

Foreword

This year marks the seventh holding of Knudepunkt. It originally started as a pioneer project in 1997 in Oslo with the vision of bringing the Nordic larp communities together. Prior to the 1997 Knudepunkt there had been very little contact between the different countries and to many it came as a surprise that they were not the only ones to “do” larp.

Now, seven years after, the situation is quite different. Joint ventures between the countries have been undertaken and players are happy to travel beyond their own borders to participate in other countries events.

With this book we are trying to collect some of the Knudepunkt magic. Knudepunkt has always been a forum where innovation and creativity have flourish and where people from the Nordic countries have shared their

visions and dreams for the future of larp. The book, like Knudepunkt itself, is about trying to move on from yesterday into tomorrow. The aim is to help the Knudepunkt newbie up to date - as well as spawn creativity, innovation and ideas. There is nothing as practical as a good theory. That is the foundation for this book. In a good theory, you can find ideas, advices and practical solutions to your problems and questions about larp.

The book has five chapters. We start by going back to old memories, telling the tale of the modern Classics of Knudepunkt. In this chapter, you will find some of the most influential and discussed theories and manifests of Knudepunkt - but you will also find up to date comments on the theories from the editors of this book.

In the childhood of larp theory, most

texts have been very normative. In *That's larp!*, we bring you some descriptive theories, describing what larp is and the processes and interactions taking place at a larp.

In *The Real World* we will use theories from other sciences in a larp context. larp'ers apply academical theories to larp and thus gives us new insights.

By then, you've probably had enough of the theory. So in the fourth chapter, *Just do it!*, we focus on methods for a better larp.

Finally, the fifth chapter is a Dictionary of Nordic larp. Petter Bøckman has collected the concepts and words we use, and written down their meaning. Maybe we can understand each other with his help?

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