, we will explore the idea of liberatory narrative steering and how it can result in emancipatory bleed, that is, bleed that allows the player to feel more resilient to the oppression they face in their day to day struggles.

Tracks: Heart  Spade 

Time: Sat 09:00 – 09:45

Place: Brainstorm

## Bofferfighting mechanics from around the world

Kelsey Desrosiers

René Bokær

► We will tell about the different bofferfighting mechanics from around the world, and see how the fighting rules change the player's behaviour. Also we want to inspire people about different mechanics in the most played genre.

Tracks: Spade 

Time: Fri 13:00 – 13:45

Place: Knowledge

## Book launch: Imagine this, edu-larp meets business

Blaz Branc

Claus Raasted

► Rollespilsakademiet is publishing a book on the transformative power of edu-larp in corporate training and assessment. Author Blaž Branc and publisher Claus Raasted will

present key insights, talk about how Nordic larp and businesses (can) mix and invite you to share your (business) larping experience.

Tracks: Spade ♣

Time: Sat 12:00 – 12:45

Place: Beginning

## Building a city from scratch

Carl Nordblom

► What lies between location-based 360 scenography and barren blackbox designs? For the Blade Runner-inspired larps 'Do Androids Dream?' and 'When Androids Pray' I wanted to pick the most powerful elements of both ends and combine them into something that only contained what was necessary for the story and experience we designed. I'll tell you how!

Tracks: Club ♣

Time: Fri 14:00 – 14:45

Place: Knowledge

## Co-creation in larp

Charles Bo Nielsen

► From College of Wizardry to Space Explorers to What are you worth I have used co-creation as a core of my design style for larps. For very different larps. I am going to explain how it works and how it can be used to best effect. Which larps it fits for. There will both be practical examples, dissections of former larps and some overall perspective.

Tracks: Club ♣ Spade ♣

Time: Fri 14:00 – 15:45

Place: Future

## Connectiong blues and larp: Valley of shadow

Iva Vávrová

► In December 2017, a Czech team of organizers ran an experimental noir-style larp, which heavily relied on blues dancing as a communication tool. What worked, what didn't, how did we make larpers dance, and will this ever happen again? Come and find out.

Tracks: Spade ☾  
 Fri 12:00 – 12:45  
 Brainstorm

## Deconstructing the inside Hamlet design

Bjarke Pedersen  
 Simon Svensson

► How do you take the most famous play by Shakespeare and make it into a larp? Come and hear all the minutiae of the design, from noble houses based on works that were in turn based on Hamlet to the reason we have 58 sitting spots in the setting. We'll go through the design and explain the thinking for each element.

Tracks: Spade ☾  
 Time: Sat 11:00 – 11:45  
 Place: Future

## Design tools from a fashion and game design

Annica Strand

► A playful introduction to various techniques and methodologies used in either fashion or digital game design. I will go through theory, some examples, let you do some simple exercises and have some short group discussions.

Tracks: Spade ☾  
 Time: Fri 14:00 – 15:45  
 Place: Brainstorm

## Designer's hour: Ending

Søren Ebbenhøj

► Ending the game right is one of the toughest and most important problems facing the larp designer. The Designer's hour this year is dedicated to the pitfalls and safe bets of how to effectively end a game, and consists of a series of very short presentations by different larp designers telling about how they designed the ending of a specific game.

Tracks: Club ♠ Spade ☾  
 Time: Sun 10:00 – 10:45  
 Place: Theatre

## Documenting play

Will Osmond

► Thinking about ways players can document and discuss their experiences. Will Osmond will give a talk on his practice-autoethnographic research method of 'relarping-the-larp' and invite discussion from others about the subject of documenting experience.

Tracks: Heart 

Time: Sat 16:00 – 16:45

Place: Knowledge

## Dramaturgy and story in larps

Anna Westerling

► Sometimes a larp is unpredictable, the organisers start the larp and then see where the game go. But if you as an organiser want to add dramaturgy and narrative to your larp? What if you wanted to ensure a certain story being told? This lecture will walk through a number of techniques for doing so.

Tracks: Spade 

Time: Sat 09:00 – 09:45

Place: Knowledge

## Edu-larps inside universities in Palestine

Mohamad Rabah

► A talk about the design choices of Bait Byout Edu-larp festival that took place between the 16th and 18th of November 2017 in Bethlehem. How to design an inclusive event for larpers and non-larpers? International and local? and how to promote edu-larps for other formal education institutions.

Tracks: Heart 

Time: Sat 15:00 – 15:45

Place: Knowledge

## Emotions and larp

Simo Järvelä

► Emotions are a central part of larp experience, and something designers seek to evoke in their players. This talk goes

through the complex fundamentals of emotions from a scientific theoretical perspective and discuss how they are related to larp.

Tracks: Heart ❤️ Spade ♠️  
 Time: Sat 11:00 – 12:45  
 Place: Knowledge

## Fears we fear to admit

Darya Skorokhodkina  
 Safiya Yemelyanova

► It's a talk about fears that stop us from doing small and great larp-things, and about those that are unavoidable part of experience and success. How can we take over them? There will be some analyzing, successful examples and failures from organising and making larps and running a larp-NGO; and an open space for fearless sharing and reflections.

