

Solmukohta

2016

9th - 13th of March



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Evaluation

Please leave us your evaluation of the Solmukohta 2016:
<http://solmukohta.org/evaluation>

Program leaflet:

Edit and layout: Massi Hannula Thorhauge

Illustrations: Tia Ihalainen, Zacharias Holmberg

Welcome to Solmukohta 2016, the largest Nordic Larp conference ever!*

To enhance the vascular nature of our beloved larp conference we have seen fit to make this year's event truly international. It is no longer hosted by a single Nordic country, but two. It is also the largest event measured by the sheer size of the conference area alone: a bit over 480 km in total.

In 2016 our participants are arriving from 29 countries. You are hosting over 115 program items, not including the 25 larps and other events that take place during the six days of AWiF. All of this is organized by a team of just under 40 volunteers, though together they have invested thousands of hours into making this event a special, unique little snowflake.

As the main organisers we are proud to have served with this team during adverse conditions, turbulent facebook weather patterns, and hopefully a great number of good laughs and meetings of friends both old and new!

To quote one of those Internet memes, "we may have come with different ships, but we're all on the same boat now."

Massi and Pervilä, the main organisers

Organisers and volunteers

Massi Hannula Thorhauge - Artistic Director	Mikko Pervilä - Technical Director
Hannu Niemi - Program	Tuomas Hakkarainen - IT consultant
Olli Lönnberg - Program	Maiju Ruusunen - Info & Volunteers
Mika Loponen - Solmubooks	Zacharias Holmberg - Info
Kaisa Kangas - Solmubooks	David Thorhauge - Economy
Jukka Särkijärvi - Solmubooks	José Jacome - AWiF & Locations
Aleksi Joensuu - Gala Party	Ville-Eemeli Miettinen - AWiF
Jori Pitkänen - Edularp Conference	Eeva Järvi - AWiF
Maija Korhonen - Edularp Conference	Fredrik Westblom
Tia Ihalainen	Johanna "Jo" Granvik
Mia Makkonen	Anders Karls
Santeri Virtanen	Eevi Korhonen
Joonas Iivonen	Antti Kumpulainen
Cecilie Sundman	Jukka Oksanen
Nina Korento	Arttu Hanska
Pauliina Männistö	Riikka Kauppi
	Outi Mussalo
	Larson Kasper

* By area

CONTACT

The Solmukohta Info Desk is prepared to help you in the conference deck lobby in the following hours:

Wednesday	17:00 - 19:00
Thursday	15:00 - 21:00 (closed during the Opening Ceremony)
Friday	10:00 - 20:00
Saturday	10:00 - 18:30
Sunday	09:00 - 14:00

You can identify organisers and volunteers from their blue sashes.

The Info desk phone number is **+358 40 1577165**.

You can also reach the Solmukohta team via info@solmukohta.org.

The program can be found online at <http://p.solmukohta.org/>.

Outside of Info's opening hours, you can always reach the *Organiser On Duty*.

Organiser On Duty

During all the hours, Solmukohta 2016 has an Organiser On Duty.

You can contact the Organiser On Duty via the Solmukohta Info Desk or by calling +358 40 1577165.

Contact the Organiser On Duty if conflicts arise - if you don't tell us, we won't know.

WiFi on board

In the Conference area, Cafe Orient, Bistro Maxime, Atlantis Palace, Casino bar, Promenade bar, Old Port Pub, and Commodore Lounge.

While not in harbour the WiFi runs on a semi-slow satellite connection.

Login instructions appear after you have connected.

Money onboard

In the cruise ship, you can pay with Euros, Swedish crowns, and most common credit cards. On board there is an ATM, from which you can take out cash. There is an ATM in both of the harbours (HEL & STO) as well.

THE SOUL OF SOLMUKOHTA

Code of Conduct

Even on the ship we are all bound by the laws of Finland and Sweden - drugs, violence and harassment are illegal.

Empty chair policy: When sitting in a group talking, have an empty chair by the table so that it is easy for people who might not know any of you very well to join your conversation

Speak English: This is an English speaking conference, to include everyone, speak English at all times in public spaces.

Harassment and bullying: Even common sense says that there's no space for harassment and bullying in Solmukohta. If you are asked to stop the behaviour you are conducting: Stop it! Don't be a douche!

If you feel that someone is breaking the Soul of Solmukohta, contact the Info Desk, Organiser On Duty, or the main organisers (+45 42403443 / Massi).

*“Solmukohta is a playful space.
It is a summer camp, a student club, and a rock festival.
It is a place where like-minded people gather
to think outside the box,
to meet new people, to fool around.
When newcomers describe Solmukohta as a magical experience,
it is this playfulness they are talking about.”*

- Markus Montola and Jaakko Stenros

LEAVING THE SHIP DURING SK2016

It is possible to leave the ship during the day.

Keep in mind that you need to take with you an ID and your boarding pass/room key card to be able to board the ship again.

Check in / embarking / boarding times to the ship are following:

Wednesday:	Solmukohta check in	14:00 local time
Thursday:	Solmukohta check in	14:00 local time
	(last boarding is	15:45 if you have already checked in)
Friday:	the ship embarks	10:30 local time
Friday:	last boarding	16:00 local time
Saturday:	the ship embarks	09:45 local time
Saturday:	last boarding	15:45 local time
Sunday:	the ship embarks	10:30 local time
Sunday:	last boarding	16:00 local time

The ship will not wait if you are late.

Check in and board the ship following the instructions given in the harbour terminals by the Solmukohta crew (Wed-Thu) or Silja staff (Fri-Sun).

VENUE

See the map of the conference deck on the back cover. The ship's maps can be found in most corridors.

Deck summary:

Deck 14: Helipad

Deck 13: Night club: New York Club & Lounge, the bridge

Deck 12: Sunflower Oasis, Salon Symphony, Moonlight Promenade

Deck 11: A-, B-, Promenade-, Deluxe-, Commodore- and Executive Suite -class cabins

Deck 10: A-, B-, Promenade- and Commodore -class cabins

Deck 9: A-, B-, Promenade- and Junior Suite -class cabins

Deck 8: A-, B- and Promenade-class cabins, Atlantis Palace (upstairs), bar

Deck 7: Promenade: ship's information, Mundo, Bon Vivant, Happy Lobster, El Capitan, Sushi & Co., Old Port Pub, Promenade Bar, Bon Vivant Wine Bar, Just Bar, Casino, Atlantis Palace, Luxury, Shops, Electronics, Bon Vivant Wine shop, Photo Desk, Outer deck

Deck 6: Tax free shop, Tavolàta Ristorante Italiano, Grande Buffet, Conference deck

Deck 5: A-, B- and Driver's-class cabins Club, nchildrens' play land Silja Land, Spice Ice ice cream kiosk

Deck 4: Car deck

Deck 3: Car deck

Deck 2: C-class cabins, personnel area and engine room

Deck 1: Engine rooms and other technical rooms

FOOD

The cruise ship has several restaurants and cafés which have their separate menus. You can view them on the ship's website or at the restaurants on board.

If you purchased meals with your ticket, they are served at the Grande Buffet (on deck 6).

Every Solmukohta ticket includes Saturday Night Gala Dinner in the Grande Buffet.

Meal times at the buffet are the following:

Grande Buffet dinner for SK participants 17:00 to 19:00

Gala Dinner on Saturday 19:30 onwards.

Grande Buffet breakfast for SK participants 07:00 - 09:30

If you have purchased breakfast vouchers (á 11€), you can use them at the Grande Buffet breakfast (see above) or in most of the restaurants at the ship to purchase breakfast, lunch or snacks. Keep in mind that if your purchase is less than the value of the voucher, you won't get money back. If your purchase is more, you need to pay the missing sum.

The voucher is valid for the day it has been purchased for in your sign up.



WEDNESDAY AND THURSDAY ON BOARD

Solmukohta Books Release party

Time: Wednesday 18:00 - 20:00 local time

Location: Prow 6 - 11 (Conference deck)

Organisers: Mika Lopenen, Jukka Särkijärvi, Kaisa Kangas

It would not be a proper Solmukohta if it did not start with the unveiling of the fabulous Solmubooks. Between A Week in Finland and Solmukohta, we will have a soft start into the cruise experience with the release party for the Solmubooks: Larp Realia and Larp Politics. There will be moderate speechifying in this semi-standing reception.

After the release party, enjoy yourselves with free mingling in the spaces and establishments the cruise ship offers.

During the day on Thursday, Solmukohta offers the following program:

Larp Documentary Screening

Time: 12:30 - 14:30 local time

Location: Prow 6-11 (Conference deck)

Prepare for Solmukohta 2016 experience by enjoying a selection of videos and documentaries about Nordic Larp in the Prow of the Conference deck.

Stockholm Sightseeing Tour

Time: 11:00 - 14:30 local time

Start location: in front of Sushi & co restaurant on the cruise ship

Organisers: Siri Sandquist & Staffan Rosenberg

A walk through the old city of Stockholm guided by Siri Sandquist, local archaeologist. See silly remnants of times passed and enjoy the dreary Swedish weather. What does the canonball do inside the wall at the big square, and what do dragons and Danes have in common? Join in and find out!

There will be a need to buy tickets for the local subway to join the tour.

Solmukohta 2016 starts at 16:30 with the Opening Ceremony in the Show Night Club Atlantis Palace (deck 7).

Sunday on board

Participants disembarking on Sunday: empty your cabins latest at **10:00** and bring your luggage to the storage room in the Conference deck.

During Sunday Solmukohta has light program and we clean up ourselves from the conference deck.

Solmukohta ends with a Closing Ceremony starting at 13:00 in the Show Night Club Atlantis Palace.

We have not created program for the voyage back to Stockholm on Sunday. Purchased meals for this trip are valid normally.

We wish you all a safe trip home and a good debriefing!



ROPECON 2016
CHAOS AND ORDER



Welcome
to the largest
roleplaying game event
in Finland!

29.-31.7.2016
Messukeskus Expo & Convention Centre
Helsinki, Finland

www.ropecon.fi/en

A WEEK IN FINLAND

A Week In Finland is an event preceding Solmukohta. It is an event for those Solmukohta participants who want to get to know the local larp scene or get a tour around Helsinki's culture and famous sightseeing sites. A Week in Finland is also an opportunity to get an early start to Solmukohta with the edu-larp event.

More details about AWiF Program, you can find online at solmukohta.org

Main venue: Harjun Nuorisotalo aka the Headquarters

Opening hours: every day (Friday-Tuesday) 14:00-18:00

Address: Aleksis Kiven katu 1, Helsinki.

Have Coffee and Hang Out. One AWiF organizer is present if you have questions or need something.

Program

Dwa.Trois - Larp

Time: According to participants' schedules - coordinate at AWiF HQ

Location: on the road

GM: Larson Kasper

Dwa.trois is a mini-larp for four players in a car on the road, driven by the game master. Four burglars fleeing from a crime scene to the airport dealing with the fact the stuff didn't work out as planned.

