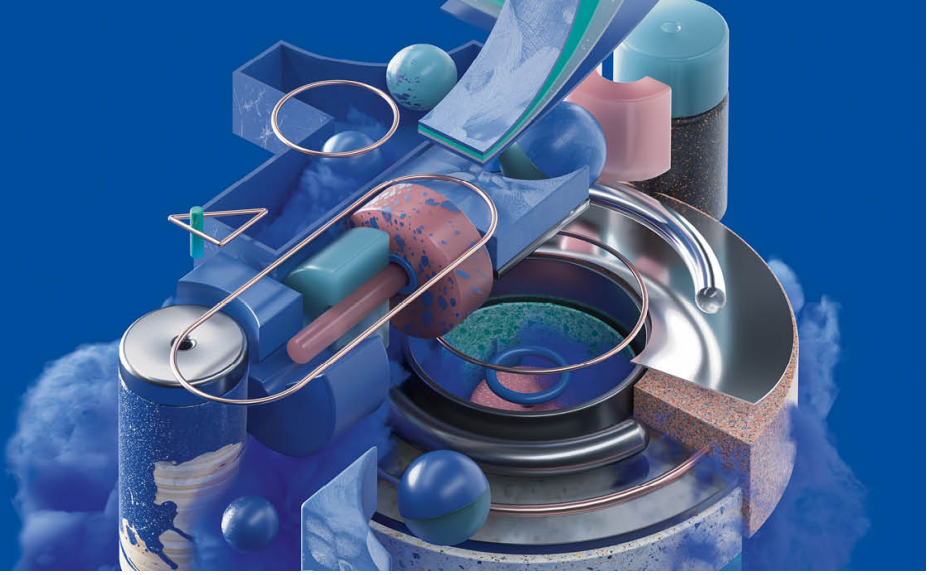
10 CLASH OF REALITIES

10th International Conference on the Art, Technology and Theory of Digital Games

November 19-21, 2019 | Cologne Game Lab, TH-Köln



Call for Participation:

Digital Games and Children (Media Education Summit)

Children learn about the world they live in through play. As the world around them evolves over time, so do the games they play. Today, children grow up in a world where digital media are an engaging and natural part of their environment. Children acquire terms and techniques such as "googling", "downloading" and "streaming" at an early age, and the nature of the digital games they choose evolves rapidly. They play these games in and out of school, alone or with others, online or offline, on the computer, console, tablet or smartphone.

Massive and ongoing transformations in children's media usage continue to change the way children first come into contact with digital games, the age at which they start playing such games, how they develop and consolidate game-related interests, what digital gaming practices they acquire, and how they navigate and choose games amidst the many available options. Given these rapid changes, developing a detailed understanding of how children engage with digital games, the developmental context of digital game play, and their role for learning is an important academic and societal task.

What do digital games have to offer to children? Which playful environments are conducive to learning? How can children creatively and collaboratively shape the games they play? Can digital games promote computational thinking, 21st century skills and media literacy? How do digital games affect social learning and peer relationships? What are the challenges that children face in adjusting to, learning about, and growing up within a digital environment? What do children need in terms of support, guidance and rules, values and role models? And how should digital games and gaming environments be designed so that all children can participate and benefit?

The 'Digital Games and Children' Summit is hosted by the Institute of Media Research and Media Education of the TH Köln - University of Applied Sciences and Electronic Arts Germany. It will take place on November 20, 2019. We kindly invite researchers and educators to contribute their empirical and conceptual work on the theme of 'Digital Games and Children' and to submit a proposal for a presentation or workshop.

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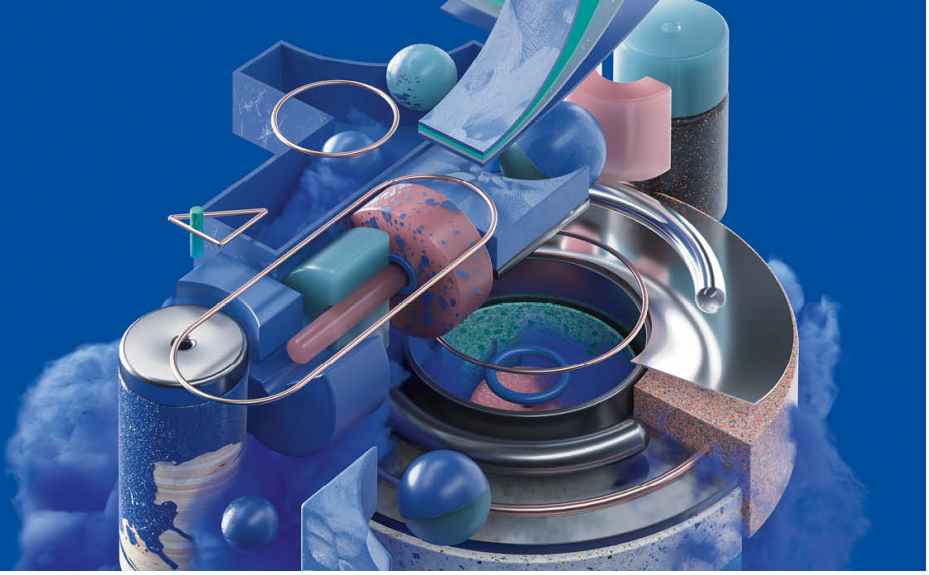

Deadline for submissions is June 30, 2019. You will receive a reply by July 31, 2019.

Media Education Summit: November 20. Clash of Realities Conference: November 19-21.

Submissions should contain:

1. Name of the author(s)
2. Contact E-Mail of the author(s)
3. Title of your contribution
4. Abstract of your contribution (500 words maximum)
5. Up to five keywords
6. For the conference program, a summary of your contribution (130 words max) and author bio(s) (250 words max)

- Your submissions will be evaluated anonymously. **Please submit your contribution twofold**: once with points 1 to 6 and once only with 4 to 6.
- Please send both files (Word, RTF, ODT or Notepad) attached to an E-Mail with the subject line "Submission for Clash of Realities 2019" to spielraum@th-koeln.de.

If you have any questions or comments regarding the call for participation, please contact +49 221 8275 3018 or spielraum@th-koeln.de.

The Institute for Media Research and Media Education (IMM) conducts research on media and society, education, and learning and develops models and concepts for media education in theory and practice. 'Spielraum' at the Institute of Media Research and Media Education of the TH Köln aims to connect and cooperate with researchers, educators and practicioners in the fields of digital games and gaming culture.