Tracks: Heart ❤️ Club ♣️  
 Time: Fri 17:00 – 18:45  
 Place: Future

## First timer's guide to Knutpunkt

Kristoffer Thurøe

► Knutpunkt does not look like most conferences. It is co-created, full of weird homemade words and has its secret traditions and parties. This is an introduction to both the toolbox of the community, the program and the theoretical terms so you are ready to kick in the front door of nordic larp and get the most out of the weekend.

Tracks: Joker 🃏  
 Time: Thu 18:00 – 18:45  
 Place: Theatre

## German edu-larp - The "Waldritter way"

Carola Nebe  
 Daniel Steinbach  
 Dennis Lange  
 Dirk Springenberg

► An overview of 10 years of the non-profit association Waldritter e.V. ("Forest Knights"). With the combina-

tion of live action role-play and education the Waldritter e.V. realises round about 3 to 4 projects for children, youths and young adults in whole Germany every day. Learn more about our methods and technics and experience the Waldritter way!

Tracks: Spade 🌙  
Time: Sat 14:00 – 14:45  
Place: Knowledge

## How can we help? A talk about diegetic counseling

Alex Rowland  
Brodie Atwater

► We're two American mental health counseling students who work in larp safety and have written a guide on managing distress at games. Organizers, caregivers, theorists and critics should come by to hear about which practices, theories and ethics inform the scope of this work. Who should do it, and how it can be done.

Tracks: Spade 🌙  
Time: Thu 21:00 – 21:45  
Place: Discussion

## How to earn money with larp

Daniel Steinbach

► Daniel Steinbach, employed CEO at Waldritter e.V. since ten years, shows how to earn money with larp. Topics are funding, participant's fee and how to find new ideas and customers. He talks about what could work and what would be a really bad idea.

Tracks: Club 🎮  
Time: Fri 16:00 – 16:45  
Place: Knowledge

## How to search and find a larp, trans-nationally

Michael Freudenthal

► While every country has its own Larp culture and community, my experience in managing an exhaustive calendar of hundreds of French Larps ev-

ery year, and the dozens of interviews I lead across multiple countries suggest it is possible to gather informations about upcoming Larps in one platform, through international co-operation and volunteer work.

Tracks: Heart ❤️ Spade ♠️  
 Time: Fri 09:00 – 09:45  
 Place: Future

## How to start doing research

Graham Walmsley

► How can we do research better? How can we use surveys, focus groups and interviews to find out what we want to know about larp? This talk takes you through the basics of research, showing how to choose the people you talk to, how to ask your questions and what to do with the answers.

Tracks: Club ♣️  
 Time: Sat 14:00 – 14:45  
 Place: Brainstorm

## How to train your larper

Frederikke Sofie Bech Høyer  
 Morten Rjærgaard Tellefsen

► At the Danish boarding school Østerskov, we teach through game-based leaning and edu-larp, but we also teach larp. Here we explain how we train people to become better larpers, what tools we use and what design choices we incorporate to make sure we can help students with vastly different amounts of larp experience and training.

Tracks: Spade ♠️  
 Time: Fri 13:00 – 13:45  
 Place: Future

## Keynotes

Mohamad Rabah  
 Carina Enggård  
 Jeff Moxle  
 Karete J. Meland  
 Hilda Levin  
 Niina Niskanen

► A number of shorter talks, each related to one of this years

tracks and to the overall theme “Shuffling the deck”, given by great speakers from different parts of the larp community who have been invited to share their perspectives, experiences and ideas with all of you.

**Heart:** Mohamad Rahab is the prophet of larp in Palestine, and he will talk together with Carina Enggård who is a pragmatic larp idealist. They work together in an international larp project between Bifrost in Denmark and Bait Byout in Palestine. The talk will both be about the need for clashes in intercultural projects and the gifts of the tough love learnings in intercultural interactions.

**Club:** Jeff Moxley is a lifelong gamer who spent many years pretending he was cool, until his love of being a nerd dragged him into a dull life of office work so other people can pretend to be fictional creatures. This talk will be about how simple skills like being calm and writing things down can bring you great success in a world of last minute requests and unforeseen explosions.

**Diamond:** Karete J. Meland is a clinical psychologist based in Oslo, working fulltime with obsessive-compulsive disorders, and parttime with larp design through the company Alibier. Her talk will be a brief glimpse into the worlds of psychology and larping, a framework for how our brains make sense of our exploration of fiction and reality, and possible beneficial effects of larping.

**Spade:** Hilda Levin is a dramaturg, theatre pedagogue and larp scholar. The talk will be about Nordic larp as postdramatic theatre, and what postdramatic theatre has to do with the contemporary larp scene, and how can we use their kinship to our advantage.

**Joker:** Niina Niskanen is a Finnish game designer and writer. In this talk she will speak about how for her safety and inclusivity are two of the cornerstones in creating fun, ambitious and unforgettable things together.

Tracks: All

Time: Thu 20:00 – 20:45

Place: Theatre

## Larp as a tool for inclusion with troubled kids

Jonas Vandall Zimsen

► The youth project “Imperiet” uses larp as a learning tool to work with kids from a part of Copenhagen with a large part of ethnic minority group living there. The project aims to give the involved kids better skills in language and empathy.