Friday 4th

Hang out & Board games

Time: 14:00 - 17:00

Location: Headquarters

Hosts: Arne Saarinen and Joonas Katko

Hang Out, play boardgames and enjoy yourself at the Headquarters.

Kiasma - Museum of contemporary art

Time: 16:00 - 18:00

Location: Kiasma, start from Headquarters

Hosts: Eeva Järvi

Kiasma tour, political Art, then beer. Free entry. No Guided tour. After this we go together to (Sub)mersion Workshop.

The program runs on local time - remember to change your clock at every harbour.

Finnish Deep (Sub)mersion+Island Spotting [Workshop/Larp]+Saunaparty

Time: 18:00 -

Location: Ida Aalbergin Sauna, Ida Aalbergin 1, under the Ida bar.

Group start from Headquarters at 17:00

Hosts: Teemu Vilén and Mikko Pervilä

Doors open 18:00, programme 19-20, 21:00 onwards party.

Saturday 5th**City Walk - Tour**

Time: 11:00 to 13:00

Location: Around Town,

start from Headquarters

Hosts: Joonas Katko and

Arne Saarinen

Local attractions / sightseeing.

Morning After - Larp

Time: 14:00 - 18:00

Location: Headquarters

GM: Lotta Laukkanen

Hangover, maybe in darkness,
scary larp.**Polygon Black - Live band**

Time: 19:00 - 20:30

Location: Headquarters

Metal covers of game soundtracks with visuals.

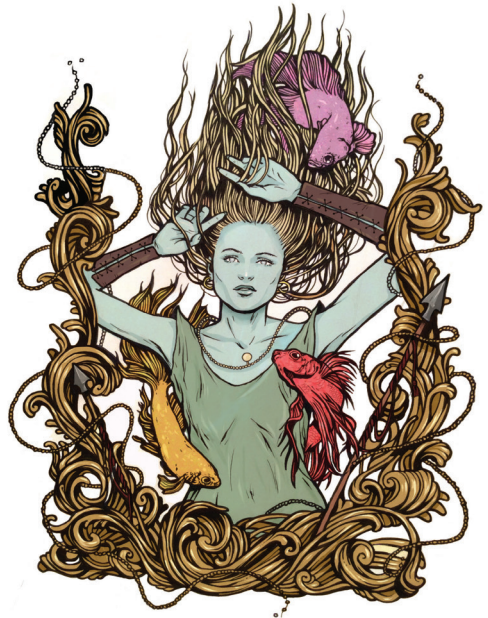
Monopoly Pub Crawl: Helsinki Edition

Time: 21:30 onwards

Location: Around city area, start from Headquarters

Hosts: AWiF Team

”The Fast-Drinking Property Trading Game”



Sunday 6th

Helsinki Noir Exhibition and War Museum - Tour

Time: 11:00 - 13:00

Location: Amos Anderson and War Museum, starts at Headquarters

Hosts: Eevi Korhonen and Joonas Katko

Costs: 8.00€ per person.

Fading Dreams - Larp

Time: 14:00 - 18:00

Location: Kokoushuone Cajsa, Mannerheimintie 5, 4 kerros.

GM: JiiTuomas Harviainen

A low key social office larp in the tone of Mika Kaurismäki.

Siege Mentality II - Larp

Time: 14:00 - 18:00

Location: Headquarters

GM: JiiTuomas Harviainen

Zombies, trapped survivors.

Sunday Sauna Party

Time: 19:00

Location: Kattosauna Sivistys, Domus Gaudium, Leppäsuonkatu 11.

Hosts: AWiF Team

19:00 doors open, 20:00 program item TBA. More info online

Monday 7th

City walk & Suomenlinna - Tour

Time: 11:00 - 14:00

Location: Start at Headquarters

Hosts: Ville-Eemeli Miettinen

Sightseeing / Suomenlinna Sea Fortress and UNESCO site.

Sugoi Gaming Hall

Time: 16:00 - 19:00

Location: Starts at Headquarters

Host: Eeva Järvi

Arcade gaming hall, old Games and good feeling. 7.50€ per person.

The program runs on local time - remember to change your clock at every harbour.

End of The Line - Larp

Time: 17:00 - 00:00

Location: Lapinlahti Mental Hospital

GM: Bjarke Pedersen, Juhana Pettersson, Martin Ericsson

Vampire the Masquerade set in the most exclusive and exciting illegal club in Helsinki.

Metal Bar Night

Time: 22:00 [onwards]

Location: Bar Base [back room]

Hosts: AWiF Team

Because Finland!

Tuesday 8th**Edularp Conference Helsinki 2016**

Time: 08:30 - 16:00

Location: Aalto Arabia [room 822, 8th floor]

Hosts: Jori Pitkänen and Maija Korhonen

Mini conference featuring edularps, panels, lightning talks, workshops and applications of larps in education.

<http://solmukohta.org/index.php/Edularp>

Sled Hill / Picnick and Museum of Technology - Tour

Time: 11:00 - 13:00

Location: Paloheinä or Tekniikan Museo, start at Headquarters

Host: Eeva Järvi

Depending on weather, either sledding or visit to museum.

Cocoa included.

Fallout 2077 - Larp

Time: 11:00 - 15:00

Location: Kuvataideakatemia's Bomb Shelter

GM: Ville-Eemeli Miettinen

A Fallout inspired larp, where you attempt to get a spot at salvation.

Age of the Tempest

Time: 17:00 - 18:30

Location: Aalto Media Factory

Host: Mike Pohjola

Launch party of this table-top roleplaying game targeted for kids and beginners.

Nordic Larp Talks

Time: 19:00 - 21:00

Location: Aalto Media Factory

Host: Johanna Koljonen

Series of short, entertaining, thought-provoking and mind-boggling lectures about larp.

<http://nordiclarptalks.org/>

Extra: Freeform lounging and evening gathering afterwards.

Wednesday 9th**Civil Defence Museum - Tour**

Time: 10:00 - 12:00

Location: Start at Headquarters

Host: Eeva Järvi

Description: 1.00€ per person, civil defense during the war years as well as the past and present of civil defense.

The Solmukohta Cruise

Time: 14:00 - [onwards]

Location: South Harbor, Olympiaterminal, Helsinki

Check-in starts at 14:00 harbourside.

The ship will not wait, if you are late.

THURSDAY – PROGRAM

Basic Principles of Female Teasing and Erotic Dancing and How to Integrate it in Larp

Time: 20:00 - 21:45

Location: WS Room 17-18

Organisers: Anna-Antonia Berger

Workshop

In the workshop we will deal with female erotic posing and dancing and principles of performance composition. We will treat techniques that are easy but effective so that you will be able to employ them even if you have no experience in this area yet.

We will have a look onto different genres such as pin-up, bellydance, nightclub, and lapdance and discuss their focus and nuances to give you an idea of the variety of the field.

In the end we will discuss what has to be regarded when using these techniques in a larp. All genders are welcome, but be aware we primarily deal with the female role!

For up to 14 participants. Sign up to this program item @ SK info at the venue.

Designing against experiential uncertainty

Time: 19:00 - 20:45

Location: Room 20-21

Organisers: Simo Järvelä

Talk, Academic, Game Design

All larp design is experience design. Every larp tool, traditional and experimental, is a way to impact players' experience in a certain manner. Emotions felt during play are contextualized within the fictional framework. However, experiential uncertainty is nearly impossible to contextualize as fiction. This talk is based on the article Designing against Experiential Uncertainty in the Solmubook 2016.

Edularping & Special Needs Students

Time: 20:00 - 20:45

Location: Room 23-24

Organisers: Morten K. Tellefsen

Talk, Edu-larp

The Østerskov Boarding School keeps playing with new methods concerning edularping and special needs students. This is a quick summary of our

strategies, latest initiatives, and the results we are experiencing. There is also room for questions and debate.

Forum Theater

Time: 21:00 - 21:45

Location: Room 23-24

Organisers: Jannick Raunow

Talk, Academic

Forum theater is an interactive mirror of reality. The tried and tested toolkit dating back to 1959 can be used for many things. "Situation" uses it in organizational learning for companies, sketching up and displaying situations from the organization's own reality. The audience can then direct or directly step into the play and try out solutions palpably right there and then. This talk will tell and show you how it works and introduce you to the specific tools and methods.

Fundamentals of Nordic Larp

Time: 19:00 - 20:45

Location: Room 19-22

Organisers: Johanna Koljonen

Talk, Fundamentals

What do you need to know about Nordic Larp to fit right into the scene? Now it's all in here, packed in to one neat package by Johanna Koljonen. If you're worried that you might be bleeding or wonder if this is a pervasive experience you are going through, this is the place to be in.

Light and Sound 101

Time: 19:00 - 20:45

Location: Black Box 12-13

Organisers: Rasmus Teilmann

Workshop, Game Design

A workshop that aims to teach the basics of setting up lights and sound and how to use it in game design.

For up to 15 participants. Sign up to this program item @ SK info at the venue.



Meet them Half-Way

Time: 21:00 - 21:45

Location: Room 19-22

Organisers: José Jácome

Talk, Game Design

A talk on producing events and attempting to address audiences in the gap between larp, participatory events and consumer events.

Opening ceremony

Time: 16:30 - 17:00

Location: Atlantis Palace

Organisers: Massi Hannula Thorhauge, Mikko Pervilä

Welcome! Massi and Pervilä introduce the practicalities of the Solmukohta 2016 and the cruise.

The Ferry at the Edge of Forever

Time: 20:00 - 21:45

Location: WS Room 4-5

Organisers: Ville-Eemeli Miettinen, Aarne Saarinen, Joonas Katko

Larp

Sleep. Eat. Drink. Entertain. Drink more. Pass out. Wake up. Vomit. Rinse. Repeat.

This is the riveting life of a ferry entertainer. Karaoke! Bingo! Come for the DJ! Come for the beer! Stay for the beer!

”The Ferry at the Edge of Forever” is a larp for 8 players featuring the very depressingly grunge life of a ferry entertainer. Your job isn’t worth spit, you know, but it’s either that or welfare. Again.

Join the fun. We guarantee this larp will open the bees knees of the Baltic ferry business.

For up to 8 participants. Sign up to this program item @ SK info at the venue.

The Hour of The Rant

Time: 20:00 - 22:00

Location: Prow 6-11

Organisers: Claus Raasted

Social event, Social & Networking

Are you tired of Nordic larp evangelists? Had enough of old farts with nothing but criticism? Do you believe the future of larp lies in boffer fighting?

The Hour of The Rant lets ten people take the stage for five minutes each and bring their bitterness and complaining to the masses. It's fast, it's fun and it's (slightly) outrageous. A tradition that started in 2011 and was cut by the Danish organizers in 2015, the Hour of The Rant now returns. After all, we're on a fucking boat, and someone's bound to complain about that! Hosted by the notorious Claus Raasted, the Hour of the Rant is a must-see at this year's Solmukohta! Rant inbound!

