

Mr Woofmantic Games & Jazz 2025

We collected some feedback from guests and here's what they had to say:

"It was great. Fantastic jazz with intriguing visuals, and the interactive Mr Woofmantic concert was super playful. A warm, inventive event!" - Tim

"The Games & Jazz festival was an awesome mix of art, tech, and community, successfully celebrating both the history and the future of gaming.

The showcase brought in super exciting experimental games from all over the world, allowed visitors to indulge in nostalgia in the retro console room. And got people talking and connecting in another room with physical games.

The night ended on a high note at the beautiful Kildevæld Church. Mr. Woofmatic stole the show with a super interesting mix of a virtual persona and live performance, which blended perfectly with the live musicians. It was a super fun experience all around!" - Pol

"It is exceedingly rare to see experimental games in Denmark get the proper attention and care that they deserve. That's why being at Mr Woofmantic Games & Jazz was an incredibly uplifting and inspiring experience: I finally saw an organized effort to right this wrong. The event was professionally organized but infused with playful spirit and a taste for all the smaller, weirder, less polished but more interesting and beautiful parts of the games and play. Paradoxically, I believe that these are actually the games that a broader non-gamer audience are most likely to be interested in at an event, as they tend to be more immediately accessible and engage more with broader society and artistic ideas that span across different forms of media.

I only wish the event had more resources to expand the number of people helping, the preparation of the venue, and perhaps even commissioning of new works for the exhibition!" - Victor

"While volunteering at Mr Woofmatic's Games & Jazz, I helped maintain, reset and introduce visitors to the showcased games. The whole event through, visitors (and volunteers) buzzed with excitement and shared engagement with the games showcased. Especially the experimental games, or the ones that used alternative controllers (like a spring, or a toilet roll on a board) awoke curiosity and playfulness in both the little, young and adult visitors. My favourite thing to notice was when a kid would teach their parent a familiar game so they could play together, or when they'd join forces to figure out how to play a one-dimensional game using only the aforementioned spring. Concluding the event with the double concert in Kildevældskirken was magical, and it felt like the audience got to dive into the 'extended universe' of games and interactivity." - Clara, Volunteer