Tracks: Club 🎲 Spade ♣️  
Time: Fri 13:00 – 13:45  
Place: Science

## Larp crush: The what, when and how

Sanne Harder

► Have you ever experienced a larp crush? Or is it something illusive that only happens to others? Maybe you are addicted to it, and you hunt it from scenario to scenario, like the proverbial white buffalo? If you recognise yourself in any of the above, this talk will be of interest to you. A subjective talk by a larp crush veteran.

Tracks: Heart ❤️ Spade ♣️  
Time: Sat 13:00 – 13:45  
Place: Beginning

## Larp design theory 101

Eirik Fatland

► “Interaction codes matter”, “Just workshop it”, “That’s a brute force larp”, “Turn the fader up to 11”, “We accidentally the 360 illusion”. If that made perfect sense, then this talk is NOT for you. A popular introduction to some of the thoughts that KP-goers have thought about larp dramaturgy, a.k.a. design theory.

Tracks: Spade ♣️  
Time: Sat 13:00 – 13:45  
Place: Brainstor

## Larp in psychotherapeutic settings

Mila Ould Yahoui

► Hello Friends, I hope you all are well! I would like to talk about how to include role-play in psychotherapeutic settings.

I am a psychotherapist for kids and adolescents from 0-21 and I run my own practice since this year. I worked in other practices and in a hospital and my experience is that larp can be a perfect helper for different challenges.

Tracks: Spade ♣  
Time: Sat 16:00 – 16:45  
Place: Brainstorm

## Larp in the European parliament

Bjarke Pedersen  
Juhana Pettersson  
Maria Pettersson

► In November 2017, we organized the larp Parliament of Shadows in Brussels, Belgium, based on Vampire: the Masquerade. To our knowledge, it's the first larp partially played in the European Parliament, and included real MEPs. In this talk, we discuss the implications of organizing a larp about politics where politics really happens.

Tracks: Spade ♣  
Time: Thu 21:00 – 21:45  
Place: Beginning

## Lotka-Volterra - A pre-mortem

Olle Nyman  
Sebastian Utbult  
Simon Svensson

► The main organisers will have a facilitated talk about the design behind a 300 participants large block buster larp. Pitfall, logistics, information-wrangling, character creation and project management tools. Without spoilers.

Tracks: Club ♠ Spade ♣  
Time: Fri 15:00 – 15:45  
Place: Knowledge

## Metareflection and immersion in embodied arts

Hilda Levin

► How does media self-reflexivity and artistic distance

work when we use our very real bodies to create fictional experiences? How can we design for more immersive and/or reflexive experiences? The framework of metareflection will be presented through theatre, art and cognitive theories together with concrete larp design examples.

Tracks: Spade ♠  
Time: Sat 09:00 – 09:45  
Place: Future

## Organising social larp festival in Belarus

Maryia Karachun  
Nastassia Sinitsyna  
Safiya Yemelyanova  
Yauheni Karachun  
Yuliya Safronava

► In November 2017 the first social larp festival was organised in Minsk, Belarus. It was about a two-month long event that aimed to transform larp-consumers to larp-creators and of course to make the world a better place as the larps touched upon acute so-

cial issues. The item is organised as a part of the Larpers of the World project.

Tracks: Club ♣  
Time: Sat 13:00 – 13:45  
Place: Discussion

## Playing in love - Beginners' class

Charles Bo Nielsen  
Jeppe Bergmann Hamming  
Maria Bergmann Hamming

► A repeat of last year's talk about Playing in love - there will be new points, but if you have already seen it, we recommend you join our Masterclass workshop instead - but you are still welcome if you want a refresher. This talk is about playing in love - in character. How to make it more safe and enjoyable for everyone!

Tracks: Heart ♥  
Time: Sat 14:00 – 14:45  
Place: Future

## Preventing harassment: Safer larping material

Irina Nykänen  
Niina Niskanen

► Safer larping material was created to help Finnish game designers and players recognise and prevent harassment. The material was awarded Deed of the Year in Ropecon in 2017. It is also translated in English. Why and how was the material created? How has it been applied? Has it been useful? We present the material and workshops included.

Tracks: Club   
Time: Sat 17:00 – 18:45  
Place: Brainstorm

## Rehumanising the enemy: Larp and peacebuilding

Federica Sustersic

► Dehumanisation plays a crucial role in war and mass violence: by stripping away the humanity of a victim, the perpetrator loses moral con-

straints against violence. In the aftermath, it is crucial to restore the empathic links of former enemies. Does larp have a “rehumanising potential” able to support peacebuilding and conflict transformation efforts?

Tracks: Spade   
Time: Sat 13:00 – 13:45  
Place: Future

## Religious appropriation in larp

Shoshana Kessock

► Religion is a difficult topic to discuss anywhere, but when including it in our games we run the risk of touching on topics that are literally sacred. This talk will look at the inclusion of religions other than our own and the question of representation as appropriation.

Tracks: Spade   
Time: Fri 12:00 – 12:45  
Place: Beginning

## Retrospective: Eirik Fatland

Eirik Fatland

► Eirik Fatland, old fart larpwright and theorist, connects dots from every larp he's worked on since the mid-90s. Including the failures and "that's when I learned..." moments. There will be stories of forests and office complexes, mental asylums and musicals, brute force, subtle force, and dealing with 20 sacks of frozen poo on no budget.