The Pitfalls of Exclusion

Time: 19:00 - 19:45

Location: Prow 6-11

Organisers: Shoshana Kessock,
Talk, Game Design

In the constant push to innovate and create bolder and better larps, there's a chance past traditions can get cast in a negative light. In this presentation we'll talk about the game traditions in larp that have come before and the way we talk about our communities at large. This isn't a talk calling for everyone to "just get along" but will instead look at what we lose in the race to innovate and the infighting it can create in our gaming communities.

The Solmukohta Opening Game

Time: 17:00 - 18:45

Location: Atlantis Palace

Organisers: Lauri Lukka, Otso Saariluoma
Larp

It is a mystery. <http://www.tpowgame.com/>

The Unusual of the Unusual

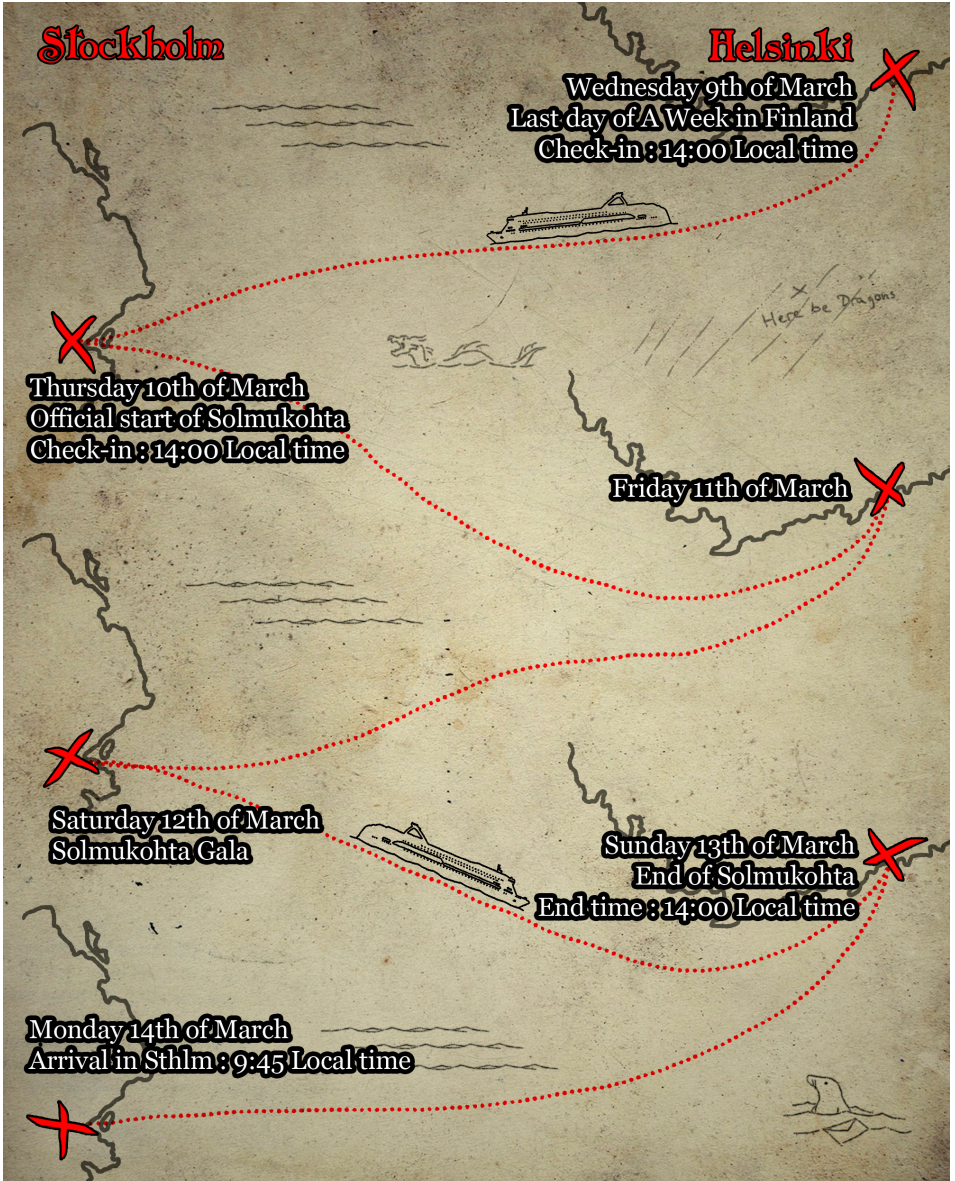
Time: 19:00 - 19:45

Location: Room 23-24

Organisers: Morten K. Tellefsen
Talk, Edu-larp

The Østerskov Boarding School utilizes unusual edularping methods on an everyday basis, but also includes collaboration with other organizations, excursions, and special guests to create exciting opportunities, that forces the organization to adapt to special circumstances. This talk starts with a presentation a number of these special cases, and leads to an open discussion on the pros and cons of shorter inter-organisational, and sometimes international edularping collaborations in both Østerskov and also a wider context.

**SOLMUKOHTA PROGRAM RUNS ON LOCAL TIME.
REMEMBER TO CHECK: ARE YOU IN
HELSINKI OR IN STOCKHOLM?
CHANGE YOUR CLOCK ACCORDINGLY.**



FRIDAY – PROGRAM

15 minutes larp session

Time: 18:00 - 20:00

Location: WS Room 4-5

Organisers: Anna-Karin Linder Krauklis

Workshop, Larp, Game Design, Social & Networking

Create short 15 minutes long larps together - and play them!

For up to 20 participants. Sign up to this program item @ SK info at the venue.

A New History of Live Roleplaying

Time: 13:00 - 13:45

Location: Prow 6-11

Organisers: Eirik Fatland

Talk, Academic

From Viennese psychoanalysis and theatre rebels to the Cold War and the human potential movement. And from there: To larp. Eirik Fatland connects the dots through the 20th century up until the present.

Aesthetics of Larp

Time: 14:00 - 15:45

Location: Room 23-24

Organisers: Jaakko Stenros

Talk, Academic, Game Design

Where is the beauty in larp? In traditional aesthetic theory there is a division between the audience and the artist. What happens to aesthetics when this line is dissolved?

art/larp/art

Time: 14:00 - 15:45

Location: WS Room 4-5

Organisers: Hanne Grasmø

Larp, Game Design

Performative artworks recreated as larps. A contribution to the discourse about art and larp. Feel free to join for fun as well.

We will larp three artworks originally created in the 60-ties and 70-ties, but with relevance to the art scenes of today. Each larp will last for about 15 – 30 minutes.

Your curator will be Hanne Grasmø, an ancient mentor of Norwegian larp.

Baltic Warriors: Saving the sea with larps

Time: 13:00 - 14:45

Location: Atlantis Palace

Organisers: Mike Pohjola, Juhana Pettersson

Talk, Game Design

Baltic Warriors was a series of seven larps in seven countries last summer. It was the most international larp campaign in the history of the world. It was also a transmedia documentary. It was an ecological project about saving the Baltic Sea from eutrophication. But with viking zombies. Come hear the stories, see the videos, and save the sea!

Bastard Café - from community to board game café

Time: 21:00 - 21:45

Location: Room 19-22

Organisers: Bo Thomasen

Talk

A year ago Bastard Café, a board game café in Copenhagen, opened up for gaming and good times and tapped into an evergrowing interest in meeting over a good board game....or did in in fact open several years ago in a living room in the outskirts of the city? And are those board games still as we know them from our childhood? Co-founder and übergeek Bo Thomasen shares images and words from the making of the café, complete with tips and tricks of how to do it yourself.

Battle Of The Airbands

Time: 16:30 - 17:20

Location: Atlantis Palace

Organisers: Cleo Hatting

Social event, Social & Networking

Do you have a rock star hidden somewhere inside you? Have you always dreamt about being a part of a boyband?

Fear no more! We will be hosting the SK2016 Battle Of The Airbands and this is where those dreams come true.

So gather your band, backup dancers or whatever you may need and compete for the glory of the title Champions Of The Airbands.

All you need is your song and lots of spirit - we will provide you with a stage worthy of your unmatched awesomeness! Be there or be square - and make sure to bring your groupies!

BDSM and larping - interconnections

Time: 20:00 - 20:45

Location: WS Room 4-5

Organisers: Annalisa Muckas, Hanne Grasmø
Workshop, Game Design

We believe that BDSM techniques are used in larps already to some extent. We also believe that there are things that the BDSM scene and the larp scene can learn from each other.

This is a workshop where we focus on the things we think the larpscene can learn from BDSM. We will have discussions and sharing of experiences; where BDSM has been used in larps and what we and you think could be used. We think there are many instances where it would give more immersion and be more safe to use a BDSM technique than an old larp-meta technique, and we want to discuss this with you. Also when it adds to the game to use BDSM techniques, and when you shouldn't. Where is the line between a good scene and a too personal scene etc. The focus is on pain, dominance and submission, NOT on sex techniques. Both people with BDSM experience and without experience are welcome!

The results of this workshop might be used in a larp & BDSM conference later in 2016.

Being a Monk: Building a Cathedral

Time: 10:00 - 10:45

Location: Room 20-21

Organisers: Vasily Zakharov
Talk, Game Design

We had a larp in Russia in 2015 about a medieval monastery in the Pyrenees in 1202. Taking inspiration from Umberto Eco's "The Name of the Rose" the larp was about the Christian church at the time when prophets like St. Francis were hard to discern from heretics. One of the activities during the larp was actually building and decorating a gothic-like cathedral capable of accomodating all 100 participants, by the participants themselves, not professional builders. The larp was rather inclusive so that everybody could participate. The talk will be about the larp itself but mostly about how we've built a cathedral with lots of photos.

Best of Finland

Time: 12:00 - 12:45

Location: Room 19-22

Organisers: Niina Niskanen, Simo Järvelä

Talk, Fundamentals

What is best in the Finnish larp scene? What are Finns playing and what are they talking about? What are the hottest new things on the Nordic Larp frontier? All these questions and much more will be answered in this talk hosted by veterans of the Finnish larp scene, Niina Niskanen and Simo Järvelä.

Best of Sweden

Time: 13:00 - 13:45

Location: Room 19-22

Organisers: Hampus Ahlbom

Talk, Fundamentals

What is best in the Swedish larp scene? What are Swedes playing and what are they talking about? What are the hottest new things on the Nordic Larp frontier? All these questions and much more will be answered in this talk hosted by veterans of the Swedish larp scene, Hampus Ahlbom et al.

Bleed and Loathing

Time: 16:00 - 16:45

Location: WS Room 4-5

Organisers: Martine Svanevik, Simon Brind

Workshop, Academic

We had two stories of woe, seventy-five real tears, five sheets of high drama background, a sob-story half full of broken promises, and a whole galaxy of multi-coloured joy, sorrow, terror, hilarity... and also a quart of despair, a quart of the bleaks, a case of unrequited love, a pint of raw emotion, and two dozen nightmares. Not that we needed all that for the larp, but once you get locked into a serious bleed habit the tendency is to push it as far as you can.

