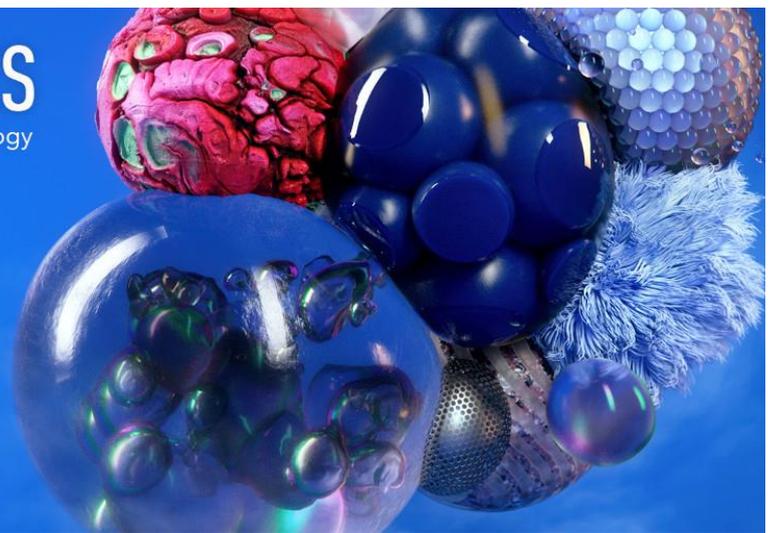


# CLASH OF REALITIES

9th International Conference on the Art, Technology  
and Theory of Digital Games

November 12-14, 2018  
Cologne Game Lab, Germany



## „Clash of Realities“

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

#### Call for Papers

#### „Inclusive Worlds of Games“

Digital games are continuously gaining in popularity as a leisure activity. In addition to their entertainment value, digital games are receiving more and more attention for their educational potential. There are numerous indications that games not only promote social, strategic and motor skills, but they can also broaden the player's perspectives in general. Digital gaming worlds offer potentialities not only for developing skills, but also for identity formation and community-building. It turns out, however, that not all people can participate equally. Both from a technical and a social perspective, access to digital gaming worlds is oftentimes made difficult or denied, and exclusion processes continue to take place. In light of our goal to provide inclusive media education in digital gaming culture, the question arises: what types of technical and social barriers prevent people from participating? At the same time, it is necessary to discuss what political, cultural and educational measures are necessary in order to increase opportunities for participation, to reduce problems deriving from communication culture and to promote inclusive media education in digital gaming worlds.

The summit is hosted by the Institute of Media Research and Media Education of the TH Köln and Electronic Arts Germany and will take place on November 13, 2018. We are looking to discuss the various topics in the form of workshops and talks presenting concepts and research findings. Therefore, we are asking for submissions of the following:

- well-trying media educational projects as well as innovative concepts and ideas which encourage to discuss and reflect upon "Inclusive Worlds of Games",
- empirical studies around the topic of digital games studies or articles which approach the topic of "Inclusive Worlds of Games" from an education science, communication science, media science, social science, political science perspective.

**Deadline for submissions is July 13, 2018.** You will receive a reply by August 18, 2018.

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 (500-700 words)

5. Up to five keywords
  6. For the conference programme, 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 2018" to [spielraum@th-koeln.de](mailto:spielraum@th-koeln.de).

Any questions concerning the call for the Media Education Summit should be directed at +49 221 8275 3641 or [spielraum@th-koeln.de](mailto:spielraum@th-koeln.de).

Additional information about Clash of Realities (Nov 12-14, 2018), the conference schedule and free registration can be found at: [www.clashofrealities.com](http://www.clashofrealities.com).



The Institute Spielraum at the Institute of Media Research and Media Education of the TH Köln aims to connect and cooperate with experts in the fields of digital gaming culture as well as other educational and cultural establishments. We are interested in educational projects, methods and materials on digital games and appreciate any submission at [digitale-spielewelten.de](http://digitale-spielewelten.de), the online platform for experts in the field of media education and digital gaming culture.

