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Plats-specifika spel i dialog med feministisk
teknovetenskap

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Abstract

The starting point of this dissertation is to examine how playing which stems from players' physical bodies and public spaces can be meaningful in the everyday lives of cities. I will be assuming that the physical location and the player's body earn too little attention in site-specific games. In this dissertation work I have merged site-specific games and feminist technoscience to be able to observe the outcome of that union. Feminist technoscience contributes to the development of a game/play design in which the senses of the players respond to and touch their surroundings to aid in a repositioning of habitual behavior into exploratory playing actions. My work involves what the meaning of materialism can be to game/play design; the surfaces of places, light conditions, objects and shapes, as well as the perceptions, norms and customs which are of importance to players and their choices, requests, deeds, and struggles. Together, public spaces and players create the game/play design and renegotiate the role of the material in relation to site-specific playing. My research contributes to the field often known as 'playable cities'. The intention is to develop a critical game/play design which acknowledges the complexity of cities and human

activities within them. Game/play design methods informed by everyday practices and objects 'at hand' in my work assist designs for site-specific games. The enabling of movement possibilities via games and diversion poses questions of how and for what humans use public spaces. Empirically, this study consists of three site-specific games which I designed in different locations with different groups of female players. In the dissertation I develop what I call *playingdesign*. This means that the players play and design the practice of playing simultaneously. A feminist technoscientific playingdesign is, in this dissertation, about researching a world that seems structured and regulated but can be proven flexible and intricate through playing. It is a playingdesign that not only plays with what is established in everyday places but also tries to find and nurture the unexpected. A feminist technoscientific playingdesign is a methodology to create playful acts in order to resist that which tends to become overly conventional or standardized in the lives and conduct of people in cities.

Keywords: site-specific games, playable cities, feminist technoscience, playingdesign, intra-action, care, touch