Tracks: Spade ♣  
Time: Fri 14:00 – 14:45  
Place: Science

## Risk management and larp

Ingrid Storrø

► Risk management for dummies as it pertains to larp. A quick look at the different areas where it is useful to have an idea about risk level (organising process, larp design and larp runtime). Examination of

tooling and communicating risk mitigation to suit a larp's vision and risk appetite, to enable informed player self-selection.

Tracks: Heart ♥ Spade ♣  
Time: Sat 15:00 – 15:45  
Place: Brainstorm

## Running a realm - A massive tabletop campaign ABC

Markus Montola

► After 13 years and 150 play sessions of play, Markus will discuss his epic tabletop RPG about kings and rules in a fantasy setting. The talk will deal with player characters having more power than the GM, creating a tangible experience of power, managing hundreds of NPCs, and playing tabletop in a simulationist-immersionist fashion.

Tracks: Spade ♣  
Time: Fri 10:00 – 11:45  
Place: Brainstorm

## Self-manipulation for more immersion

Ane Marie Anderson  
Karete Jacobsen Meland

► Too little bleed in your recent larps? Do you like crying for hours after a short chambergame? Do you want more tricks in your cognitive toolbox for creating real characters with serious relationships, personalities, and issues? In this talk, we will show you how to use science to trick your very stupid brain into more immersive larp experiences!

Tracks: Spade ♣  
Time: Fri 11:00 – 11:45  
Place: Future

## So say we all: Five year saga of the rising star

Shoshana Kessock

► Battlestar Galactica: Tales of the rising star was a five year larp experience run in the United States from 2012-2017. We will take a look at the history of this one hundred player five

year experience and discuss just how the team turned a convention space into an immersive Battlestar experience.

Tracks: Heart ♥  
Time: Thu 18:00 – 18:45  
Place: Beginning

## Spatial design on the move

Iva Vávrová

► What practical and design-related challenges and opportunities do you encounter when creating a walking larp? How do you make fifty players to enjoy hiking in a frozen forest for two days? And how do you deal with spatial design without a clear location? The talk will draw on examples from Legion: Siberian Story and other Czech walking larps.

Tracks: Club ♣ Spade ♠  
Time: Sat 12:00 – 12:45  
Place: Brainstorm

## Tech-assisted larping

Aleksandar Jankovic

► Blodsband and other larp events have used an app to open up new opportunities for both players and organisers. We are going to take a look on how the app has been used and how you can integrate it into your events. The topics will span from how it creates a platform for distance participation to collaborative worldbuilding and everything in between.

Tracks: Heart ❤️ Spade ♣️  
 Time: Thu 18:00 – 18:45  
 Place: Discussion

## The (literal) mixing desk of larp

Anni Tolvanen

► This talk introduces the Mixing desk of larp sound design. What kind of sound cues impact players' experiences, and how and why do they do that? When talking about sound design for larp, what are we actually talking about? Composer

and sound designer Anni Tolvanen introduces a practical model for analysing and implementing sounds for larp.

Tracks: Club ♣️ Spade ♠️  
 Time: Fri 16:00 – 16:45  
 Place: Brainstorm

## The costume Grinch

Anne Grove  
 Kerstin Örtberg

► Costuming for the costume haters: How to fake the look at historical larps. Want to go to a historically inspired larp but the clothing requirements make you hesitate? Two designers talk about how to analyze historical fashion for larp and how to achieve a good enough look with less angst and smaller funds. A talk with a pragmatic and hands on approach.

Tracks: Heart ❤️  
 Time: Fri 13:00 – 13:45  
 Place: Brainstorm

## The Freak show larp

Nina Teerilahti

► I broke into an abandoned amusement park at night. A month after I was arranging an international larp in the park with five people from five different countries. We made Freak Show happen in less than a year and in this high risk venture we tried a lot of exceptional things. I want to share what I learned.

Tracks: Club 

Time: Sat 10:00 – 10:45

Place: Future

## The friend-ship - Sailing larps

Stefan Deutsch

► Organizing larps on ships is a different beast. You have to deal with the weather, limitations of electrical power, comfort and space and seasickness. Everything's up to change like the wind. But there's the sailing which makes it a very special larp. I will talk about our experi-

ence with sailing larps Demeter and Skull & crossbones.

Tracks: Club 

Time: Fri 17:00 – 17:45

Place: Brainstorm

## The greatest larp that never was

Aina Skjønsfjell Lakou  
Charlie Ashby  
Martine Svanevik  
Simon Brind

The greatest larp that never was: The Rocky Horror Show The Rocky Horror larp was an ambitious project that never saw the light of day. This session features a series of short talks from members of the design team about aspects of the design of this larp and a Q&A session.

Tracks: Spade 

Time: Thu 18:00 – 18:45

Place: Knowledge

## The lie of immersion

Nast Marrero Garcia  
Pablo Valcarcel

► We will discuss alternatives to immersionism from several different angles, such as acting (e.g. Brechtian estrangement), creative writing (e.g. psychic distance in the PoV) or game design (e.g. onlooker play versus associative play).

