

Press Release

N. 15 from 11 April 2018

Clash of Realities at the A MAZE Festival. Games Studies between Science and Art

Cologne Research Conference Clash of Realities Showcasing First Time Track at A MAZE. / Berlin – International Games and Playful Media Festival

Research on digital games needs scientific and artistic perspectives. How both these approaches can benefit from each other and wherein lie the specific challenges is the key theme of the Clash of Realities research conference at the A MAZE Festival, held as part of the gamesweekberlin. During the guest track titled “Academic and Artistic Research on Digital Games”, the TH Köln’s Cologne Game Lab (CGL), one of many co-organizers of the Clash of Realities, will invite several international experts to the stage. Taking place on 25 April 2018, the event will examine the integration of academic and artistic research approaches and demonstrate them using successful examples.

Prof. Dr. Frans Mäyrä, director of the Finnish Center of Excellence for Game Culture Studies of the University of Tampere (UTA), will showcase the work of the UTAgamelab in a keynote presentation titled “Potentials of Multidisciplinary Collaboration in the Study of Future Game and Play Forms”, which for many years has been working at the interface of the arts and social sciences as well as design research. Based on his experience combining scientific and creative work, he will discuss the importance of multidisciplinary collaboration in game research.

CGL’s Katharina Tillmanns (TH Köln) will present her work on the augmented reality games app Porta Praetoria C.C.A.A., designed for children and young adults to explore the Roman history of Cologne.

Prof. Dr. Isabela Granic of Radboud University, the Netherlands, will present virtual reality projects that combine neuroscience and developmental and clinic psychology to create virtual experiences that can improve emotional health.

CGL’s Prof. Dr. Emmanuel Guardiola (TH Köln) will explain the challenges he faced whilst working with international partners on the development of the learning app "Antura and the Letters."

Prof. Dr. Pippin Barr of Concordia University, Canada, will give the closing keynote titled “Materialising Game Design”, in which he presents methods that make otherwise invisible processes of game development experiential for gamers.

Preparations Underway for Clash of Realities 2018

The ninth edition of the Clash of Realities conference will take place in Cologne on 12-14 November 2018. The international arts and science research conference on digital games offers a unique opportunity for interdisciplinary exchange and dialogue. Internationally renowned experts from science, research and the industry will discuss innovations in digital game development, as well as the social perceptions on and the media-ethical issues in digital games. In addition, participants will explore ways on how to transfer a critical-analytical attitude and approach to games and gaming. Topics include “The Evolution of Visual Storytelling”, “Playing Utopia: Futures in Digital Games”, “Inclusive

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Worlds of Games“, “Non-Linear and Interactive Audiovisual Storytelling“ and “Gender and Sexuality“.

The Clash of Realities Conference is organized by the TH Köln – University of Applied Sciences. Responsible for the 2018 Clash of Realities concept and program are the Cologne Game Lab and the Institut für Medienforschung and Medienpädagogik of TH Köln - University of Applied Sciences, the ifs internationale filmschule köln GmbH, the Institut für Medienkultur und Theater of the University of Cologne, Electronic Arts, and AG Games.

Clash of Realities 2018 is supported by TH Köln, Film- und Medienstiftung NRW, the City of Cologne, the Federal State of North Rhine-Westphalia, and Electronic Arts. Mediennetzwerk NRW is media partner.

The **TH Köln – University of Applied Sciences** offers students and scientists from Germany and abroad an inspiring environment to learn, work and research in the social, cultural, engineering and natural sciences. Currently there are more than 26,000 students enrolled in over 90 undergraduate and graduate programs. The TH Köln creates social innovation – this is our main idea as we approach the challenges of today’s society. Our interdisciplinary thinking and acting, as well as our regional, national, and international activities, have made us both a valued partner and a trailblazer in many areas. The TH Köln was founded as the Fachhochschule Köln in 1971 and is regarded as one of the most innovative universities of applied sciences.