Press Release

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Clash of Realities 2015

Internationally renowned Speakers from Academia and the Industry

Current trends and future potentialities for the design and social perception of digital games will be discussed on the 3rd and 4th of November at the 6th Clash of Realities—International Conference on the Art, Technology and Theory of Digital Games. Over 50 speakers will share their research and current projects through specialist lectures, project presentations, panel discussions and workshops at the new location of the Cologne Game Lab of the TH Technical University of Cologne in Köln-Mülheim (Schanzenstr. 28, 51063 Köln-Mülheim). Scholars, social scientists, game developers, specialists of education and media, up-and-coming talent, students and all those interested in and excited by digital games are invited. Attendance of the Clash of Realities Conference is free of charge.

"Our team has once again managed to secure distinguished researchers, scholars, and personalities from the creative industries," asserts Prof. Dr. Gundolf S. Freyermuth, Co-director of the Cologne Game Lab of the TH Technical University of Cologne and Chairman of the Program Board of the Conference: "This year we are especially looking forward to the presentations from our numerous international female colleagues!" Among this year's guests are renowned scholar and pioneer of interactive design Prof. Dr. Janet Murray of the Georgia Institute of Technology as well as the award-winning game designer Prof. Dr. Mitu Khandaker-Kokoris of the Tisch School of the Arts of New York University.

Detailed program information on the Summits, the Main Conference and the Smart Mobility Hackathon – which takes place on the 2nd and 3rd of November – can be found here: www.clashofrealities.com.

The Hackathon's winning team will compete as one of five finalists in the last round of the Smart Mobility Game Challenge and will have the chance to win one of three prizes, worth a grand total €17,500.

The opening of the conference on November 3rd will be marked by four parallel Summits, held in both German and English. The thematic focal points of the Summits are:

- Beyond Reality! – New Perspectives in Game Development Summit

- Ethics in Digital Games – Games and Media Education Summit

- Creating Storyworlds – Film & Games Summit

- Teaching Game Studies – Game Studies Summit

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The main day of the conference, held in English on November 4th, will feature the following speakers among others:

Prof. Dr. Janet Murray (Georgia Institute of Technology), author of the seminal works "Hamlet on the Holodeck" (1997) and "Inventing the Medium" (2012). Her opening keynote talk addresses the question, "How Close Are We to the Holodeck?"
Prof. Dr. Mitu Khandaker-Kokoris (New York University, Tisch School of the Arts) and game designer of the internationally recognized Social Simulation "Redshirt," which garnered her the newcomer award "BAFTA Breakthrough Brits." The theme of her talk is "Embodied Critical Play."
Prof. Dr. Frans Mäyrä (Director of the Game Research Lab of the University of Tampere) and author of the foundational text, "Introduction to Game Studies: Games in Culture." He will close the conference with a keynote talk on "Playful Culture: Are We Undergoing a Ludic Turn?"

Clash of Realities 2015 will also feature the following speakers, among others:
Dr. Rachel Kowert (Westfälische Wilhelms-Universität Münster), coeditor of "The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Video Games" (2015).
Robyn Tong Gray, Chief Game Designer of the cutting-edge VR Experimental Studios of Otherworld Interactive in Los Angeles, CA.
Will Farrelly, Expert in Smart Mobility at Ford of Europe.
Alison Norrington, Transmedia Producer and Transmedia Storyteller, based in London.

Clash of Realities will also feature an event for young gamers and creative types: In the frame of a two-day workshop on the 2nd and 3rd of November, participants in the "Smart Mobility Hackathon" will develop innovative concepts for playful Apps and Games concerning the future of mobility in urban spaces. The workshop is organized by the Cologne Game Lab of the TH Technical University of Cologne in cooperation with the Ford Motor Company. The winning team will compete as one of five finalists in the last round of the Smart Mobility Game Challenge and will have the chance to win one of three prizes, worth a grand total €17,500. Students, graduates and young professionals are invited to participate.

The Clash of Realities Conference is organized by the TH Technical University of Cologne. Those responsible for the content are the Cologne Game Lab and the Institut für Medienforschung und Medienpädagogik (IMM) of the TH Technical University of Cologne, the ifs internationale filmschule köln GmbH, the Institut für Medienkultur und Theater of the University of Cologne, Electronic Arts, as well as AG Games. The project sponsors are the TH Technical University of Cologne, the Film und Medien Stiftung NRW, the Creative Europe Desk NRW and the Ford Motor Company.

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