Tracks: Heart ❤️ Spade ♣️  
 Time: Sat 10:00 – 10:45  
 Place: Brainstorm

## The refugee experience

Charlie Ashby  
 Martina Ryssel  
 Martine Svanevik  
 Tina Leipoldt

► We present two larps that are handling the topic of refugees and having to leave your home country for an uncertain future in two very different ways. “Die weiße Dohle” was run twice in 2017 in Germany, and “The Quota” will be run in 2018 in the UK. Our design choices and experiences will be the introduction to a discussion and sharing of ideas.

Tracks: Heart ❤️ Spade ♣️  
 Time: Fri 09:00 – 10:45  
 Place: Knowledge

## The spaces in-between

John Shockley

► A lighthearted and open look at the time between moments of drama at larps. Many people experience larp as a series of high points of intense interaction; but can find the space between those points to be lonely, dull or frustrating. Through a series of anecdotes and discussions this talk is aimed to look at strategies to cope with these feelings.

Tracks: Heart ❤️  
 Time: Fri 10:00 – 10:45  
 Place: Future

## Trans action - How to make larp trans inclusive

Charlie Haldén  
 Dajo Vande Putte

► The world we live in is more difficult to navigate when you

are a transgender person. But the world of larp doesn't have to be. Let's reflect upon how we can make our larps spaces where everyone can feel comfortable, and avoid some of the normativity that limits trans larpers.

Tracks: Club   
 Time: Fri 18:00 – 18:45  
 Place: Brainstorm

## Undercover larpers in art: A conversation

Gustav Tegby  
 Karin Tidbeck

► Gustav Tegby and Karin Tidbeck are larpers and professionals in their respective fields: theatre and literature. A mutual interview in which they explore their experiences of entering the world of art as a larper. How has larping affected how you work as an artist? What preconceptions do you encounter? What can you import from larp to other fields?

Tracks: Spade   
 Time: Sat 11:00 – 11:45  
 Place: Brainstorm

## Weekend solitude of one hundred years

Lukas Brychta  
 Sarah Komasova  
 Tomas Hampejs

► In our adaptation of the book *One Hundred Years of Solitude*, we let our 31 players travel through time on their own, three of them play one character at once, they fall in love on the basis of colours and are able to explore new ways of playing out intimacy. But how did this work with in the context of the Czech larping?

Tracks: Club  Spade   
 Time: Sat 13:00 – 13:45  
 Place: Knowledge

## What I've learned about spatial design

Søren Ebbenhøj

► Spatial design is the discipline of designing the physical dimension of a larp in order to facilitate and guide interaction. Moving beyond scenography and representations of the fiction, larp designer Søren Ebbenhøj takes you through a series of case studies from his own and other's games in order to inspire and discuss this diverse field of design.

Tracks: Club 🎲  
Time: Fri 12:00 – 12:45  
Place: Knowledge

## What in the world is co-creation?

Andrew Lacanienta

► In the design world co-creation has almost become synonymous with the word “do”. Let's co-create something together and lets do something together almost have the same meaning. So what exactly is the anatomy of co-creation and how can mas-

tering co-creation elevate a larp experience? Come co-create with us during this program and see for yourself.

Tracks: Spade 🎲  
Time: Sat 10:00 – 10:45  
Place: Science

## When experience design meets larp

Andrew Lacanienta

► During years of experience design work I gained a toolkit of design “hacks” to create extraordinary experiences. These “hacks” (e.g., multi sensory engagement, memorabilia, storyboarding, etc.) are easily applied to larp design and when applied properly can transform a larp experience into something memorable, meaningful and transformative.

Tracks: Spade 🎲  
Time: Thu 21:00 – 21:45  
Place: Focus



# Workshops

## Character creation based on sensual associations

Maryia Karachun  
Nastassia Sinitsyna  
Olga Volha Rudak  
Yauheni Karachun

► The program item is a series of cohesive exercises, we've used before, focused on creating characters for blackbox larps using visual, auidial and sensory associations of participants.

Tracks: Diamond   
Time: Fri 17:00 – 18:45  
Place: Beginning

## Create your (first) larp in four hours!

Karete Jacobsen Meland  
Martin Nielsen

► Ever wanted to be a larp designer, but don't know how to start? The workshop will guide you through three hours of facilitated larp creation, and at the end, you will hopefully be left with your very first larp! You may sign up individually, and will be assigned to groups when starting the workshop, but are recommended to sign up in groups of three.

Tracks: Diamond   
Time: Sat 15:00 – 18:45  
Place: Discussion

## Design better narratives!

Troels Barkholt-Spangsbo

► Often the basis for the plot or stories of many larps are based on traditional story-telling media. But traditional media don't have to deal with players and interactivity. In this workshop you will learn how narratives in larp differs from traditional media and how you design for better stories.

Tracks: Spade 

Time: Sat 14:00 – 14:45

Place: Discussion

## Design process for audience experiences

Nina Runa Essendrop

► A design process where we, through a guided process, will design a couple of participatory audience experiences using larp as the primary tool. Later at Knutpunkt we will showcase the audience experiences at the program item called "An audience experience". We will

focus on exploring together rather than on create something perfect.

Tracks: Diamond 

Time: Fri 09:00 – 12:45

Place: Education

## Design thinking for larp

Andrew Lacanienta

► Designing larps requires innovation and creativity. Sometimes things flow and you are able to create as if you were a larp Goddess, other times things get stuck and you need a little innovative kick-start. This workshop will utilize design thinking and its tools of empathy, ideation and prototyping to conquer difficult larp design issues in real time.

