

## Press release

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### **Clash of Realities 2018: Registration now open!**

International Conference on the Art, Technology and Theory of Digital Games at the Cologne Game Lab, TH Köln – University of Applied Sciences, with six renowned Keynote Speakers

**From November 12 – 14 of 2018, the eighth Clash of Realities conference will be held in Cologne at the Cologne Game Lab (CGL) of TH Köln – University of Applied Sciences. This artistic-academic research conference offers a forum for interdisciplinary exchange and dialogue for internationally renowned experts from the academy as well as industry. Numerous international speakers have already confirmed their participation. Registration is now possible here: [www.clashofrealities.com](http://www.clashofrealities.com)**

In addition to discussing trends in the design and development of digital games, this conference will explore pressing questions concerning the societal perception of digital games in a setting of critical-analytical engagement.

"This year we were able to put together an especially strong program," says Prof. Dr. Gundolf S. Freyermuth, Co-Chairman of the Clash Programming Board and Co-Director of the Cologne Game Lab. "In addition to the numerous topics concerning digital games that we regularly address, we are also hosting a summit on the significant and pressing issue of *Diversity in Games*."

On the evening of November 12, **Carolyn Petit** will kick off the conference with a keynote on "Building a Better Gaming Culture." As managing editor of Feminist Frequency and erstwhile lead editor of GameSpot.com, Petit is one of the first transgender women to have a prominent voice in mainstream gaming media. "Petit has established herself as a globally renowned expert in the area of gender and gaming, particularly through her efforts with the non-profit organization Feminist Frequency, which has significantly advanced the discourse on gender representation in digital games while bringing this conversation into the mainstream," says Nina Kiel, who is an expert on gender representation and sexuality in digital games and master student at the Cologne Game Lab, as well as the curator of this year's conference summit *Diversity in Games*. "As a transsexual woman, Petit can report from her first-hand experience of sexism, transphobia and intolerance in the game industry, offering an insight into personal experiences which are unknown to many gamers."

On Nov. 13 the conference continues with the "Day of Summits" which will feature a compelling series of lectures and workshops on the topics of *Game Development*, *Game Studies*, *Media Education*, *Film & Games* and *Diversity in Games*. During these summits (Nov. 13) as well as the "Main Day" of the conference on Nov. 14, there will be an impressive collection of international speakers, including:

- **Cara Ellison**, Journalist (for *The Guardian* and *The New York Times* among others), Video Game Critic and Developer, will hold a keynote for the *Game Development* Summit called "The Evolution of Visual Storytelling."
- **Jesper Juul**, Video Game Theorist, Associate Professor at the Royal Danish Academy of Fine Arts, School of Design and Co-Editor of the MIT Press *Playful Thinking* Series, will speak in the *Game Studies* Summit on the topic of "Playing Utopia: Futures in Digital Games."
- **Christopher Power**, Associate Professor in Human Computer Interaction in the Department of Computer Science at the University of York (UK) will open the *Media Education* Summit with a talk titled "Inclusive Worlds of Games."

Referat Kommunikation und Marketing  
Presse- und Öffentlichkeitsarbeit  
Monika Probst  
0221-8275-3948  
[pressestelle@th-koeln.de](mailto:pressestelle@th-koeln.de)

#### Technische Hochschule Köln

Postanschrift:  
Gustav-Heinemann-Ufer 54  
50968 Köln

Sitz des Präsidiums:  
Claudiusstraße 1  
50678 Köln

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- **Clara Fernandez-Vara**, Associate Arts Professor at the NYU Game Center (USA), Game Scholar, Designer and Writer, will hold a keynote in the *Film and Games Summit* on "Perspectives of Narrative Design."
- **Christopher Ferguson**, Professor of Psychology at Stetson University (USA) will hold a keynote on the conference "Main Day" titled "Do Sexualized Images of Female Characters in Games Impact Players? A State of the Evidence."

Ferguson will hold another keynote two days earlier on Nov. 12 titled "Real Violence Versus Imaginary Guns: Why Reframing the Debate on Video Game Violence is Necessary." This talk will be part of a conference pre-event called the Young Academics Workshop which will explore the topic of "Reframing the Violence and Video Games Debate." The Young Academics Workshop, which will feature talks from BA, MA and PhD students as well as post-docs, is a transinstitutional collaboration between CGL and ITU Copenhagen.

More information about the program, speakers and registration:

[www.clashofrealities.com](http://www.clashofrealities.com)

The conference venue is located on the campus of the Cologne Game Lab of University of Applied Sciences Cologne and the international film school cologne (Schanzenstraße 28, 51063 Cologne). The conference invites scholars, social scientists, game developers, specialists in education and media, up-and-coming creative talents, students and all those interested in and excited by digital games. The Clash of Realities Conference is organized by TH Köln – University of Applied Sciences. Those responsible for the Clash of Realities concept and program layout are the Cologne Game Lab and the Institut für Medienforschung und Medienpädagogik of the TH Köln, the ifs internationale filmschule köln GmbH, the Institut für Medienkultur und Theater of the University of Cologne and Electronic Arts, as well as AG Games (an interdisciplinary coalition of digital games researchers in the area of digital games).

Project sponsors include TH Köln – University of Applied Sciences, the Film and Media Fund of NRW, the City of Cologne, the Minister President of North Rhine-Westphalia and Electronic Arts. This year's media partners include WDR COSMO and the Mediennetzwerk NRW.

The **TH Köln – University of Applied Sciences** offers students as well as researchers, from Germany and abroad, inspiring opportunities to learn, work and research in social and cultural studies as well as engineering and the natural sciences. Presently there are more than 26,000 students enrolled in over 90 of our Bachelor and Master programs. The TH Köln – University of Applied Sciences shapes societal innovation: It is with this aim that we face society's challenges. Our interdisciplinary way of thinking and acting as well as our regional, national and international activities make us a highly valuable collaborator and innovator. The TH Köln – University of Applied Sciences was founded in 1971 and is widely considered one of the most innovative technical universities in the world.

Contact for the media

TH Köln  
Cologne Game Lab  
Tobias Lemme  
+49 221-8275-4044  
tobias.lemme@th-koeln.de

TH Köln  
Presse- und Öffentlichkeitsarbeit  
Monika Probst  
+49 221-8275-3948  
monika.probst@th-koeln.de