This is an opportunity to discuss your experiences of bleed before, during, and after a larp, and to talk about why you love, hate, or crave the experience.

For up to 15 participants. Sign up to this program item @ SK info at the venue.

Character death and after-death in Russian larps

Time: 19:00 - 19:45

Location: Room 23-24

Organisers: Olga Vorobyeva

Talk, Game Design

In Russian larps characters' death usually does not depend on players' decisions, but is due to different rules (combat rules, medicine rules, etc.). So players are not free to decide when their characters should die, it is mostly a matter of fortune. Death is permanent, so there is a system which helps to debrief a player after their character's death and to immerse him or her into a new character (the Land of Death). Organizers also use this system to enrich players' experience of larp focus and ideas.

Chronological act structure in historical larps

Time: 10:00 - 10:45

Location: Prow 6-11

Organisers: Mikko Heimola,

Talk, Academic, Game Design

The talk discusses two historical larps which were split in four chronological acts played in quick succession during one game day. This decision affected how the game had to be written and designed, the kinds of themes and storylines that could be explored, and how the players navigated the larp event. We cover the main ideas and motivations involved in running these games, practical issues that arose during the writing process, and what was achieved by employing this kind of act structure.

Communities of Practice and Legitimate Peripheral Participation to Improve Learning Through Edularp

Time: 12:00 - 13:45

Location: Room 23-24

Organisers: David Simkins

Talk, Edu-larp

In this session we will discuss the development of several curricula centering on edularp that are used to enhance the learning process by involving learners in peripheral participation in practice. This approach leverages individual student's exploration for the development of content knowledge depth, but balances it with team projects that turn the depth into islands of expertise, and require students to build and tie each "island" of knowledge together to achieve broader content understanding. The curricula are developed to achieve core learning goals, and use a variety of larp techniques, and levels of roleplay, to achieve these objectives. Development and research on each of these curricular projects is ongoing.

Designers' Hour

Time: 12:00 - 13:00

Location: Atlantis Palace

Organisers: Søren Ebbehøj, Anna-Karin Linder Krauklis

Social event, Game Design

Nordic larps consist of a long series of design decisions, governing the exact workings of the events from the fiction to the intricate workings of the game design and metatechniques.

This hour will showcase a flurry of interesting design problems solved by current larp writers. In a series of ultra short talks, seasoned designers will present the most interesting design problems they have handled in their games, and discuss what the problems concerned, what they did to solve it and how it worked out.

Introduced by seasoned larp designer Anna-Karin Linder, this hour of great design stories showcase the nordic design tradition and underline the importance of deliberate and targeted design.

DIS/CONNECT - larp sample and presentation

Time: 18:00 - 20:00

Location: Black Box 12-13

Organisers: Karolina Staël, Martin Jordö

Larp

You will play one short act of the coming larp DIS/CONNECT and get a feeling of what the larp DIS/CONNECT is all about. Two group therapy sessions will end in a positive feeling of joining a group of people that are there to help you.

Documentary larp

Time: 15:00 - 17:30

Location: Prow 6-11

Organisers: Kaisa Kangas, Mike Pohjola

Talk, Academic

In this talk, Kaisa Kangas will discuss the concept of "documentary larp" that has been introduced by Mike Pohjola to mean a larp that transmits real-world information to the players (e.g. Baltic Warriors, Halat Hisar). She will discuss the difference between docularps and edularps using analogies to film and literature. In film, we have documentaries, educational films, and fiction. Due to their participatory nature, all larps are fiction to some extent, which makes the lines more blurred. Kangas will discuss the differences and give examples of larps in each category.

The talk lasts 45 minutes, and it is followed, after a small break, by a panel discussion on the same subject, hosted by Mike Pohjola. On the panel pioneers in the field discuss their projects and future possibilities.

Electronics for Larp from Russia

Time: 20:00 - 21:45

Location: Room 23-24

Organisers: Vasily Zakharov, Gennady Kruglov

Talk, Game Design

A larp can be made better, different and more beautiful if you could develop electronic devices specifically for that larp. That's exactly what we do. Beauty and wonder is our credo. We will talk about the possibilities custom-made electronics may give you as a larp organizer and show some great examples.

For Here Our Sister Lies

Time: 10:00 - 13:45

Location: Black Box 12-13

Organisers: Shoshana Kessock

Larp

Among the Amazon tribe of the Forest People, a sister warrior has been found murdered. Now the council of women must convene to decide how the tribe will retaliate, and whether they will go to war. This is a short free-form larp that explores the ideas of gender exclusion, gendered communication, and personal freedom set in a matriarchal society. Players will take the parts of both women and men of the tribe, and any player of any gender is welcome to play any role. Workshop and character preparation will be done on site. The game is approximately 3-4 hours long.

For up to 25 participants. Sign up to this program item @ SK info at the venue.

Gamedesign for WarLARPs

Time: 14:00 - 14:45

Location: Room 20-21

Organisers: Hampus Ahlbom,
Talk, Game Design

How do you stop the failing communication between ingame officers trying to synchronize battles? How do you maximize fun and minimize the waste, boredom and workload at a WarLARP? How do you create a naturally occurring time and place for battle?

Hampus Ahlbom, the lead game designer for Swedens two latest and largest WarLARPs gives you a walkthrough on how gamification was used to solve many of the old problems that plagues traditional WarLARP'ing.

We will talk about the old and common practices organizing WarLARPs and how you by adding gamification can solve many problems while at the same time not sacrificing the illusion. You will hear and be taught detailed methods, rules and design that you can implement in your own game today!

How to Play Bright, Memorable Evil Characters

Time: 10:00 - 11:45

Location: WS Room 4-5

Organisers: Polina Chernikova
Workshop

A workshop about playing evil characters: What is important when you are playing villans and why? How to do it? What is the logic and strategy of the evil character? How do you express the evil nature of characters in the actions and don't make the character stupid or dead?

For up to 30 participants. Sign up to this program item @ SK info at the venue.

Introvert friendly workshops -How not to permanently damage your shy friends in the workshop icebreakers

Time: 12:00 - 13:45

Location: WS Room 17-18

Organisers: Ranja Koverola, Nina Runa Essendrop
Workshop, Game Design

It may be fashionable to strongly dislike icebreakers and exercises, but if you make them properly your friends will still love you afterward. Our team of experts comes from the most huggable and the most human-hating of Scandinavian countries to give you the formula for successful and non-cringeworthy icebreakers and workshop exercises.

15 - 16	16 - 17	17 - 18	18 - 19	19 - 20	20 - 21	21 - 22
				The Pitfalls of Exclusion	The Hour of The Rant	
14:00				Light and Sound 101		
					The Ferry at the Edge of Forever	
					Basic Principles of Female Teasing and Erotic Dancing and How to Integrate ...	
				Fundamentals of Nordic Larp		Meet them Half-Way
				Designing against experiential uncertainty		
				The Unusual of the Unusual	Edularping & Special Needs ...	Forum Theater
	16:30 Opening Ceremony	The Solmukohta Opening Game				
15 - 16	16 - 17	17 - 18	18 - 19	19 - 20	20 - 21	21 - 22
Documentary larp			Metatechniques - the world outside linear storytelling		Open Mic	
M/S Kristina			DIS/CONNECT		Light and Sound 101	
rp/art	Bleed and Loathing		15 minutes larp session		BDSM and larping	Kinky Larpers Munch
The Golden Cobra Sampler			WoD as a radical platform			
ers' problems tools	Larping the history ...			Participatory Storyt ...	Your Body is Political	Bastard Café
Whately Techné: Traditions and advancements in a Chicago ...			Thin Red Line between Larps and Computer Games		LarpJam	
ns of Larp				Character death and after-death	Electronics for Larp from Russia	
The Last Voyages of the Demeter	Let the dead rest	Battle Of The Airbands	Just a Little Lovin' party & drag show			

Saturday	9 - 10	10 - 11	11 - 12	12 - 13	13 - 14	14 - 15	1
Prow 6 - 11		Historical Larps - between facts and fantasy		Preparing Non-Larpers for their First Larp Experience	Art & participation	Designing for Ge Experiences - a p debate about design about gender	
BlackBox 12 - 13		Cat's Cradle			Fallen Stars		
WS Room 4 - 5		Starting from Nothing		Who to prepare & debrief in Edu-Larp.	Do Us		
WS Room 17 - 18	Morning Workout	Dancing Through the Ages		Early Humans: A re-history research game		Metatechniques and master skills	
Room 19 - 22		Mental Illnesses and Larp		Best of Norway	Best of Denmark	Edu-larp: A Literature Review	U Ro ing for T
Room 20 - 21		Larp Learning-Effects and their Broader Communication		Roleplay Science! thx Finland	Spindle - a tool for larpwriters	1905 - an experie political play abo Russian revolu	
Room 23 - 24		Preserving Play: How museums should handle roleplaying games?		Un-titled larp..	Gender and historical larps: two case studies	Behind The Curtain our brains create through ficti	
Atlantis Palace			Safe, Sane and Sensual: Design and data from Inside Hamlet	Hour of Spatial Design	Lightning Talks		The da

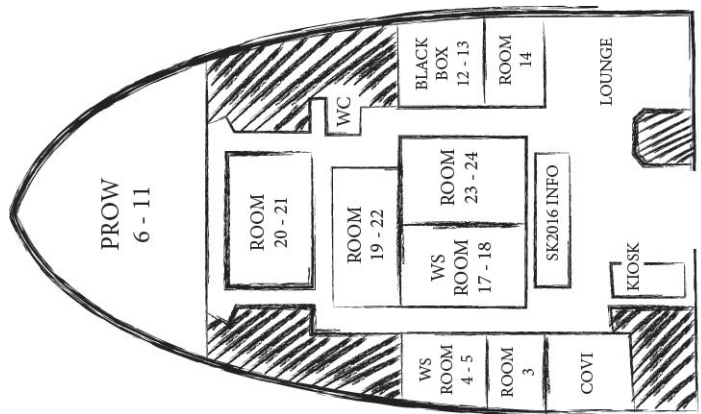
Sunday	9 - 10	10 - 11	11 - 12	12 - 13	13 - 13:30	13:30
WS Room 17 - 18		Level Five	Organise more Larp Events and Stay Alive: How to make a charity ball and involve volunteers			GOO LAST CLEA
Atlantis Palace			Mistakes I've Made while Organising Larps		Closing ceremony	

THIS IS A CENTERFOLD PROGRAM MAP.

THE PROGRAM RUNS ON LOCAL TIME – REMEMBER TO CHANGE YOUR CLOCK EVERY HARBOUR.