Tracks: Diamond 

Time: Fri 09:00 – 10:45

Place: Discussion

## Everyday civilian courage

Sofie Falk

► Inspired by the Swedish “Vardagens civilkurage” I want to give our participants the tools to speak up against discrimination, assault and the like, when they witness it - on the streets, at larps and online.

Tracks: Joker 🐉

Time: Sat 11:00 – 12:45

Place: Discussion

## Fixing your plot and finding fun

Michael Such

► Techniques for rescuing your own plot and larp experience when it's gone off the rails. Ever felt stuck in a larp? Plot going nowhere? Feeling unconnected from your relationships? Everyone else seems to be having fun? In this workshop we'll work through techniques from improvised theatre which can help you reconnect to the game and start having fun.

Tracks: Heart ❤️ Diamond 💎

Time: Sat 17:00 – 18:45

Place: Focus

## Greetings in world building

Anders Berner

Marianne Stornes

► How people greet each other says a lot both about the culture and society, but also about the hierarchy of the people meeting. We will explore both greetings that implies the participants are equals, and greetings with unequal power dynamics. Both meeting between individuals, and when groups meet will be explored. We explore this together as a group.

Tracks: Diamond 💎

Time: Sat 17:00 – 18:45

Place: Future

## How might we test it?

Elina Andersson  
Ola Rende  
Rasmus Lundholm

► The idea that repetition, continuous improvement and testing makes for better products is hardly controversial in larp-making or any industry. We want to discuss and explore how different games can be tested, from small chamber larps to games with thousands of players, at reasonable costs and amounts of effort. How might you test your larp?

Tracks: Diamond  Spade   
Time: Sat 13:00 – 13:45  
Place: Focus

## How to become a better larper

Alex Klug

► It started a while ago with a Facebook post and in only a few days many ideas and valuable tips/advice/links/relations accumulated of how to become better in larping. In

this workshop we will share the already collected items with all attendees and co-create in an attempt to expand the collection.

Tracks: Heart  Diamond   
Time: Sat 15:00 – 16:45  
Place: Beginning

## How to hold a workshop

Miriam Lundqvist

► In this workshop we will focus on the role of the workshop leader. We will try out different styles and work on how to read and adjust to your participants. I will share my thoughts and favorite tricks from ten years of professional experience of running larp workshops. It will be playful. It will not focus on teaching workshop exercises.

Tracks: Diamond   
Time: Sat 14:00 – 16:45  
Place: Focus

## How to use music in the creation of larps

Anita Myhre Andersen

► With examples from my own making of larps the last 23 years, I will try to show you, and let you experience how you can use music as a strong input and motivation in the creation of larps.

Tracks: Diamond   
 Time: Sat 09:00 – 10:45  
 Place: Discussion

## How to: The well-designed workshop

Frida Sofie Jansen

► When designing larps a crucial part of your design should be your workshop(s). In this “workshop workshop” I will present, and then we’ll try out, some tools I use when creating workshops, which are not just preparation for the larp, but a thought through part of the experience itself, with the goal of creating a “whole hearted” player experience.

Tracks: Spade   
 Time: Fri 17:00 – 18:45  
 Place: Focus

## Integrated language promotion

Katrin Geneuss  
 Lukas Renklint

► Katrin Geneuss, PhD student at Munich university, and Lukas Renklint, larp pedagogue at LajvVerkstaden, talk about a joint project using larps to promote language skills in the national language. Katrin and Lukas will lead the participants through designing larps to promote literacy in students with a multi-cultural, multi-linguistic background.

Tracks: Spade   
 Time: Fri 11:00 – 12:45  
 Place: Focus

## Introducing larp concepts in escape rooms

Scott Nicholson

► When I started studying escape rooms, I tried to bring them into the larp family. Many escape room owners were vehemently against connecting escape rooms and roleplaying. Since escape rooms are live-action games, they represent an opportunity to introduce players to larp concepts. But how to do it gently? Join me to brainstorm this challenge!

Tracks: Spade ♣  
Time: Sat 14:00 – 14:45  
Place: Beginning

## Is scrum useful for organizing events?

Ylva Otting

► A walk through to scrum as a method of organizing the work that needs to be done. Scrum is a method developed for software developers but can also be used for non-IT teams. What strengths and weaknesses does this tool have when it comes to larp design and the actual run of the larp? During

this workshop you get to try it out for yourself.

Tracks: Diamond ♦  
Time: Sat 11:00 – 12:45  
Place: Focus

## Larping as tribute: Creating personal games

Shoshana Kessock

► Larps can be designed for any purpose. Yet sometimes designers create a game as a tribute to something important that touches their lives. This workshop will explore how to dig deep into the themes most important to issues and how to capture and distill those themes into the foundation of a larp and maintain them during production and play. My aim is to explore the importance of clearly defined thematics when creating passion projects to carry your intended experience into player's hands.

Tracks: Club ♣ Spade ♣  
Time: Sat 09:00 – 10:45  
Place: Focus

## Let's play a larp

Michael Such

► An experiment with the form; we're going to make up a larp as we go along. We'll share various warm-up and co-creation techniques then larp together. We'll make up characters, situations and rules as we go along. Normally we spend hours writing a chamber larp. Taking from the improv tradition, what happens if we throw the prep out and just play?

