CONFOEDERATIO LUDENS (CHLUDENS.CH)

- HISTORY OF SWISS VIDEO GAMES
- 4 YEARS PROJECT (2023-2027)
- 4 UNIVERSITIES
  - BERN UNIVERSITY OF THE ARTS
  - UNIVERSITY OF BERN
  - UNIVERSITY OF LAUSANNE
  - ZURICH UNIVERSITY OF THE ARTS
- INTERDISCIPLINARITY

SMAKY MICROCOMPUTERS (1975-1999)

Smaky 1, 1975
INTEL 8080

Smaky 6, 1978-80
Zilog 80

Smaky 100, 1984
Motorola 68000

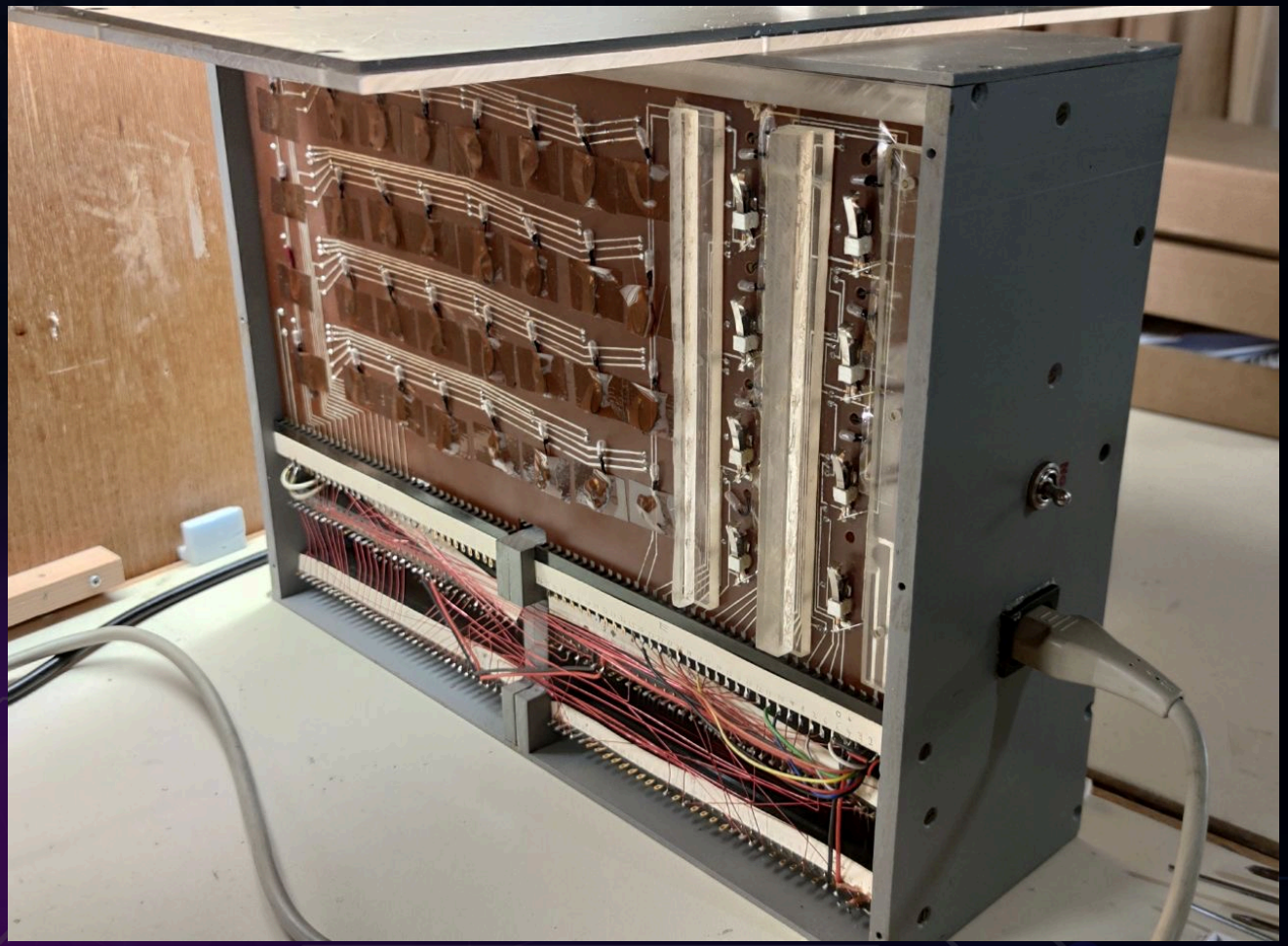
By Jean-Daniel Nicoud - professor at the Swiss Federal Institute of Technology in Lausanne - , Cathi Nicoud - director of Epsitec -, and their team.

