

DAY 1: Friday 10.9.21

(WORKSHOP) **UpCycling Props Workshop** – Yota Androutsopoulou
Let's try and breathe life into these copious amounts of scraps and trinkets!
10:00 – 14:00 [Basement]

(LARP) **LarpChess** – Zbigniew Janczukowicz
A strategic game of chess on a human-size chessboard combined with narrative negotiation and exploration of popular texts of culture. Players will have to focus on both board game and their personal objectives while keeping their fields on a human-size chessboard.
12:00 – 14:00 [Mid Floor]

Welcome Ceremony – Portal Team
14:15 – 14:45 [Top Floor]

(TALK) **“Peter Pan and a giant sandbox”** – Zbigniew Janczukowicz
Few words about the PoRTal partnership within Erasmus+ framework
14:45 – 15:15 [Top Floor]

(TALK) **ESPAIROS: 20-year Anniversary Presentation** – ESPAIROS (Kontiza Eleni)
ESPAIROS is an independent gaming club that has served the Athens roleplay scene for 2 decades and raised an entire geek generation. Joins us for a short presentation of their story so far.
<https://www.facebook.com/groups/espairos>
<https://espairos.gr/>
15:30 – 16:00 [Top Floor]

(TALK) **How to make an online game: Case study Prys** – Terrible Creations
What do you do when there's a plague-induced quarantine and you can't run live games anymore? Why, you turn to the wonders of modern technology, of course, and try to make it happen online!
17:00 – 18:00 [Top Floor]

(TALK) **Intro to Larp** (ΕΛ) – Alexandros Alexiou
Μια εισαγωγή στο L.A.R.P και στα βασικά του στοιχεία: τι είναι, ποιοι το χρησιμοποιούν και γιατί;
17:00 – 18:00 [Mid Floor]

(TALK) **LARP in RESCUE Ops** – George Vlaykov
HOW and WHY do we need our hobby to help people that save lives.
18:15 – 19:15 [Top Floor]

(WORKSHOP) **I want you to get mad! Body & voice empowerment** – Patrycja Paula Gas
Workshop on voice emission, improvisation, self-awareness, and free expression of movement.
18:15 – 19:15 [Mid Floor]

(TALK) **NPC Crafting Company Presentation** – NPC Crafting
18:15 – 19:00 [Basement]

(TALK) **The crowded Lonely Tavern** – A storyteller's guide – Patrycja Paula Gas
Tell me a story of despair and prevail, love and revenge, desolation and transformation. Then I'll tell you mine. And we'll weave them together.
19:30 – 20:30 [Mid Floor]

(LARP) **Famiglia Bonifacio: The Evening Before** – Terrible Creations
1920s US Prohibition Era Mafia chamber larp. Don Angelo Bonifacio has called an urgent meeting and you are invited.
19:30 – 21:30 [Basement]

(LARP) **Izgon – The Experiment** – Ivan Zalac
A high-secrecy, urban fantasy larp in which you play alternate versions of yourselves as research participants possessed by beings from another world.
21:00 – 22:15 [Mid Floor]

(LARP) **The “God” Committee** – Jakub Korzycki & Krzysztofa Korzycka
Medical Transplant Committee chamber larp where you are called to decide who lives and who dies.
21:00 – 23:45 [Top Floor]

(LARP) **Mysterium: The Hunting Cabin** – Terrible Creations
A chamber larp about occult and supernatural that explores borderline between sanity and an abyss beyond.
21:45 – 23:45 [Basement]

DAY 2: Saturday 11.9.21

(WORKSHOP) **Making a Leather Pouch** – Panayotis Bastas

Come to this workshop and you will walk out with a beautiful wooden and leather pouch.

11:00 – 13:00 [Basement]

(WORKSHOP) **How to find and develop your character's voice** – Christina Ifanti

The importance of finding and developing a character's voice in roleplay. Lecture on how to find and develop your character's voice. Why having a voice matters? What determines a character's voice?

11:30 – 13:00 [Mid Floor]

(TALK) **GAME JAM Presentation**

HOST: Christos Panagiotopoulos

11:15 – 12:15 [Top Floor]

(TALK) **LARP as a means of promoting ideologies 1/3** – Iliana Konakchieva

Presentation and post-demonstration discussion

12:30 – 13:00 [Top Floor]

(WORKSHOP) **"A single touch is worth a thousand words"** – Proxemics and haptic tools for Larp – Marcin Słowikowski

During this workshop, we will work on the matter of proxemics (the usage of space) and haptics (the usage of touch) in non-verbal communication as a tool for LARP players.