5 - 16	16 - 17	17 - 18	18 - 19	19 - 20	20 - 21	21 - 22	22 - 01
Considered panel de-ign larps er	Finnish Style Street Larp Design			THE SOLMUKOHTA MUSICAL AT ATLANTIS PALACE 18:30 - 19:00	SOLMUKOHTA GALA DINNER AT GRANDE BUFFET 19:30		SOLMUKOHTA GALA PARTY
s						The Secret Blues Party	
Part		Pin system: simulation of sex					
and game-s	Together Tales: Larping for families	Magic spells					
Using roleplay- Games Improv theatre	Labour in larp						
ence of out the tion	Designing a con for ...	Larp is like Hummus					
in - how reality on	Most interesting Russian LARPs 2015						
road to darkness	Solmukohta TV	One Hour Rave Room Party version 5					

0 - 14	14
DBYE!	SK2016 HAS ENDED, SEE YOU NEXT YEAR!
AN UP	



DOCK AT

BIG MAP OF THE VENUE ON THE BACK COVER

THIS IS A CENTERFOLD PROGRAM MAP.

THE PROGRAM RUNS ON LOCAL TIME – REMEMBER TO CHANGE YOUR CLOCK AT EVERY HARBOUR.

PROGRAM MAP COLOUR CODES

LARP
WORKSHOP
TALK
PANEL
SOCIAL/ OTHER

Thursday	12 - 13	13 - 14	14 - 15
Prow 6 - 11		Larp Documentary Screening	
BlackBox 12 - 13			SOLMUKOHTA CHECK IN
WS Room 4 - 5			
WS Room 17 - 18			
Room 19 - 22			
Room 20 - 21			
Room 23 - 24			
Atlantis Palace			

Friday	9 - 10	10 - 11	11 - 12	12 - 13	13 - 14	14 - 15
Prow 6 - 11		Chrono-logical act structure ...	The Fundamentals of Sound Design for Larp		A New History of Live Roleplaying	What we ... Before We Wake
BlackBox 12 - 13		For Here Our Sister Lies				
WS Room 4 - 5		How to Play Bright, Memorable Evil Characters	Who Is He (And What Is He to You)?			art/larp
WS Room 17 - 18	Morning Workout	The Trial Against Cinderella	Introvert friendly workshops			Physicality Based Character Work
Room 19 - 22		Your Brain on Larp - Questions and tools for ...	Best of Finland	Best of Sweden		Larp organise and t
Room 20 - 21		Being a Monk: Building a Cathedral	The First-born is Dead	Urban Storytelling Experience / Pan-EU LarpCon		Gamedesign for War-LARPs
Room 23 - 24		Lessons in Iterative Design		Communities of Practice and Legitimate Peripheral Participation		Aesthetic
Atlantis Palace			The Polish Adventure: Lessons learned ...	Designers' Hour	Baltic Warriors: Saving the sea with larps	

For up to 20 participants. Sign up to this program item @ SK info at the venue.

Just a Little Lovin' party & drag show

Time: 17:30 - 19:00

Location: Atlantis Palace

Organisers: Tor Kjetil Edland,
Social event, Social & Networking

The iconic '80s larp Just a Little Lovin' is known to arouse strong feelings and leave lasting impressions on its players. And is there any emotion stronger in the larper's register than the love of camp?

Savour the glam and pride that is the official Solmukohta 2016 drag lineup with queens past and present, performers, perverts and players in the nightclub Atlantis Palace. Because if your cruise ship's nightclub has no drag queens, you're not living!

Kinky Larpers Munch

Time: 21:00 - 21:45

Location: WS Room 4-5

Organisers: Melina Cunelius,
Social event, Social & Networking

Meet and greet people with similar interest in larps and kink! Have fun and deep discussions or spend your time with some ropes and whips (some will be provided).

Larp organisers' problems and tools

Time: 14:00 - 15:45

Location: Room 19-22

Organisers: Nickolai "Rumata" Knyazev, Alena "Clair" Arykina
Talk, Game Design

Since 2005 there have been a number of special web-based management systems available that help Russian larp organiser teams in their tasks. Allrpg.info is the leader of the "market", with a successful record of hundreds of larps, and its successor JoinRpg.ru hit open beta test in 2015.

We will tell you about typical pain points in Russian larp organiser work and how we are solving them with allrpg.info / joinrpg.ru. We like to hear about your problems and if you are interested in our tools. If you like them, we will think about translating them to English (on some volunteering/crowdfunding basis, probably) and making them available free of charge.

Larping the history of Finland

The program runs on local time - remember to change your clock at every harbour.

Time: 16:00 - 16:45
 Location: Room 19-22
 Organisers: Mikko Heimola
 Talk, Academic, Edu-larp

In the Finnish larp scene, larps engaging with the history of Finland have formed a small but prolific subscene. Most of these larps have been set in the early 20th century, with a particular focus on the civil war period (1918) and its repercussions. The talk briefly covers a number of these larps and highlights how they have both enabled discussion of politically sensitive topics and offered enlivening experiences of life in these times.

LarpJam

Time: 19:00 - 21:30
 Location: Room 20-21
 Organisers: Jon Cole
 Workshop, Game Design

LarpJam is an interactive workshop where participants create their very own larps in a round-robin format. In a matter of hours people with no larp design experience can create awesome, fully-playable larps! This process folds creative invocation, constructive constraints, and peer feedback into one lightning-fast process. Players will work to create a larp using a Secret Ingredient. Half-way through the larps are rotated between the teams, who have to keep working on a game they didn't start.

For up to 16 participants. Sign up to this program item @ SK info at the venue.

Lessons in Iterative Design - What we learned from the production of the Solmukohta Opening Game

Time: 10:00 - 11:45
 Location: Room 23-24
 Organisers: Lauri Lukka, Otso Saariluoma
 Talk, Game Design

Popularization of psychological knowledge, scalability and manualization - The opening game of Solmukohta 2016 was designed with strict restrictions. Exploring a novel field with both its theme and format it comes close to actual self-development seminars, and the flow of the game is highly structured. The game was developed iteratively, through a series of game tests and feedback - showing what worked and what didn't. The talk explores why and how the game was developed, what numerous challenges it faced, and what can be learned from the process.

Light and Sound 101

Time: 20:00 - 21:45
 Location: Black Box 12-13
 Organisers: Rasmus Teilmann
 Workshop, Game Design

A workshop that aims to teach the basics of setting up lights and sound and how to use it in game design.

For up to 15 participants. Sign up to this program item @ SK info at the venue.

M/S Kristina

Time: 14:00 - 17:45
 Location: Black Box 12-13
 Organisers: Eva Wei, Rosalind Göthberg
 Larp,

M/S Kristina is a larp about a group of refugees on a ship that will take them from what used to be their homes to something new and unknown. It tells a story about a dangerous journey towards an uncertain future, about loss and despair but also about dreams and hope for a better life. The larp revolves around themes such as identity, relationships, struggle and politics. We want to explore what happens when a person is forced to give up everything that used to make them safe in order to survive.

For up to 13 participants. Sign up to this program item @ SK info at the venue.

Metatechniques - the world outside linear storytelling

Time: 18:00 - 19:45
 Location: Prow 6-11
 Organisers: Anna Westerling
 Talk, Academic, Game Design

A talk about everything outside linear storytelling, meta-techniques, and how that can be used in game design in order to enhance your game. We will go through a short history and then look at some different examples of how you can use this to enhance your dramaturgy and game design.

Morning Workout

Time: 09:00 - 10:00

Location: WS Room 17-18

Organisers: Søren Ebbehøj

Social event

Are you tired after the party last night? Or just eager to get an active start to the day? Energise your Solmukohta experience with this 45 minutes workout and get ready for the day's program.

The workout include elements from tai chi and cross training, and we will keep it at a level where everyone can keep up.

Bring a bottle of water and loose fitting clothes. Gym shoes or bare feet is fine.

For up to 20 participants. Sign up to this program item @ SK info at the venue

Open Mic

Time: 20:00 - 22:00

Location: Prox 6-11

Organisers: Jukka Seppänen

Social event, Social & Networking

The Mic is open, so share your piece and come listen to others do the same! To join, contact us beforehand on program@solmukohta.org or sign up at the Solmukohta info desk during the event! Hosted by Jukka Seppänen.

Participatory Storytelling International University Course

Time: 19:00 - 19:45

Location: Room 19-22

Organisers: Christopher Sandberg

Talk, Academic

An introduction to the course on participatory arts at Stockholm Academy of Dramatic Arts.

Physicality Based Character Work Through Gabrielle Roth's 5 Rhythms



Time: 14:00 - 14:45
 Location: WS Room 17-18
 Organisers: Jannick Raunow
 Workshop

We will dance. Through Gabrielle Roth's five rhythms, we will work with the movement based archetypes: Legato, Staccato, Chaos, Lyrical and Silence. Legato is directional flow, light and ease. Staccato is non-flow, quick and start/stop. Chaos is non-directional flow, power and everything at once. Lyrical is upwards, joy and life. Silence is non-movement movement, quiet and unseen. Grounded in physical sense-memory these can be used for larp character work. And we will dance. Sign up to this program item @ SK info at the venue.

Showcasing of "Let the dead rest" Feature Film Trailer

Time: 16:00 - 16:15
 Location: Atlantis Palace
 Organisers: Jannick Raunow

Video screening, Social & Networking

The youth horror comedy "Let the dead rest" is a danish feature film made by and with larpers, shot in the fall of 2015 and which is currently in post production. The movie will hit cinemas later in 2016. We're screening the world premiere of the very first trailer including presentation and Q & A.

The Firstborn is Dead - alternative use of gener roles for historical larps

Time: 11:00 - 11:45
 Location: Room 20-21
 Organisers: Salme Vanhanen
 Talk, Game Design

An introduction to an alternative-history scenario to be used in historical larps to replace traditional gender based hierarchy with a birth order based hierarchy. First borns have the culturally constructed stereotypical masculine qualities, while Secondborns have the stereotypical feminine qualities. The players' own gender would not affect the casting or characters' possibilities to act but the historical inequality and contradictions could be played. There will be examples of adaptations for different historical periods and talk about how the idea affects character design and costuming. We will also talk about some problems the idea still has.

The Fundamentals of Sound Design for Larp

Time: 11:00 - 12:30

Location: Prow 6-11

Organisers: Anni Tolvanen

Talk, Game Design

Composer and musician Anni Tolvanen demonstrates how to harness our auditory perception as a means for social, emotional and artistic effect in larps. The lecture covers some scientific basics of sound, music, and hearing, and introduces you to key concepts of sound design as they relate to game design. Get practical tips and examples of how sound design has succeeded and failed in larps, and leave with ideas and tools to make sound and music a part of your next larp production.

The Golden Cobra Sampler

Time: 15:00 - 17:00

Location: WS Room 17-18

Organisers: Evan Torner,

Larp, Game Design, Social & Networking

For two consecutive years, the Golden Cobra contest has solicited submissions from around the world for innovative freeform games. Come play a few of them with us!

For up to 20 participants. Sign up to this program item @ SK info at the venue.