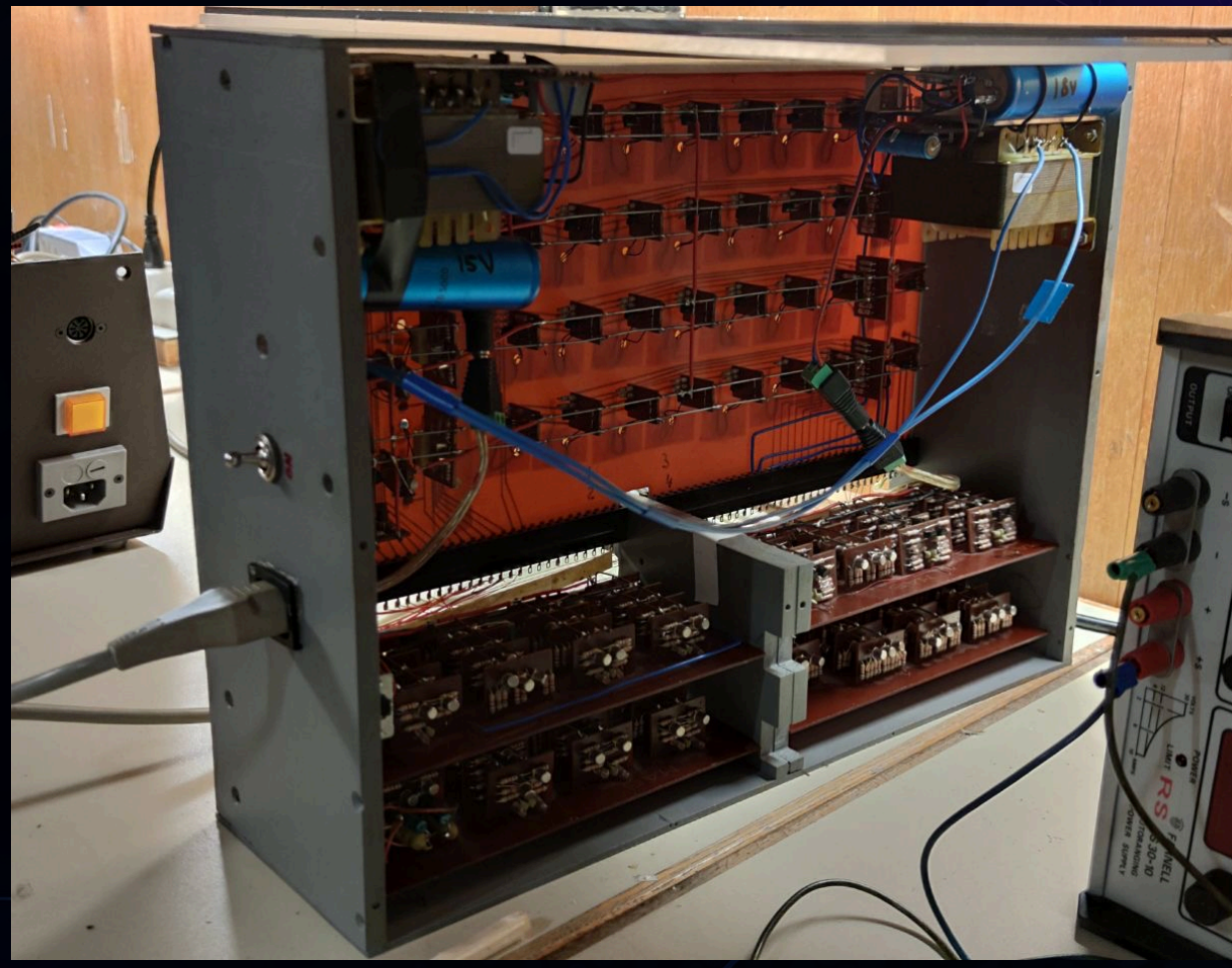
...AND VIDEO GAMES ON SMAKY

CONTEXTUAL PERSPECTIVES:

IN WHAT CONTEXTS ARE