13:15 – 13:30 [Mid Floor]

(TALK) **LARP In Museum: How do we make history come alive?**

Larp & Museums: Larp at the Museum (1/2) – Nandor Laklia, Árpád Bayer

13:15 – 14:00 [Top Floor]

Larp & Museums: Education beyond classroom and Age (2/2) – Nandor Laklia, Árpád Bayer, Leo Perelis

14:15 – 15:00 [Top Floor]

(LARP) **LARP as a means of promoting ideologies: Drama at the Co-Op Farm** – Iliana Konakchieva

The second part of the presentation "LARP as a means of promoting ideologies" in the form of a chamber larp game.

13:15 – 15:15 [Basement]

(TALK) **LARP as a means of promoting ideologies** – Iliana Konakchieva

After-Game Discussion 3/3

15:15 – 16:00 [Top Floor]

(TALK) **Secrets of the Trade, a Q&A Session with veteran game organizers** – Iliana Konakchieva, George Vlaykov, Miroslaw Wranka, Marcin Słowikowski

Host/Moderator: Christos Panagiotopoulos

17:00 – 19:00 [Top Floor]

(LARP) **Pirate's Dilemma** – Anja Lotte Kastelic

A pirate themed chamber larp set in a fantasy world.

17:15 – 18:15 [Basement]

(LARP) **The Department for Magical Items** – Terrible Creations

Embark with us on a journey to a world where magic is real. You will find yourself among the few chosen ones who will try to untangle who is trying to undermine the world of wizards.

19:15 – 21:15 [Basement]

(LARP) **Tau Seti** – Ivan Zalac

Join the crew of a generational ship arriving at humanity's new home, a ship where there are no such things as secrets or privacy, but there are issues to be dealt with.

19:15 – 21:15 [Mid Floor]

(LARP) **Poker face** – Marcin Słowikowski

A game about feelings we can't name, are afraid might be unrequited and label us in a way we may not want. Scenario by Marcin Słowikowski from "Prism: Queer LARP Anthology".

19:15 – 00:15 [Top Floor]

(LARP) **Famiglia Bonifacio: The Evening Before** – Terrible Creations

1920s US Prohibition Era Mafia chamber larp. Don Angelo Bonifacio has called an urgent meeting and you are invited.

21:30 – 23:30 [Basement]

DAY 3: Sunday 12.9.21

(WORKSHOP) **UpCycling Props Workshop** – Yota Androutsopoulou
Let's try and breathe life into these copious amounts of scraps and trinkets!
11:00 – 12:15 [Basement]

GAME JAM Feedback Circle – Christos Panagiotopoulos
11:30 – 12:45 [Mid Floor]

(WORKSHOP) **Making a Cloak** – Yota Androutsopoulou
Making of a hooded cloak to accompany you in Larp endeavors or chilly days.
12:15 – 13:45 [Basement]

(TALK) **Power, loneliness, resentment: the psychology of playing a mage** – Michael Vrazitoulis
A semi-interactive talk on the psycho-narrative background of playing the role of a mage. Beyond the surface mechanics of spell usage, what are the roleplaying implications of embodying the mage archetype and what can we learn in that context from folklore and occult history?
13:00 – 13:45 [Mid Floor]

(TALK) **Catch me if you can! Beyond questionnaires** – Elektra Diakolambrianou, Leo Perelis
HOST: Zbigniew Janczukowicz
A conversation on how to grasp what players learn from larping.
13:00 – 14:45 [Top Floor]

(WORKSHOP) **From pantry to LARP** – Agnes Upor
Special effects and masking/makeup from things you can find in a household. Come join me for a workshop where we'll create special makeup effects from unusual ingredients – raid the pantry, grab what you see and let's get creative!
14:00 – 16:00 [Basement]

ImprovVibing – ImproVibe
An improvisational comedic performance inspired by Larp.
14:00 – 14:45

(WORKSHOP) **I want you to get mad! Body & voice empowerment** – Patrycja Paula Gas
Workshop on voice emission, improvisation, self-awareness, and free expression of movement.
15:00 – 16:00 [Mid Floor]

(TALK) **eduLARP as a tool for violent radicalization prevention** – Elektra Diakolambrianou
Presentation of the Erasmus+ project DiveIn, where eduLARP was used, tested, and researched as a methodology for preventing the violent radicalization of youth.
15:00 – 16:00 [Top Floor]

(LARP) **GAME JAM LARPs**
HOST: Christos Panagiotopoulos

17:00 – 18:30 [Basement] Game 1
17:00 – 18:30 [Mid Floor] Game 2

(TALK) **Convention Conclusion** – PoRtaL Team
18:45 – 19:15 [Top Floor]

Convention Conclusion – PoRtaL Team
19:00 – 19:15 [Top Floor]

(LARP) **Fortitude # Larp For Climate** – Zbigniew Janczukowicz
The year is 2050 and the climate catastrophe has already happened. Play the roles of diplomats during international environmental peak, protect your national and personal interests in the times when global safety is at stake.
19:30 – 23:30 [Top Floor & Mid Floor]