Tracks: Diamond  Spade   
 Time: Fri 09:00 – 10:45  
 Place: Focus

## LotW workshops

Anders Berner  
 Åslaug Asgeirsdatter Ullerud  
 Martin Nielsen  
 Mohamad Rabah  
 Nora Berg-Eriksen

► These program items are exclusive to the Larpers of the world initiative as a part of their running program.

**Day 3 - Engagement:** The topic of this day will be how to give people ownership of the project. How to get them committed to the project and responsible for its outcome.

**Day 4 - Awareness:** This day's workshop concentrates on the outreach of the community and development.

**Day 5 - Reporting and the future:** The groups give short presentations on their case study and share their experience and learning outcome from the workshop. Short talk on different paths forward.

Tracks: Diamond  Spade   
 Time: Fri 09:00 – 11:45  
 Sat 09:00 – 11:45  
 Sun 09:00 – 10:45  
 Place: Beginning, Inspire, Teambuilding

## Overpowering (and being overpowered)

Outi Condit

► Drawing from contact improvisation, performance,

rough body play and BDSM to larp. Thinking of physical overpowering as two-way communication, as a form of dance. Exploring negotiation and calibration as ongoing, corporeal processes in play. Workshop involving physical play, wear clothing that you're comfortable sweating in.

Tracks: Diamond   
 Time: Fri 11:00 – 12:45  
 Place: Discussion

## Playing in love - Master class

Charles Bo Nielsen  
 Jeppe Bergmann Hamming  
 Maria Bergmann Hamming

► Repeating the success from Forum and last KP, once again we want to talk about playing in love. Tips and tricks on how to play out emotions and play love in your larps. This year we are going to make a Masterclass workshop for actually playing out love and testing safety mechanics. We are also running a "Playing in Love - beginners talk".

Tracks: Heart   
 Time: Sat 15:00 – 16:45  
 Place: Future

## Positive feedback rounds

Elin Dalstål

► As larpers we often want to learn and have our contribution validated. Positive feedback rounds gives people an opportunity to both give and receive concrete positive feedback after larps. It helps player learn, builds a culture of communication and trust, and lets us practice how to give and receive feedback. Learn more about and give it a try!

Tracks: Heart  Diamond   
 Time: Fri 16:00 – 16:45  
 Sat 16:00 – 16:45  
 Place: Inspire

## Sharpening awareness in interaction

Anna Emilie Groth  
Anne Morgen Mark

► This workshop takes inspiration from the principles of viewpoints, which is used in theatre and ballet improvisation. It is about sharpening the focus on different aspects of the interaction between you and other players, so you can use it actively in your play with others. Step out of the grey zone of interaction and get the whole spectrum instead.

Tracks: Diamond   
Time: Sat 17:00 – 18:45  
Place: Beginning

## Social qi gong

Michael Such

► Can we use the methods of larp and approaches from qi gong to change our own social habits? Enjoy the Knutpunkt party more? We'll repeatedly play out realistic scenes, focusing in detail on what we do.

Then we apply our learnings during the actual Knutpunkt party and have a debrief later. An experiment, not a qi gong workshop, therapy or a cult.

Tracks: Diamond  Joker   
Time: Fri 17:00 – 18:45  
Place: Discussion

## Suppression and domination techniques for larp

Anita Myhre Andersen  
Martin Lindelien

► This workshop was first run at KP 2017. This is a upgraded version. The workshop is a breakdown and overview on how to apply master suppression techniques (her-skerteknikk) to characters you play in larps. To play a dominant or authoritative character. It gives the participants a safe space to try this out.

Tracks: Diamond   
Time: Fri 14:00 – 16:45  
Place: Focus

## The elevator pitch: How to say more with less

Karin Tidbeck

► Someone comes up to you at a party and asks about your larp. You have ten seconds to describe it before they're bored. How do you do it? A practical workshop about how to write descriptions, characters and flavor text in a way that communicates your vision without boring or confusing the reader. Contains improvisation and writing exercises.

Tracks: Spade ♣  
Time: Fri 14:00 – 14:45  
Place: Inspire

## The heart of the warrior: The world beyond war

Anna-Antonia Berger

► This workshop is about how to design and play warrior-like characters (soldiers, cops, gangsters, etc.) in non-fighting

contexts. It is about the life of people who are used to using violence, about scene design (e.g. how to generate an air of threat). It is NOT about the fight itself. Be ready to experience! We will work with unpleasant emotions.