THESE COMPUTERS AND GAMES GROUNDED?

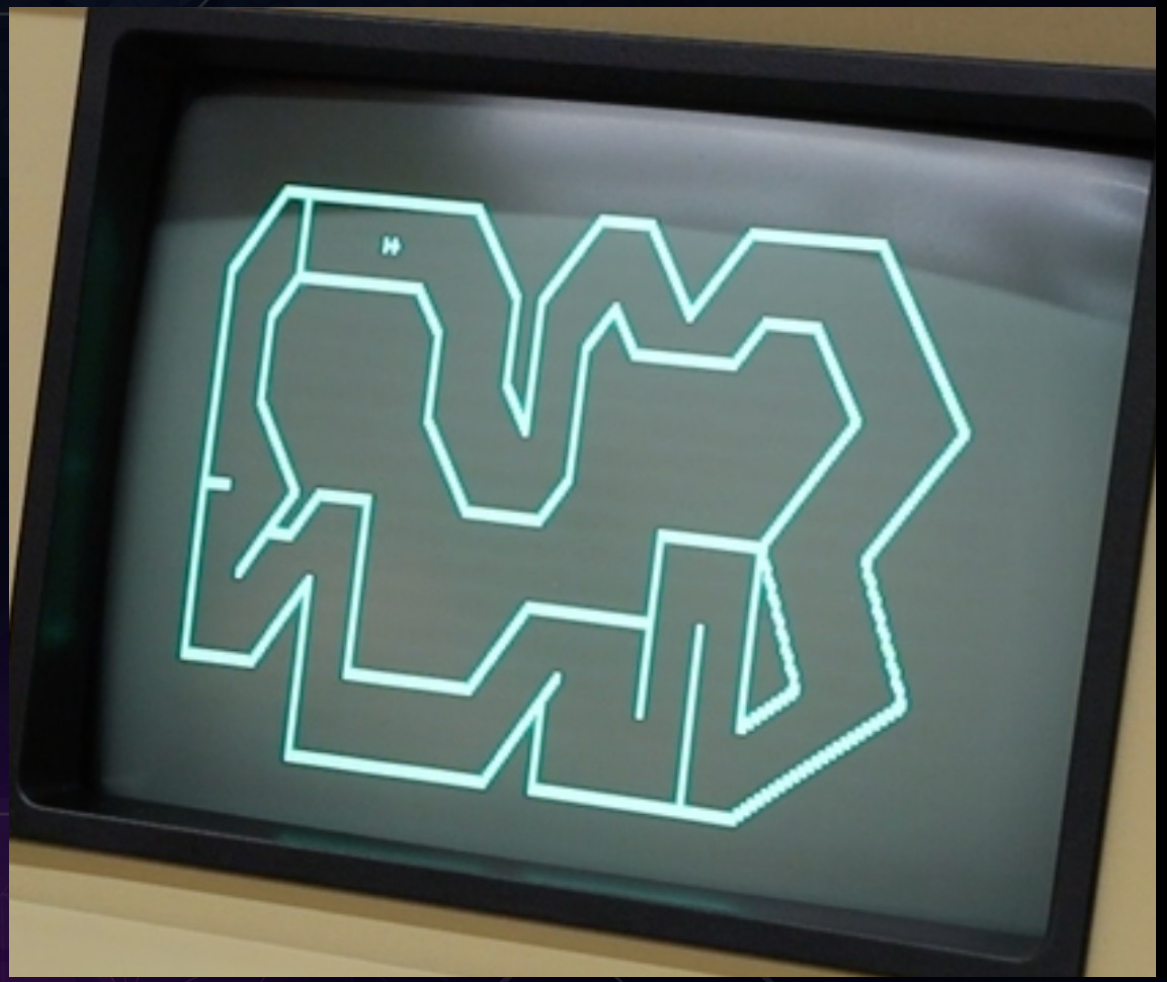
GENEALOGY : LEISURE ELECTRONICS (CLUBS)