The Last Voyages of the Demeter

Time: 15:00 - 15:45

Location: Atlantis Palace

Organisers: Stefan Deutsch

Talk, Game Design

Running a horror larp on a sailing ship and rerunning it in a different language brings some special design challenges. The talk will focus on limitations, challenges, and unique features of the game design for the German and international runs.

The Polish Adventure: Lessons learned from a year of craziness

Time: 10:30 - 12:00

Location: Atlantis Palace

Organisers: Claus Raasted, Mikolaj Wicher, Agata Swistak, Alexander Tukaj, Krzysztof Kraus

Talk, Game Design

In November 2014 a Polish/Danish team ran the Harry Potter larp "College of Wizardry". Since then CoW has run 6 times. The same group has produced the Downton Abbey inspired larp "Fairweather Manor". Other projects are on the way in 2016. Hear the team talk about some key lessons from more than a year of mad productivity.

The Trial Against Cinderella

Time: 10:00 - 11:45

Location: WS Room 17-18

Organisers: Jeppe Steensen,
Larp, Edu-larp

In the original fairy tale as written down by the brothers Grimm, the actions of Cinderella are highly questionable. But can she be committed in a court of law?

A short courtroom drama edularp taken from the curriculum of Østerskov Efterskole, the world's first edularp boardingschool. The larp will be followed by a Q&A session.

For up to 30 participants. Sign up to this program item @ SK info at the venue.

Thin Red Line between Larps and Computer Games

Time: 17:00 - 18:45

Location: Room 20-21

Organisers: Jarno Yliluoma
Workshop, Game Design

An exploration of the limits of computer games and larps by presentation, discussion and hands on exercise. For up to 25 participants. Sign up to this program item @ SK info at the venue.

Urban Storytelling Experience / Pan-EU LarpCon

Time: 12:00 - 13:45
 Location: Room 20-21
 Organisers: Tom Boeckx
 Talk, Social & Networking

With national Larp-oriented “cons” becoming more and more the trend, an idea has emerged to try and create a new annual gathering of Larpers from across the globe. In an open discussion, Tom would like to invite you all to come share your experiences in a round table talk. What would you expect such a happening to provide? What’s a dealbreaker for you? All these questions and many, many... yes... many more are very welcome at the table to hopefully provide a foundation for a successful first event where different larp styles and players can enjoy the hobby on a whole new level. For up to 25 participants. Sign up to this program item @ SK info at the venue.

What we Learned from Before We Wake

Time: 14:00 - 14:45
 Location: Prox 6-11
 Organisers: Kristoffer Thurøe
 Talk, Game Design

Before We Wake was a surrealistic, avant-garde, blackbox larp about dreams, held in Copenhagen in August 2015. This talk will present some of the things we learned from the design process and the two runs of the game.

Whately Techne: Traditions and advancements in a Chicago interactive larp

Time: 15:00 - 16:30
 Location: Room 20-21
 Organisers: David Simkins
 Talk, Game Design

In this session we will discuss the history and development of current practices around the Whately games, produced by Fête Fatale Productions. These games have been developed and run in the USA near Chicago for sixteen years. Since the beginning, the Whately series has focused on offering highly interactive experiences that approach 360 degree immersion and maximum hands-on interactivity. The games all lie broadly within the horror and adventure genres, though each game has its own distinct character and themes. We will dive into detail on some of the documented development processes of the most recent game, “The Curse of Whately’s Mysterious Island”. Each Whately game struggles with a relatively low budget and benefits from a relatively large volunteer development team in an effort to

produce the highest possible production value larp. In addition to discussing the technologies and interactivity developed by Fête Fatale's Whately team, we will discuss how the team seeks to manage their constraints amidst challenges that arise from this iterative development practice.

Who Is He (And What Is He to You)?

Time: 12:00 - 13:45

Location: WS Room 4-5

Organisers: Mo Holkar

Workshop

Turn-up-and-play chamber larps often require players to quickly build groups of characters together, from scratch or from skeletons. We will look at methods and techniques for creating links, interrelationships, tensions and backstories; drawing on and sharing our experiences. We will test out the different approaches that we discuss: and we will aim to establish the pros, cons, and functional uses of these varying ways of creating well-knit character groups. And maybe try to establish some sort of categorization that will be helpful for designers to use as a reference resource. This program item has a sign-up at the info.

For up to 15 participants. Sign up to this program item @ SK info at the venue.

WoD as a radical platform

Time: 18:00 - 19:45

Location: WS Room 17-18

Organisers: Martin Ericsson, Tobias Sjögren

Workshop

The World of Darkness has always been a vehicle for radical political perspectives. From the violent deep ecology of Werewolf to the class-struggle metaphors inherent in Vampire, White Wolf's dark reflection of our own world offers a platform to discuss and transfer progressive ideas. How do you want to use it in the future? What burning questions would you like future games and other works in the WoD series to ask?

For up to 50 participants. Sign up to this program item @ SK info at the venue.

Your Body is Political

Time: 20:00 - 20:45

Location: Room 19-22

Organisers: Shoshana Kessock

Talk, Game Design

Your game might tackle political issues, but what happens when just the act of attending a game is a political act? At this talk we'll discuss the issues of attending a larp when you're outside of what is considered a normative physical body, and how body bias can effect a game medium like larp that is so grounded in the physical. Some of the topics we'll discuss are things like standards of beauty, game casting, body shaming, ableism and the question of how these issues affect our game design.

Your Brain on Larp - Questions and tools for neuroludology

Time: 10:00 - 11:45

Location: Room 19-22

Organisers: Thomas B.

Talk, Academic

Can current neuroscience methods show us objective measures of a larp's emotional impact? Should organizers use them to maximize player satisfaction or for real-time panic detection in extreme games? Can electrochemical signals produced by our bodies help game scholars settle old debates on immersion? This talk will simplify the scientific literature and report on technical tests run in actual games.



SATURDAY – PROGRAM

1905 - an experience of political play about the Russian revolution

Time: 14:00 - 15:45

Location: Room 20-21

Organisers: Vyatcheslav Rozhkov, Yury Molodykh

Talk, Game Design

“1905” is a game-poem about the first Russian revolution. It was held in 2015 with 500+ participants. We will discuss the political plot of this larp based on the history of Russia, different acting forces of revolution, eternal discussion between Western and Eastern views, and influence of the world. We will look at “1905” as a social experiment and discuss its unexpected results. The overview of the parallels between 1905 and 2015 maybe will make modern Russian policy more understandable for a Western audience. Participants are invited to continue the discussion.

Art & participation

Time: 13:00 - 14:00

Location: Prow 6-11

Organisers: Elge Larsson

Talk, Academic

How can the art world handle participatory works? They are not suited to the art world’s concepts. Although there have been attempts to incorporate participation, sometimes under headings like “relational art” or “performative art”, they have seldom been interesting.

The art world consists of artists, audiences, critics and institutions. What changes in functions or positions may be necessary for them to understand, discuss or promote participation? Are the very words (like “artist”) even useful, or do we have to invent others? Let’s talk about this!

Behind The Curtain - how our brains create reality through fiction

Time: 14:00 - 15:45

Location: Room 23-24

Organisers: Herwig Kopp

Talk, Academic

Herwig Kopp presents arguments and correlated findings of neuroscience and philosophy to make the case that our making sense of the world is based on storytelling, not on an objective, fully accessible reality. This also leads to a re-evaluation of deception in a world we make up out of fragmented and incomplete stimuli - either as self-deception, habits or social conventions or playing with the expectations of people opening doors for propaganda and mass-manipulation - or for creating a good larp.

Best of Denmark

Time: 13:00 - 13:45

Location: Room 19-22

Organisers: Sofie Støvelbæk, Troels Barkholt

Talk, Fundamentals

What is best in the Danish larp scene? What are Danes playing and what are they talking about? What are the hottest new things on the Nordic Larp frontier? All these questions and much more will be answered in this talk hosted by veterans of the Danish larp scene, Sofie Støvelbæk and Troels Barkholt.

Best of Norway

Time: 12:00 - 12:45

Location: Room 19-22

Organisers: Eirik Fatland

Talk, Fundamentals

What is best in the Norwegian larp scene? What are Norwegians playing and what are they talking about? What are the hottest new things on the Nordic larp frontier? All these questions and much more will be answered in this talk hosted by veterans of the Norwegian larp scene, Eirik Fatland et al.

Cat's Cradle

Time: 10:00 - 13:00

Location: Black Box 12-13

Organisers: Karolina Lukasik, Elzbieta Glowacka

Larp

Someone has to leave. A married couple, raising a changeling, is confronted with faerie siblings that bring up the abducted human child. The siblings are entangled in perpetual rivalry. The parents have been keeping secrets from one another for years. And the two children - faerie and human - seem to be two sides of one weird coin. Now the two families are locked in together.

This is a game about growth and change within family. Some grow up; others grow out of, or into families. This scenario explores the ways in which strangers can become close, and once close relatives can turn into strangers. Introducing supernatural elements to the plot emphasizes the meaning of adolescence and aging.

For 6 participants. Sign up to this program item @ SK info at the venue.

Dancing Through the Ages

Time: 10:00 - 11:45

Location: WS Room 17-18

Organisers: Pierpaolo Vittoria, Dominika Kovacova

Workshop

Enrich your larp with folk dancing! We will teach you up to four traditional dances from different eras and discuss how they can be tweaked and adapted to a variety of settings.

Designing a con for international visitors

Time: 16:00 - 16:45

Location: Room 20-21

Organisers: Hanna Andersén

Workshop

This workshop addresses the challenges of taking into account international visitors in the planning of a large-scale event like a con. This year's Ropecon will be held at Messukeskus in Helsinki, Finland from the 29th to 31st of July, and as one of the underlying themes of the event is taking into account international con visitors and making sure that the international side of things is being taken into account from the beginning of the event planning process. Some light will also be shed on the location change of Ropecon, and what new possibilities that opens. Come and tell us your ideas of addressing the international side of things!

Designing for Gendered Experiences - a panel debate about designing larps about gender

Time: 14:00 - 15:45

Location: Prow 6-11

Organisers: Siri Sandquist, Rosalind Göthberg, Anna-Karin Linder Krauklis, Shoshana Kessock, Simon Svensson

Panel Discussion, Game Design

A common practice in the larp community is to create worlds that are gender-neutral and to give everyone an equal opportunity to participate in the the game regardless of their gender. However, we often carry our own values with us to the larp and most “gender-equal” fictions end up being mirror images of our society. In other instances we might want to work with large inequality in gender to better explore societies where inequality and differences in gender-roles completely guides the characters lives. This can however become blocking for the participants since it offends changes and limits player possibilities to act freely. During this panel debate, we will talk about pit falls and lessons learned when it comes to larp design with gender in mind, but we also discuss what works and how to create larp experiences that are equally playable for all participants, whether the world portrayed is gender equal or not.

