

CLASH OF REALITIES

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

November 6 - 8, 2017 Cologne Germany



PERCEIVING VIDEO GAMES

Young Academics Workshop – Pre-conference event at the Clash of Realities 2017

Monday, November 6, 2017

Organized by the Cologne Game Lab, TH Köln – University of Applied Sciences (Germany) in cooperation with IT University of Copenhagen (Denmark)

Committee: Federico Alvarez (CGL), Curtis Maughan (CGL), Michael S. Debus (ITU)

Call for Papers

Whenever we interact with video games we engage in different modes of perception. Video games are complex artifacts that bombard players with myriad stimuli, prompting them to act in particular ways. These stimuli are not only absorbed through the senses, but they are also processed and interpreted for meaning.

How do human cognitive and emotional capacities relate to video games? How does changing our behavior within a game affect the perception we have of it? How do different themes and topics influence our perception of particular game mechanics (and vice versa)? How do technological advancements (VR, AR) change our perception of familiar games or genres? This workshop will bring the human component of gaming to the foreground of the discussion, from low-level processes of perception to high-level rational thinking and meaning making.

Aiming to favor an interdisciplinary exchange, we encourage submissions from all corners of the game studies field — such as cognitive science, social science, philosophy, media studies, literature, and art history — with diverse approaches to the object of study, from the strictly empirical to the purely conceptual. Submissions should focus on perception, cognition, and the ways in which players experience and make meaning of games.

The call is aimed young academics, i.e. those who have recently entered the academic world: PhD students, Postdocs, and Master and Bachelor students working on their thesis.

Participants will hold 15-minute presentations followed by 15 minutes of discussion. They will also be offered the possibility to prepare a poster about their research that will be displayed in a public space during the main conference days.

Applicants should submit abstracts (no longer than 250 words) along with a bibliography/ludography to youngacademics@clashofrealities.com

All submissions will be assessed by a peer-review committee.

Important Dates

July 28 - Submission deadline for abstracts

August 18 - Notification of acceptance

November 6 - Perceiving Video Games Workshop

November 7 and 8 - Clash of Realities Conference, poster presentation

Contact Organizers

youngacademics@clashofrealities.com