NIM GAME MADE BY RENE SOMMER (1968)

GAMING CULTURE : ARCADE GAMES ADAPTATION



Sprint 8 (1977)

GENEALOGY : TOYS AND CONSTRUCTION GAMES

Giving life to LEGO construction with Smaky Computers : Train, Ferris Wheel and Crane.

By Laurent and Gaëlle Bernard at BriqueValais Exhibition (07-04-24)

PLATFORM STUDIES PERSPECTIVE : UNDERSTANDING HARDWARE CHALLENGES AND INTRICACIES OF CREATING (GAMES) WITH SMAKY

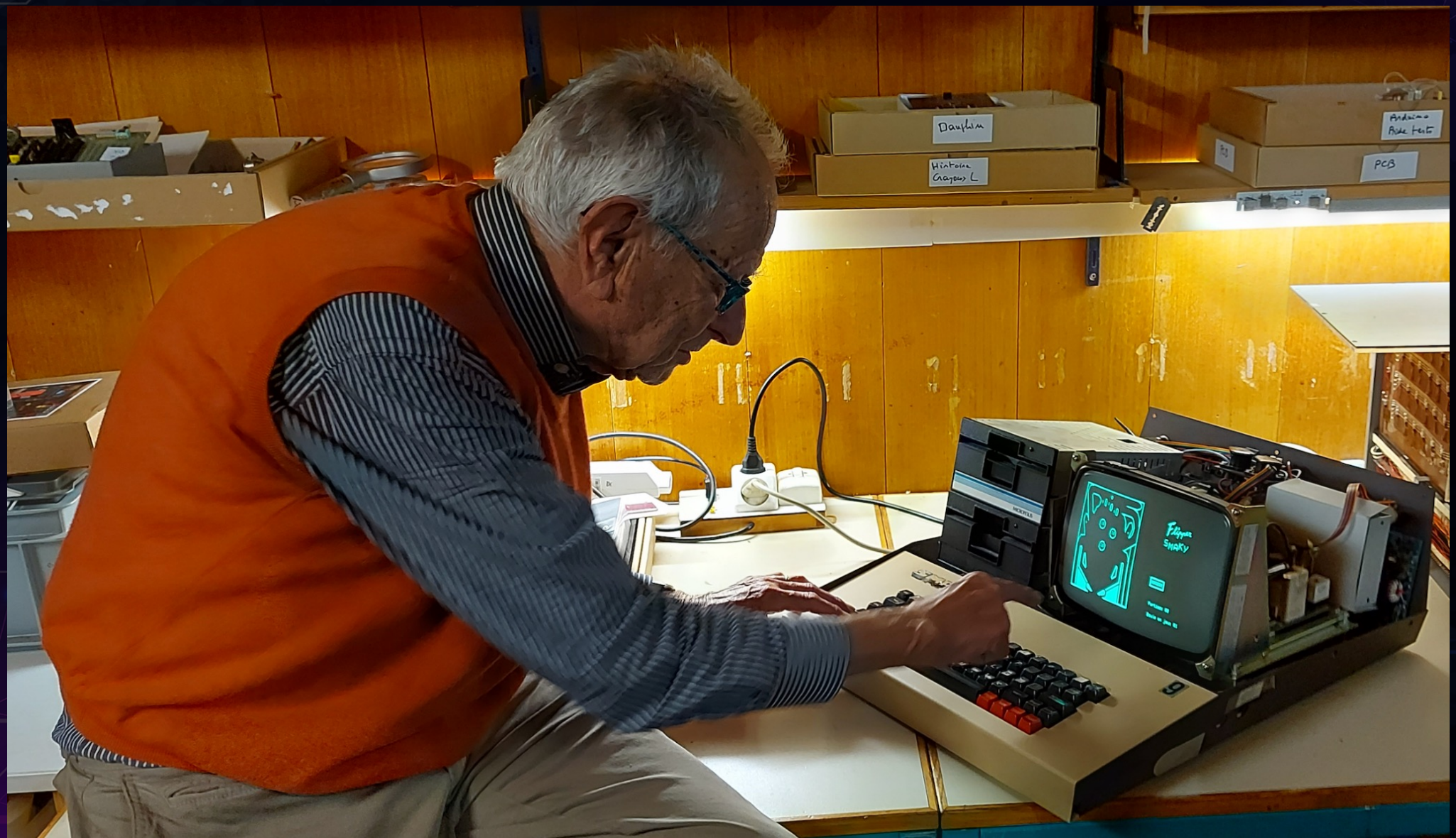
ELECTRONICS WORKSHOP

PRESERVATION CHALLENGE

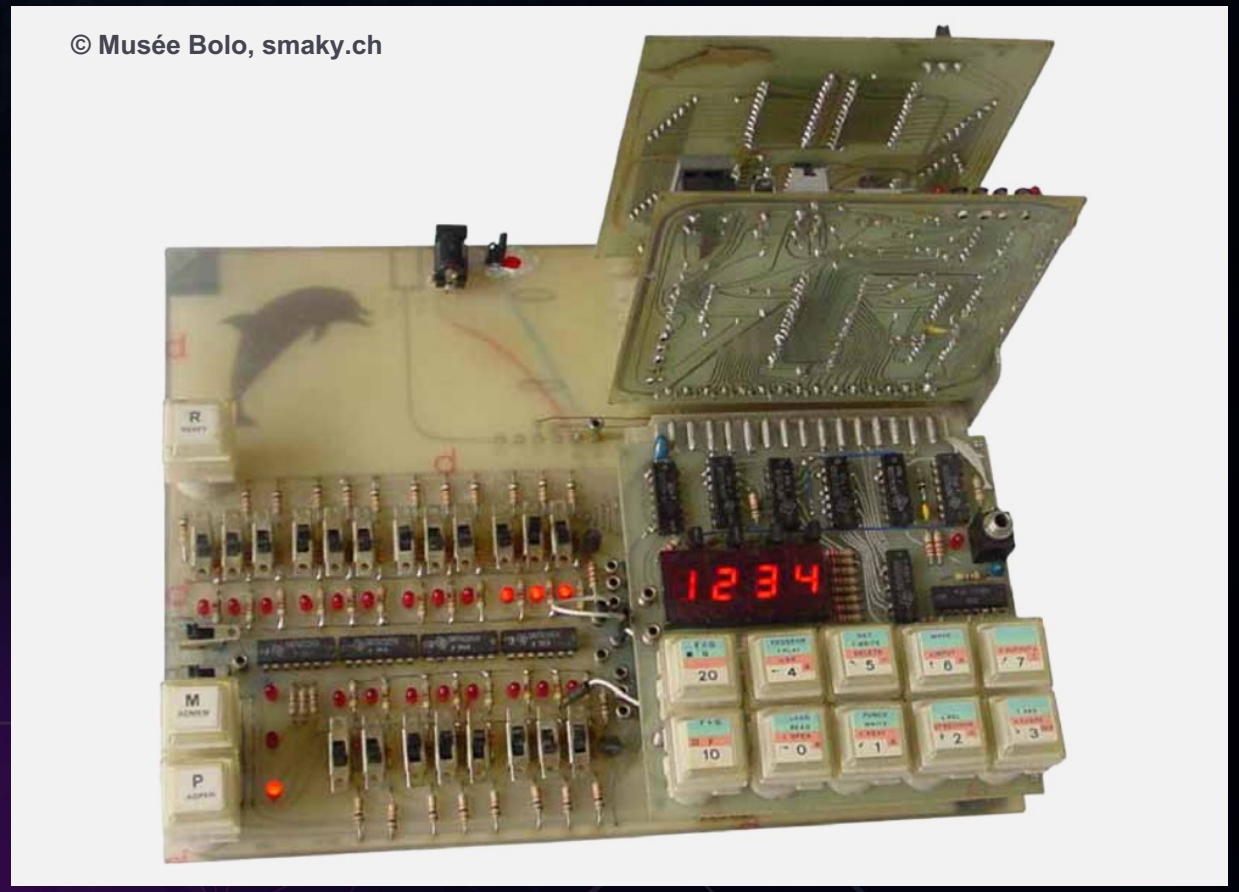
FLOPPY DISK 5.25, HARD-SECTORED (16)

