Madrid holds *the 6th International Conference on the Philosophy of Computer Games*

Under the epigraph "The Nature of Player Experience", this conference brings together scholars and specialists in the philosophy of computer games.

From January 29th to January 30th Madrid hosts the 6th International Conference on the Philosophy of Computer Games: The Nature of Player Experience. The aim of the conference is to analyze and discuss the philosophical aspects of videogames. With a marked interdisciplinary character, the conference combines different areas of expertise, such as art criticism, ethics, sociology, semiotics, aesthetics, psychology, and anthropology.

On January 29th the conference will be held in Intermediae-Matadero Madrid (Paseo Chopera, 14), and on the two following days it will meet at Medialab-Prado (Calle de la Alameda, 15). Entrance to all activities is free.

The keynote speakers are prestigious scholars in the field. Among them are American Philosopher Don Ihde, founder of the post-phenomenological approach to the study of science and technology, and Gregory Currie, a British scholar who studies the relationship of our thoughts to fiction, fantasy and narrative.

The first Conference on the Philosophy of Computer Games was held in Denmark, organized by researchers in the Department of Philosophy, Classics, History of Art and Ideas at the University of Oslo; the Center for Computer Game Research at the IT-University of Copenhagen; and the Philosophical Project Center (FPS) of Oslo. The sixth, and present, conference, as well as most of its complementary activities, are organized by the collective ARSGAMES.

"I play therefore I am" and "Virtual Worlds and Moral Evaluation" are the titles of two of the lectures of this year's conference. In addition to formal lectures, participants will also have the chance to attend additional events organized by ARSGAMES, such as the screening of the documentary **The Gamer Inside** and a workshop that analyzes the modes in which videogames can be experienced from different gendered positions.

For more information, please, visit: http://2012.gamephilosophy.org/