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Editorial

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Editorial

By Beat Suter

No. 22 – 24.03.2002

dear dd-readers

i am pleased to present the first guest edited issue of dd.

as a guest editor and frequent contributor i would like to share a few general thoughts with you.

the german speaking scene of "netzliteratur/hyperfiction/netart/and game theory" is a rather progressive and dynamic one. it offers many different angles to the international community. however all contributions to this issue will be in german. as the dominating subject of this issue of dd i chose "computer games", a topic that has not yet found a lot of recognition among universities, literary critics and researchers but certainly has a potential which might compare with film- and hypertext-theory.

but before elaborating on the manifold contributions a word about the surprising change of this magazine since its last issue: as the guest editor i was as much surprised as you when i received the news from roberto simanowski that from now on he will have to charge for access to dd's archives. i don't like it that dd-contributions will have to be paid for from now on. this makes it difficult for all the independent researchers and readers to access and link to specific texts and topics. it also makes you think twice if you want to make a contribution to dd or if you rather go somewhere else. i personally think this will cause more problems than gains. however i perfectly understand that dd has to look for a solution to keep the magazine afloat and preserve the quality and reputation it has established over the last three years. we are aware that there is no comparable magazine out there - and the price for a subscription is more than reasonable.

the real problem for the editor in chief who put all his effort in this magazine is the unspoken fact, that no university has been willing to take the thorough and rich project on board. no publishing-company has been found to support the journal, no organization has made a considerable financial contribution and no 'wealthy' sponsors have been found to support the magazine. in fact even the server-space has to be forked out by the editor in chief himself ...

now you might tell me, that is no news to us, we all struggle with the same problem. we too do a lot of unpaid work just to make our projects happen. and indeed, we do ... no question about that. and we tend not to make a fuss about all the days and nights which we invest in those projects. but at some point we all need a break and a change since the real world forces us to earn some money for a living. there are diverse solutions to this basic dilemma. unfortunately a common solution is to cut back on those innovative projects ... another one is to charge for its services. each of us might have a different solution. my solution in this case is a mere suggestion: urging the community of professional researchers to find effective ways of supporting or maybe even incorporating it in order to free the archived texts from charges as soon as possible.

now a short introduction to the new issue 22 of *dichtung digital* and its 21 texts of 16 different authors:

space, time and bodies/objects in computer games are the dominant topic of the following seven contributions:

"Raum, Zeit und Körper in Actionspielen. Max Payne." by Randi Gunzenhäuser.

"Wiggles. Unsicherer Raum und zyklische Zeit." by Karin Wenz

"Objekt-orientiertes Spielen. Ich bin, was ich kontrolliere! oder Wieso Gregor Samsa im Computerzeitalter als PacMan aufwachen würde ..." by Mirjam Weder

"lauffähig auf der spielekonsole mensch? play oder eject?" by René Bauer, Joachim Maier and <http://www.nic-las.com/p1ng>.

"Adventures als Ereignis und Zählung." by Claus Pias.

"Eintauchen in die Anderswelt. Immersion und Virtualität." by Daniel Ammann.

"'Unreality': Raum als Subtraktion von Welt. Spiele zwischen Realität und Möglichkeit." by Beat Suter.

narrative of computer games is the topic of no less than five contributions:

"Erzählstrukturen von Bildschirmspielen. Riven vs. Pokémon." by Mela Kocher.

"Spielwelten. Pixel-Bücher machen Geschichte(n)." by Mela Kocher.

"Nichts Neues unter der Sonne. Spiel- und Erzählstrukturen in graphischen Adventure Games." by Klaus Walter.

"Genettes Modus der Ordnung. Zentrales Strukturproblem kinderliterarischer Szenarien auf CD-ROM?" by Traudl Bünger.

"Spielwelten. Das Verhältnis von Raum und Zeit in Computerspielen." by Kai Thomsen.

you also find a review of a website for game studies:

"Informationszentrale für Game Studies oder private Ressourcen-Sammlung? Website Review." by Anja Rau.

several contributions are on hyperfictional reading, reader response, 'concreative' writing and 'collaborative' experiments:

"Die Erfahrbarkeiten hyperfiktionaler Lektüren. Rezeptionsästhetische Aspekte narrativer Online-Texte." by Christian Bachmann.

"Hier bitte selber weiterschreiben! Konkreativität als Kategorie digitaler Literatur." by Judith Mathez.

"Interaktive Kinder- und Jugendmedien. Ein Bericht." by Judith Mathez.
"mehrwertiges schreiben und in extensions denken. erfahrungen mit dem kollaborativen schreibtool nic-las und seinen ausweitungen." by joachim maier, rene bauer and <http://www.nic-las.com/stalker>.

"Das Buch ist tot! Es lebe das Buch!" Rezension von Douglas 'The End of Books ...' by Beat Suter.

not to miss the two book-reviews on aesthetics of hypertext:

"Digitales Drachentöten. Rezension zur 'ästhetischen Dimension einer digitalen Literatur'." by Christian Bachmann

"Zur 'Kritik eines digitalen Mythos' ... oder: von den Schwierigkeiten einer Hyper/Text/Kritik im Flachland 2-dimensionaler Texte." by Heiko Idensen

and the questions asked in a review of 'the language of new media' which lead full circle back to the topic of space, time and structure of new media objects:

"Die Sprache der neuen Medien lesen und schreiben? oder Fragmente einer 'Language of NO MEDIA'." by Heiko Idensen

a third of the contributions were presented in a shorter form at the "explorativer workshop raum und zeit in interaktiven kinder- und jugendmedien" from last november in zürich.

i hope you enjoy the reading.

london, 24.03.2002: beat suter