SOCIOLOGICAL PERSPECTIVE : HOW ACTORS EXPERIENCED SMAKY COMPUTERS? WHAT PRACTICES ?

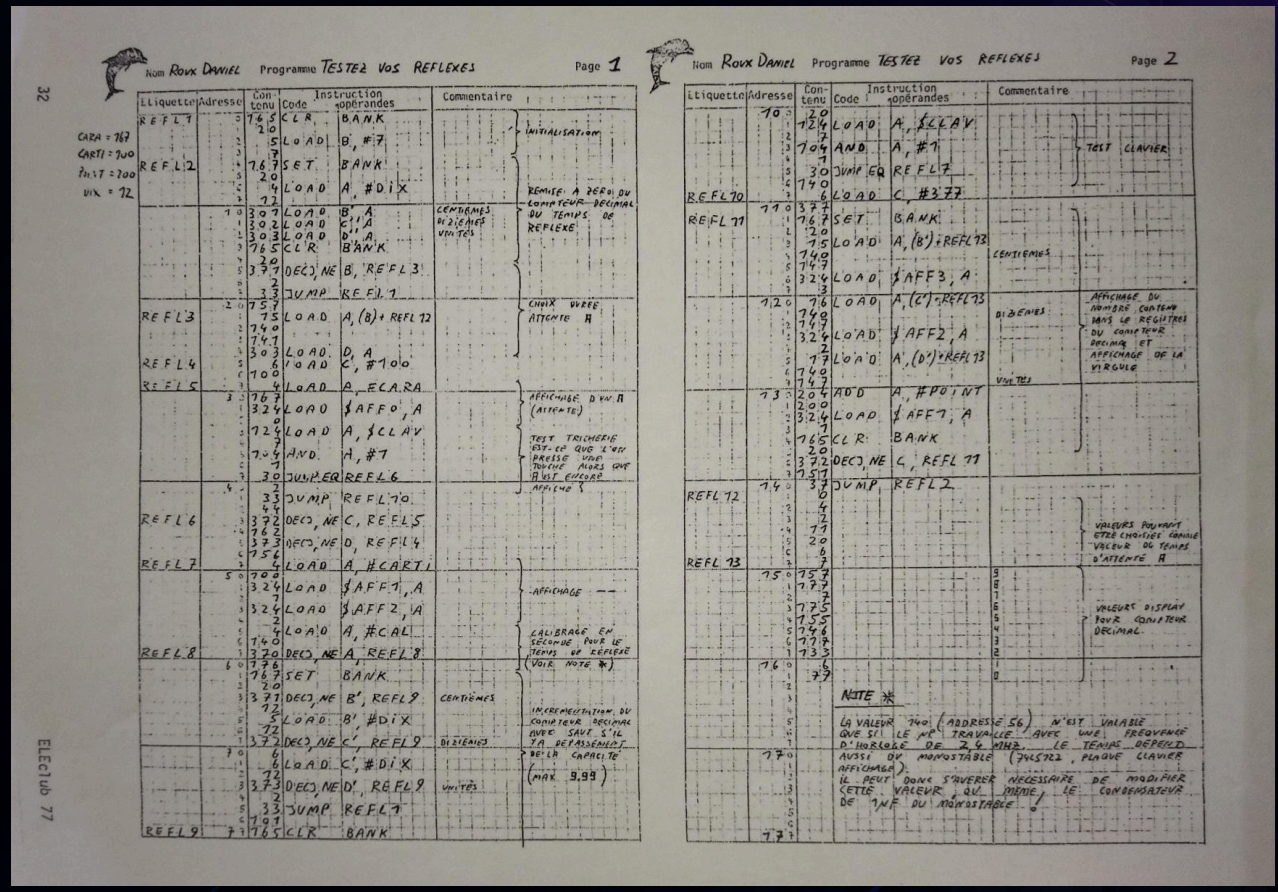
INTERVIEWS AND WRITTEN SOURCES



CASE STUDY : THE STORY OF DANIEL ROUX



Dauphin, LCD, 1977

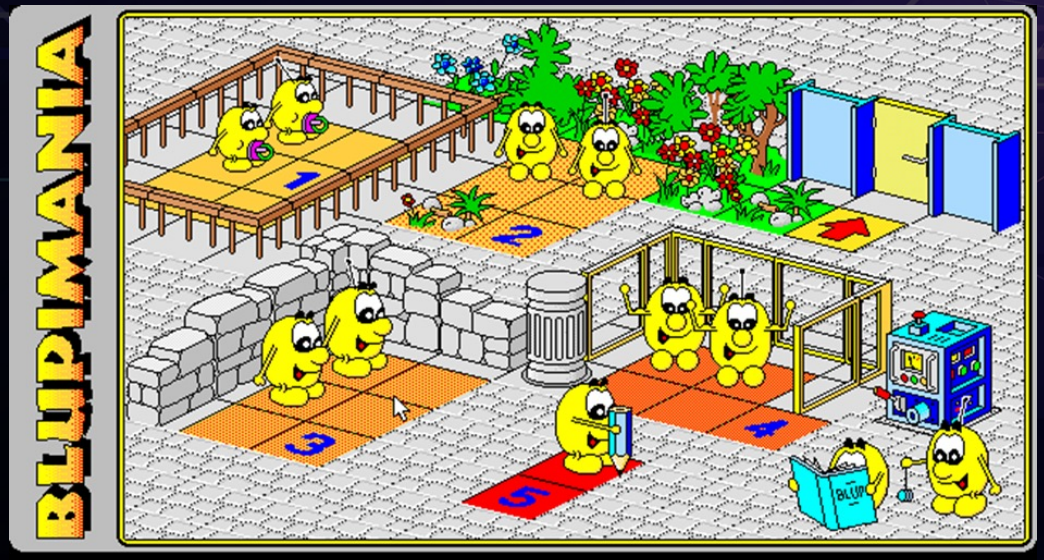


Testez vos réflexes, Daniel Roux, 1977

Flipper, 1978-1980 – Smaky 6

Toto, Blupi or Eggbert

Toto à la maison, 1988 – Smaky 100



Blupimania, 1994 – Smaky 130

Speedy Eggbert 2, 2001 – Windows

Blupimania 2, 2003 – Windows

Daniel Roux

- Worked with the Nicouds since 1978 : Everything has to be done
- Creating his work environnment : developed the entire interface for Smaky, as well as a range of software including editors, utilities, management software, etc.
- Passionate about Drawing : Bringing Life to Blupi through VG
- Blupi went beyong VG : Visual Identity of Smaky