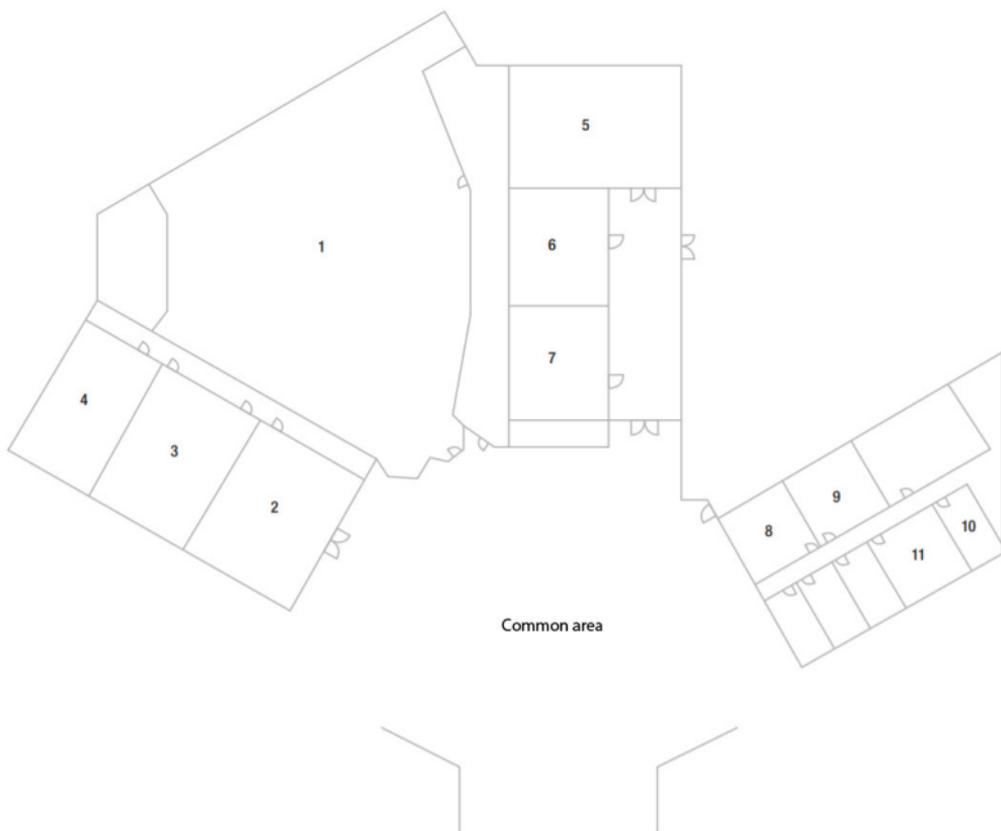
Tracks: Diamond ♦  
Time: Fri 14:00 – 16:45  
Place: Beginning

## The parlor sandbox

Evan Torner  
Julia Pilowsky  
Kat Jones, Laura Boylan

► The parlor sandbox is a freeform larp system designed to produce high-quality genre fiction with strong protagonists in a very short period of time. The workshop introduces the principles of the system before demonstrating it for all participants. No prior knowledge or experience necessary!

Tracks: Diamond ♦  
Time: Fri 14:00 – 16:45  
Place: Discussion



1. Theatre

2. Brainstorm

3. Science

4. Future

5. Knowledge

6. Beginning

7. Discussion

8. Education

9. Focus

10. Inspire

11. Teambuilding

# Thursday

Time	Theatre	Brainstorm	Science	Future	Knowledge	Beginning	Discussion	Education	Focus	Inspire	Common area
14:00											Check in
14:15											
14:30											
14:45											
15:00											
15:15											
15:30											
15:45											
16:00											
16:15											
16:30											
16:45											
17:00	Opening ceremony										
17:15											
17:30											
17:45											
18:00	First timer's guide to Knutpunkt				The greatest larp that never was	So say we all: Five year saga of the Rising Star	Tech assisted larping		Larp Women Unite meet-up	High on KP	
18:15											
18:30											
18:45											
19:00											
19:15											
19:30											
19:45											
20:00	Keynotes										
20:15											
20:30											
20:45											
21:00	Knutpunkt TV										
21:15											
21:30											
21:45											
22:00	Open mic night	Open mic night									
22:15											
22:30											
22:45											
23:00											
23:15											
23:30											

Audience and larp: Larp in an art context

How can we help? A talk about diegetic counseling

Larp in the European Parliament

When experience design meets larp

Big talk conversation party



# Friday afternoon

Time	Brainstorm	Science	Future	Knowledge	Beginning	Discussion	Education	Focus	Inspire	Team-building	Common Area	Banquet 4	
14:00	Design tools from fashion and game design	Retrospective: Enik Fatland	Co-creation in larp	Building a city from scratch	The heart of the warrior: The world beyond war	The parlor sandbox	Creator's fair	Surpression and domination techniques for larp	The elevator pitch: how to say more with less	Somewhat everything here looks like home			
14:15													
14:30													
14:45		Under 25: We're here to take your place		Lotika-Volterra: A pre-northern									
15:00													
15:15													
15:30													
15:45													
16:00	The (literal) mixing desk of larp	Re-running a larp: how to adapt-opt a lovechild		How to earn money with larp					Positive feedback rounds		Goth court		
16:15													
16:30													
16:45													
17:00	The friend-Ship: Selling larps	Chamber larps: Past, present and future	Fears we fear to admit	Craft and chill	Character creation on sensual associations	Social qi gong		How to: The well-designed workshop					
17:15													
17:30													
17:45													
18:00	Trans actions: how to make larps trans inclusive												
18:15													
18:30													
18:45													
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20:00													
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20:30													
20:45													
21:00	Everything is beautiful at the Drag Ball	Everything is beautiful at the Drag Ball	Everything is beautiful at the Drag Ball				An audience experience		Dr. Horrible's sing-along-blog sing-along				
21:15													
21:30													
21:45													
22:00			Blues party	Pub quiz									
22:15													
22:30													
22:45													
23:00													
23:15													
23:30													

Friday night dance party





