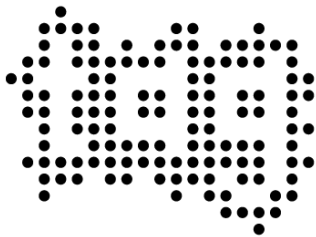




GAMEBLING GAME JAM

February 11th and 12th of this year, students, researchers and members of the public had the opportunity to participate in the *Gamebling Game Jam* event. This event was organized by the Technoculture Research Center, Arts and Games (TAG) in collaboration with the HERMES research team, and the Pleasure Consuming Games Workshop Series. During the two-day event, participants were asked to create their own slot machine prototype. The purpose of this activity was to explore the process involved in developing slot machines and what renders them to be attractive to players. For more information on the event, [click here](#).

If you wish to see the games that were created during the event, [click here](#) !



Risk Logics

The study of risk in its everyday complexity