



LUDODROME

On September 12, the Agora du Coeur des sciences at UQAM will host a day dedicated entirely to discovering experimental games created in Quebec.

A Playground for Experimental Games and their Makers

For its second edition, [LUDODROME](#) continues to foster a bustling, active, and inclusive community of experimental video game makers. The event showcases 59 interactive works that redefine what experimental video games can do, who can create them, and what they mean. These works expand the possibilities of the medium and open up new perspectives for creation, storytelling, and play. They demonstrate experiences that go beyond the conventions of commercial game production.

To this end, LUDODROME welcomes creators, researchers, students, and the general public around a shared passion: exploring the potential of games as artistic, cultural, and research-driven forms of expression.

59 Experimental Games to Discover for Free

This year, we have brought together 59 experimental games created in Montréal and across Quebec. Whether you are a video game enthusiast, an artist, a researcher, or simply curious, come play, connect, get inspired, and meet the community, [free of charge](#). Beyond labels, the selection highlights games that are rarely encountered in conventional exhibition and presentation contexts.

From independent artistic projects and emerging studios to university-based research-creation initiatives, the works on display reflect the richness and diversity of the local game-making scene. Each project embraces experimentation, exploring new game mechanics, innovative forms of storytelling, distinctive aesthetics, and original interactive experiences.

Celebrate Montreal's Experimental Games Community With Us

Because games are part of our everyday lives, they are, above all, a means of building connections and sharing experiences. That is why it is important to reimagine how we play, how we come together, and how we design inclusive play experiences for diverse audiences.

More than a showcase, LUDODROME is a space for connection, dialogue, and discovery. By bringing together a wide range of people from across the field, the event helps strengthen a dynamic creative community while highlighting Montréal's game scene, renowned for its boldness, innovation, and spirit of experimentation.

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Information

Saturday, September 12, 2026

12–11 p.m.

12 p.m.: Exhibition opens for play

6 p.m.: Discussion and bar opening

[Free registration](#)

Agora du Coeur des sciences

Université du Québec à Montréal (UQAM)

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Montreal, QC

[Directions](#)

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This event is supported by [Hexagram Network](#), the [Behaviour Interactive Research Chair in Game Design](#), Concordia University's [Milieux Institute](#), and the [Research Chair in Creative Economy and Well-being \(CREAT\)](#). Its realization was also made possible through funding received from the Social Sciences and Humanities Research Council of Canada (SSHRC) Connection Grants program and the Fonds de recherche du Québec (FRQ, Society and Culture sector).