Do Us Part

Time: 13:30 - 17:00

Location: WS Room 4-5

Organisers: Annica Strand, Elli Åhlvik

Larp

A Larp about relationships, crushed dreams and constraints within an unequal society. We follow five couples, all part of a Christian church fellowship, through a number of set scenes from their early married days to the time when one or both of them wants out, despite the stigma that would follow.

For up to 10 participants. Sign up to this program item @ SK info at the venue.

Early Humans: A re-history research game

Time: 12:00 - 13:30

Location: WS Room 17-18

Organisers: David Simkins

Larp

Come play an edularp currently in development as part of an early world history curriculum. This game uses the development and spread of early hominin as a way of teaching historical processes and facts along with basic research practices and scientific methods of inquiry. At least in the USA, this integration of research practices along with historical facts is lacking in the majority of history curriculum at the undergraduate level, and yet, ability to critically evaluate primary and secondary historical data is precisely the skill set we often want our students to develop through historical study. While this game lies within a larger curricula, and we will only have time to play one game, during the game debrief we will briefly reference the other games in the curricula and how they are integrated.

Edu-larp: A Literature Review

Time: 14:00 - 14:45

Location: Room 19-22

Organisers: Sarah Lynne Bowman

Talk, Academic, Edu-larp

Summarizing the results of an article from the Wyrd Con Companion Book 2014, this literature review streamlines the various benefits afforded by experiential learning along cognitive, affective, and behavioral dimensions. Larp, simulation, games, and drama are considered alongside one another as cousin forms of experiential pedagogy. Synthesizing both anecdotal and empirical research, this presentation provides an extensive list

of some of the potential uses and functions of edu-larp, from classroom activities to professional training to leisure larps with an pedagogical purpose. More quantitative and qualitative research is needed to establish the generalizability of these benefits.

Fallen Stars

Time: 13:00 - 17:00

Location: Black Box 12-13

Organisers: Magnar Grønvik Müller, Martin Nielsen
Larp

Fallen Stars is a game about old things, once beloved by their owners, but now discarded and no longer cared for. As they languish at a flea market, they dream back to their glory days and hope to find new lives with new owners. They also worry about the uncertain future of those whom buyers will not rescue.

For up to 15 participants. Sign up to this program item @ SK info at the venue.

Finnish Style Street Larp Design

Time: 16:00 - 17:45

Location: Prow 6-11

Organisers: Niina Niskanen, Simo Järvelä
Talk, Game Design

This talk will present Finnish style street larp design, go through the design challenges and possibilities of the format and through examples offer practical solutions for central design questions.

Gender and historical larps: two case studies

Time: 13:00 - 13:45

Location: Room 23-24

Organisers: Minna Heimola, Mikko Heimola
Talk, Academic, Game Design

In this talk, we describe our approach to designing historical larps paying particular attention to questions related to historical accuracy and gender roles. We look for historical contexts in which female/non-male gender offered interesting possibilities for active agency. This enables larps to both offer more equal playing experiences and provide insight into how gender dynamics were present in past eras.

Historical Larps - between facts and fantasy

Time: 10:00 - 11:45

Location: Prow 6-11

Organisers: Tor Kjetil Edland, Mikko Heimola, Ragnhild Hutchison, Trine Lise Lindahl, Siri Sandquist

Talk, Game Design

Historical larps are a popular genre that aspire to do something different than larps set in purely fictive worlds. They have a different relationship to actual history than other genres of larp. But no matter the extent of research and preparations done by organisers and participants the final larp will be far from a recreation of actual events. Here we will investigate the dilemmas of creating accessible, playable larps based on the sprawling and complex and only partly accessible thing that is actual history.

**Hour of Spatial Design**

Time: 12:00 - 13:00

Location: Atlantis Palace

Organisers: Søren Ebbenhøj, Signe Løndahl Hertel

Social event, Game Design

Spatial design seems to have been the next big thing in Nordic larp for years now, yet has not yet materialized in the broad majority of our games. This hour of spatial design contains a flurry of short talks by larp writers who have used spatial design techniques in recent games.

Introduced by architect and black box game designer Signe Hertel, this hour aims to give the audience an overview of the state of the art of this emerging design philosophy concerning the physical dimension of our games.

Labour in larp

Time: 16:00 - 17:45

Location: Room 19-22

Organisers: Sanna Koulu, Evan Torner, Kat Jones

Panel Discussion, Academic

In this panel discussion Kat Jones, Sanna Koulu and Evan Torner delve

into examples of practical and affective labour in larp contexts, and examine how labour is used for enabling larp, for supporting immersion and for shaping character identities. They point out that while larp might be playful, we can only fully understand it if we also take its dimensions of work into account.

Larp is like Hummus

Time: 17:00 - 18:00

Location: Room 20-21

Organisers: Larson Kasper, Tina Leipoldt

Talk, Academic, Edu-larp

We were in Turkey to train Syrian peace activists in applications of larp as a tool for civic education and recreation to deal with personal experiences and the terrors of the ongoing crisis. Come hear why larp can be like vacation for your mind and what it has in common with Hummus.

Larp Learning-Effects and their Broader Communication

Time: 10:00 - 11:45

Location: Room 20-21

Organisers: Björn-Ole Kamm, Lauri Lukka, Dirk Springenberg

Panel Discussion, Academic, Edu-larp

Seeking an exchange of ideas on evaluating larp learning-effects and a critical discussion concerning their presentation to “outsider” stakeholders, this panel combines short talks with a panel discussion on larp as a method for learning, the function of debriefings and mentalisation as well as specific strategies for visualising larp learning-effects. These various tools might help in translating individual and at times difficult to verbalise assessments of larp learning experiences.

Lightning Talks

Time: 13:00 - 14:45

Location: Atlantis Palace

Organisers: Aarne Saarinen

Social event, Social & Networking

A series of three-minute talks from different speakers on all things related to Nordic Larp, hosted by Aarne Saarinen. Do you want to present your awesome idea or maybe promote an upcoming larp project, convention or a festival? To join in with your talk, contact us beforehand on program@solmukohta.org or sign up at the Solmukohta info desk during the event.

Magic spells

Time: 17:00 - 17:45

Location: WS Room 17-18

Organisers: Anna Westerling
Workshop, Social & Networking

Bring out your inner wizard, bring (or borrow) a wand and learn to cast spells on your friends in order to find out everything about them. In a mixture of party games, meta-techniques and fun we will try out spells by Professor Griffenklau from College of Wizardry. We will walk through a couple of spells that you can use in-game, how they work and how they generate play and bring out the stories we have inside.

Mental illnesses and Larp

Time: 10:00 - 11:45

Location: Room 19-22

Organisers: Melina Cunelius, Shoshana Kessock, Karijn van der Heij,
Nathan Hook
Panel Discussion, Game Design

A discussion on how to better include people with mental illnesses and on how to represent mental disorders in larps. The panel will talk from their own experiences and the discussion will cover multiple common mental health issues as well as a few uncommon ones.

Metatechniques and gamemaster skills

Time: 14:00 - 15:45

Location: WS Room 17-18

Organisers: Anna Westerling
Workshop, Game Design

How do I use a meta-technique? How can I use them as a gamemaster or a larp organizer? What is, and how do I initiate an inner monologue? What is playing a scene from my character's past and how do I start it? We walk through different techniques and try them out on the floor so you get to try it, discuss it and figure out what you like and don't like.

Morning Workout

Time: 09:00 - 10:00

Location: WS Room 17-18

Organisers: Søren Ebbenhøj, Peter Munthe-Kaas
Social event

Are you tired after the party last night? Or just eager to get an active start

to the day? Energise your Solmukohta experience with this 45 minutes workout and get ready for the day's program.

The workout include elements from tai chi and cross training, and we will keep it at a level where everyone can keep up.

Bring a bottle of water and loose fitting clothes. Gym shoes or bare feet is fine.

For up to 20 participants. Sign up to this program item @ SK info at the venue."

Most interesting Russian LARPs 2015

Time: 16:00 - 17:45

Location: Room 23-24

Organisers: Nickolai "Rumata" Knyazev, Anna Kovalenko

Talk

A short overview of the most interesting russian larps of last year. The focus is on the special features of each larp as well as photos and materials. We'll showcase not only the northern region, but the whole of Russia including Ural.

One Hour Rave Room Party version 5

Time: 17:00 - 18:00

Location: Atlantis Palace

Organisers: Stina Almered, Karolina Staël, Martin Jordö

Social event, Social & Networking

One hour of rave! Techno, trance, doomcore, crazy lights, the superspecial energetic party of the year! Bring your best rave-outfits and join the beat!

Pin system: simulation of sex

Time: 17:00 - 17:45

Location: WS Room 4-5

Organisers: Olga Vorobyeva

Workshop, Game Design

Pin System was developed in the beginning of 2000 for Russian larps based on Harry Potter game world. The idea of the sex simulation is the following: in advance players hide pins on their in-game clothes, and the sexual act is portrayed via mutual looking for the pins in the partner's clothes. It helps to act out individual and group sex, rape, masturbation, reaching orgasm and even some kind of "victory list" for a character. In the workshop I'll show the process and discuss some particular meanings of this metaphor.

Preparing Non-Larpers for their First Larp Experience

Time: 12:00 - 12:45

Location: Prow 6-11

Organisers: Maury Brown, Benjamin A. Morrow

Talk, Game Design

As the larp hobby grows and we attempt to reach a wider and more diverse audience, people with no role-playing experience are attending games, often playing with very experienced larpers. This presents a challenge for larp designers and organizers to differentiate the game and workshops for the heterogenous needs. This talk is about the pitfalls and preventions for bringing in new larpers and helping them integrate, while making opportunities for play, safety, and fun for all groups.

Preserving Play: How museums should handle roleplaying games?

Time: 10:00 - 11:45

Location: Room 23-24

Organisers: Jaakko Stenros

Talk, Academic

How can tabletop and live action roleplaying games be stored in a museum? This program item has two parts. First, researcher Jaakko Stenros explores how he gathered Finnish tabletop roleplaying games for the upcoming Finnish Game Museum (which opens in 2017). Second, there is a discussion of how larp can be preserved for future generations in a museum context.

Roleplay Science! thx Finland

Time: 12:00 - 12:45

Location: Room 20-21

Organisers: Nathan Hook

Talk, Academic

Since October 2015 Nathan Hook has been living in Tampere working full-time on a roleplay PhD as a scholarship researcher. This is a short presentation of what he's been working on and how the research is progressing. It includes a discussion of an experiment using a choose-your-own-adventure story set in Westeros that many nordic larpers have taken part in and how the results inform character writing, and a paper on gamergate.

Safe, Sane and Sensual: Design and data from Inside Hamlet

Time: 10:30 - 12:00

Location: Atlantis Palace

Organisers: Markus Montola, Bjarke Pedersen, Johanna Koljonen

Talk, Game Design

Bjarke and Johanna present the Inside Hamlet techniques for safe sensual play. Markus presents selected results from the evaluation survey of the larp. Our aim is to chart things that worked, things that went wrong, and how to improve safe sensual design in the future.

