

Presse Release

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Clash of Realities 2016 Digital Games in the context of academic research and artistic creation

From November 14-16, 2016 the 7th Clash of Realities Conference on the Art, Technology and Theory of Digital Games will take place in Cologne. At the center of this artistic-academic English language conference lie questions concerning the aesthetic development, theoretical analysis, and cultural mediation of digital games. Experts from the academy, science and research, economics, politics, and the game industry will discuss pressing questions concerning the artistic design, technological development, and social perception of digital games, as well as the spreading of games literacy. Among the invited are scholars, game developers, social scientists, specialists in education and media, up-and-coming creative talent, students and all those interested in and excited by digital games

“We are delighted by our 50+ international speakers, including many world-renowned academics as well as outstanding personalities from the creative industry,” said Prof. Dr. Gundolf S. Freyeremuth, co-director of the Cologne Game Lab of TH Köln and chairman of the program board along with Prof. Björn Bartholdy. “The highlights this year include the keynote for Game Design, Prof. Eric Zimmerman, the keynote for Game Studies, Prof. Dr. Mark J.P. Wolf, as well as the award-winning artist David OReilly, who will present his new game Everything.”

On the evening of November 14 the Clash of Realities conference marks its official opening with a keynote by Prof. Eric Zimmerman (NYU, Tisch School of the Arts). In a late afternoon Pre-Event, Ortwin Freyeremuth (Co-Founder of the Cloud Imperium Games Corporation, Los Angeles) will speak about the development of Star Citizen, the biggest crowd-funded game project to date with over 130 million dollars in funding.

The Summit Day (November 15) will feature discussion sessions, project presentations, and workshops on six topics, all of which promote a critical-analytical as well as an artistically advanced approach to digital games: Aesthetics of Play (Game Development), Digital Games: Transmedia Works of Art (Game Studies), Digital Games as Social Environments (Media Education/Media Ethics), Cineludic Aesthetics (Film and Games), Of Broadcasters and Game Masters (Television and Games) and Save the Game (Games Preservation).

On the conference’s main day (November 16), NRW-state secretary Dr. Marc Jan Eumann (Ministry of Federal Affairs, Europe and Media) will deliver some opening remarks. Prof. Dr. Klaus Becker (Executive Vice President of TH Köln) and Ute Berg (councilor of economics and real estate in Cologne) will likewise greet conference guests with a few words. Prof. Dr. Mark J.P. Wolf (Concordia University, Wisconsin) will then open the proceedings with a talk on “Worlds Apart? Game Worlds Versus Other Imaginary Worlds,” followed by David OReilly’s keynote on reality, death and language in his new game Everything. Alexander Knetig, editor in chief at ARTE Creative, will describe how the European network promotes the development of Independent Games. With a talk titled “Cinema and Game Spaces: Disorder, Disorient, Disrupt,” Prof. Dr. Thomas Elsaesser (University of Amsterdam) will address the perception of contingency and causality in games and film. Prof. Dr. Miguel Sicart (IT University of Copenhagen) will introduce games as a way of life, as creative appropriation of places and things, and as moral activity. Prof. Colleen Macklin (Parsons New School for Design) will close the day with a talk on “Systems and Sensibilities: Stories from Serious Games.”

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Clash of Realities 2016

The conference will take place at the Cologne Game Lab of TH Köln and the ifs internationale filmschule köln.

Participation in this English language conference is free. We recommend you register on the website in advance: www.clashofrealities.com

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, Electronic Arts, Eyes and Ears of Europe, as well as AG Games.

Project sponsors include TH Köln, the Film und Medien Stiftung NRW, the city of Cologne and the Ford Motor Company. Media partners include the Medien Cluster NRW and WDR Funkhaus Europa.

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 25,000 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.

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