With the ‘GameLab University of Konstanz’ we aim to provide an infrastructure allowing research with computer games, as well as their integration in teaching.

Thus we need to establish a connection of research and teaching early on and to develop a comprehensive research method. Both will be refined over time and accompany the setup of the technical infrastructure at the GameLab.

Our nascent research focus relies on the exploration of as well as the research with computer games. Therefore, we focus on strengthening research-oriented teaching and theory-driven practice.

**Cornerstones**

**Media-theoretic Perspectives**
- Engaging as the intersection of computer and play
- Exploration of digital cultures and their influence on society and computer games as a medium and vice versa

**Empowering Junior Researchers**
- Provision of technical infrastructure to facilitate research
- Establishing a research atmosphere for the security exchange of research results and research questions across different departments.

**Nexus of Questions Regarding Digitalisation**
- Positioning of interests and questions concerning the digitalisation of teaching and research
- Internal and external cooperations as a basis for identifying needs and deficits

**Current Status**

**Teachings Since Summer 2016**
- Media Studies research offering seminars since the summer term 2016
- Courses on the basic theories of Game Studies, cultural perspectives on gaming and media-theoretic approaches to computer games
- Great follow with an average of 25 students

**Practical Seminar Winter 2017**
- Practical seminar on integrating computer games into a research-oriented curriculum
- Students came up with their own research questions and a certain method to explore during the six-hour-long session
- First test run using practical sessions in a curriculum and the utilization of the Media Lab

**Cooperation with Communication, Information, Media Centre (KIM)**
- Media Lab setup with two PlayStation 4 consoles
- Accessible for students of Media Studies, exchange, philosophy, and art
- Acquisition partnership for computer games and literature

**Future Steps**

**GameLab as a Physical Space**
- Central space for interdisciplinary research on computer games
- Provision of technical infrastructure for students and researchers
- Meeting place for interested researchers and students across all disciplines

**Further Cooperations**
- Expansion of the existing cooperation with the Communication, Information, Media Centre (KIM)
- Establishing internal cooperations at the University of Konstanz for延伸至 other universities and the computer game business

**Comprehensive Integration in Curricula**
- Offer research-oriented seminars on computer games regularly
- Integration of computer game research in the Master’s degree courses Literature, Art, Media at the University of Konstanz

**Purposes of the GameLab:**
- Establishing a scientific network
- Research-oriented teaching
- Facilitate practical approaches to an academic view of gaming
- Contribution to the digitalisation of teaching and learning
- Create a physical space for researchers and foster academic expertise across faculties

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