Seasons of Larp - The Solmukohta Musical Revue

Time: 18:30 - 19:00

Location: Atlantis Palace

Organisers: Aleksu Joensuu, Anni Tolvanen, Jamie MacDonald

Social event, Social & Networking

No boat cruise is complete without musical entertainment! Join Anni Tolvanen, Jamie MacDonald, and a host of others in a singing, dancing, celebratory and occasionally silly show about all the things that bring us our love of larp. Expect absurdity; glitter.

Solmukohta Gala Dinner

Time: 19:30 - 21:30

Location: Grand Buffet

Organisers: Massi Hannula Thorhauge, Mikko Pervilä

Social event, Social & Networking

We want to celebrate the 20th Solmukohta, and invite you all to a big Gala Dinner at the Grande Buffet.

This dinner is included in your Solmukohta 2016 ticket (drinks included). Arrive to the Grande Buffet (deck 6) after the Solmukohta Musical, and join us for a feast.

Buffet takes in consideration diets and allergies, ask the staff if you are unsure.”

Solmukohta Gala Party

Time: 22:00 - 22:00

Location: Conference deck Lounge & Night club New York & Lounge

Organisers: Aleksu Joensuu

Social event, Social & Networking

After the gala dinner drinks and free mingling at the Conference deck lounge until 23:00.

23:30 Solmukohta DJs Kristoffer Thurøe and Cleo Hatting play their tunes at the Night Club New York (deck 13)

The Gala evening of Solmukohta 2016 brings us together to celebrate and reminisce upon 20 years of magnificent Nordic Larp conference history. The theme for the 20th Solmukohta's Gala is Discovery. Discovery symbolises finding a new, previously hidden world. In our anniversary gala, that new world is, of course, the world of live action roleplaying. So use your outfit, wit, gadgetry or any other means to display how the world of larp looked like when you first came in to contact with it.

Read more here: <http://solmukohta.org/index.php/Program/GalaParty>

Solmukohta TV

Time: 16:00 - 16:50

Location: Atlantis Palace

Organisers: Karolina Staël, Stina Almered

Video screening, Social & Networking

Sit down, bring some popcorn and watch a newly produced sketch. It's time for the Gothenburg Crew to guide you through the wonders and trouble it can be to be the newbie at Solmukohta. As usual they do this with love and satire.

Spindle - a tool for larpwriters

Time: 13:00 - 13:45

Location: Room 20-21

Organisers: Claus Raasted, Kamil Bartczak

Workshop, Game Design

Spindle is a tool for larpwriters. It is software designed by larpers for larpers, with the goal of making larpwriting easier. It is created by a Polish/Danish team (a popular combo these days) and it will be ready for demonstration on Solmukohta.

Starting from Nothing

Time: 10:00 - 11:45

Location: WS Room 4-5

Organisers: Michael Such
Workshop

Ever felt stuck in a larp? Like you didn't know what the "right" next move was? Improv theatre is a parallel art to larp with a lot of focus on resolving these kind of situations. We're going to cover some basic improv techniques in a fun and freeing way. In particular we will focus on how to create a fantastic scene from a blank slate. We will leverage other players, the environment, and your beautiful self to make whole worlds. No improv experience needed and you will walk away with a smile.

For up to 15 participants. Sign up to this program item @ SK info at the venue.

The road to darkness

Time: 15:00 - 15:45

Location: Atlantis Palace

Organisers: Martin Ericsson, Tobias Sjögren

Talk

How on earth did Vampire: The Masquerade and the World of Darkness end up in Nordic hands? What aspects of the larp scene have shaped our grand plans for the future? Lead storyteller Martin Ericsson (Monitor Celestra, Inside Hamlet) lifts the veil and talks candidly about his five-year quest to save White Wolf.

The Secret Blues Party - We're gonna be sinkin' soon

Time: 21:00 - 23:00

Location: Black Box 12-13

Organisers: Andreas von Knobloch

Social event, Social & Networking

Come aboard and be ready for an evening of bitter sweet music and dance. Let us celebrate one last time before the ship is sinking to the bottom of the ocean.

Here your body and soul will be seduced by emotional tunes of the past and present. Hear the music, dance with a friend, join in your connection and feel the Blues!

This is the party for the people who enjoy dancing quietly together to non-electronic, danceable music. Don't worry if you don't know the blues, we will show you.

So take off your shoes, dance on your tiptoes, it is the secret blues feeling! No alcohol in the room.

Together Tales: Larping for families

Time: 16:00 - 16:45

Location: WS Room 17-18

Organisers: Wayne Shipley

Workshop, Game Design

Inspired by ideas from the world of larps and alternate reality games we created Together Tales to connect families together in their homes. Together Tales is a collection of interactive children's books that come to life with a little help from grownups. The child becomes part of the story as parents help create the treasure hunts, digital clues, and cute coincidences that bring the story to life.

We want your thoughts on our roleplaying activities for kids. Try them out! Do you have any ideas on how we could do it better?

Untitled larp event

Time: 12:00 - 12:30

Location: Room 23-24

Organisers: Christopher Sandberg

Talk

Proud to present a larp for Summer 2016 in Stockholm.

Using Roleplaying Games for Improv Theatre

Time: 15:00 - 15:45

Location: Room 19-22

Organisers: Michael Such

Talk, Game Design

Improv theatre is another tradition of collaborative storytelling. What can improv learn from roleplaying games? How does having an audience change the experience? What could game design mean for theatre? I will be talking about Open Roads, a stage adaption of Avery McDaldno's story game Ribbon Drive that I've recently co-directed. I will also be sketching ideas of how larp and theatre could be combined in one piece. I am very interested in connecting with other people at SK working in this space!

Who to prepare & debrief in Edu-Larp

Time: 12:00 - 13:15

Location: WS Room 4-5

Organisers: Qla Zetterberg

Workshop, Edu-larp

A workshop about preparing and debriefing pupils/students for an Edu-larp.

SUNDAY – PROGRAM

Closing ceremony

Time: 13:00 - 13:30

Location: Atlantis Palace

Thank you for Solmukohta 2016.

We wish you on your way, and pass on the Solmukohta knot to the Norwegians.

Level Five

Time: 10:00 - 10:45

Location: WS Room 17-18

Organisers: Brody Condon, Bjarke Pedersen

Talk, Game Design

Brody Condon and Bjarke Pedersen present the upcoming larp, Level Five, based on psychologically intense large group awareness trainings from the 1970's. Previously run in LA and Liverpool, the 100 player game will be run in July 2016, in Berlin, Germany. They discuss the history of self-actualization seminars and their relationship to Nordic Larp, show footage from past events, and offer potential players everything they need to know to attend.

Mistakes I've Made while Organising Larps

Time: 10:30 - 12:00

Location: Atlantis Palace

Organisers: Simon Svensson

Talk, Game Design

This is 90 minutes of anecdotes, stories and hilarious realizations of mistakes made in connection to larp organising throughout the years. More speakers will be unveiled on site.

Organise more Larp Events and Stay Alive: How to make a charity ball and involve volunteers

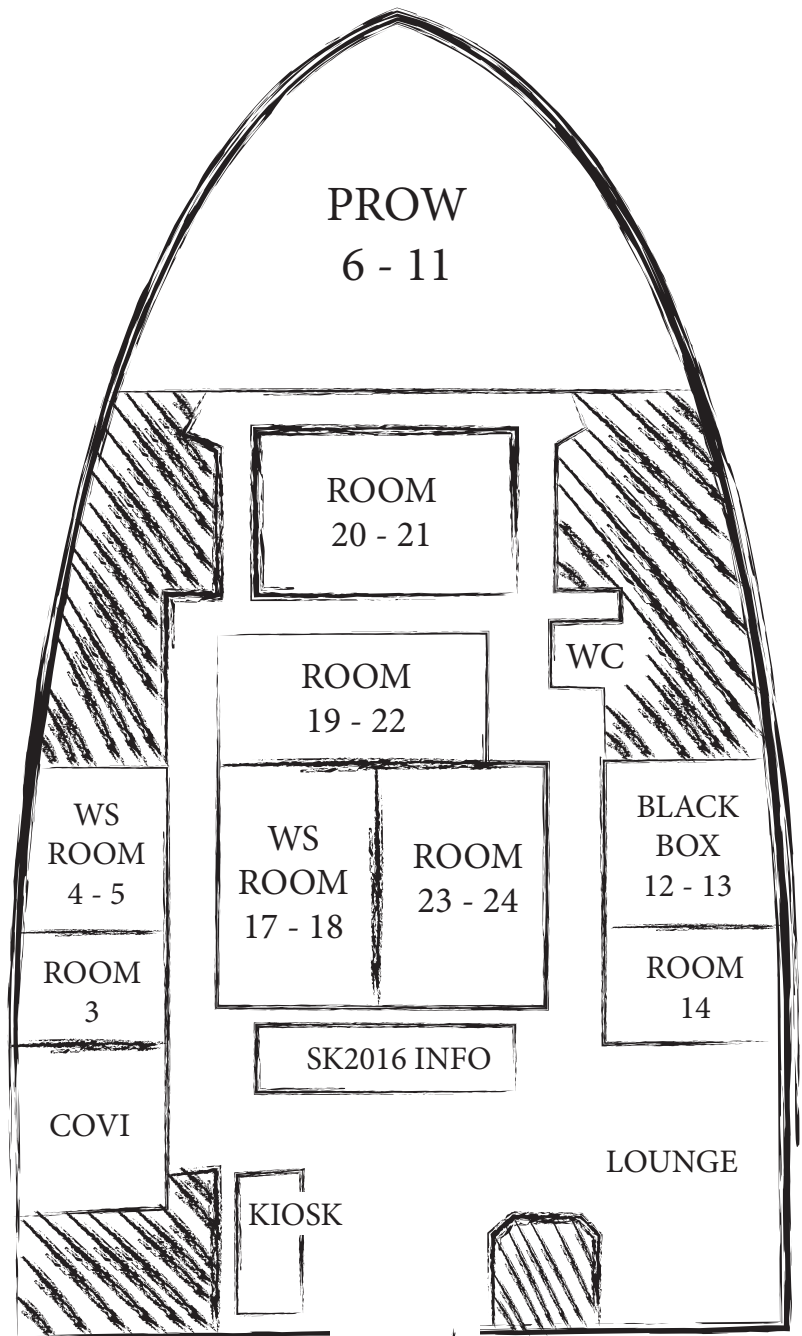
Time: 11:00 - 11:45

Location: WS Room 17-18

Organisers: Polina Chernikova

Talk, Edu-larp

Polden's education larp experience: How to do beautiful, positive, emotionally charged events for children from orphanages and adults, even if they are not larpers.



Use the stairs or the elevator to access
ATLANTIS PALACE deck 7-8
PROMENADE deck 7
GRAND BUFFET deck 6

