

CLASH OF REALITIES

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

November 6 - 8, 2017, Cologne Germany



„Clash of Realities“

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

Call for the Summit

„Ethics Beyond Gameplay – Politics, Economy, Society“

Digital games play an increasingly large role in the everyday life of more and more people. This development has been expedited by the evolution of the smart phone to a mobile gaming platform as well as the rise of social and casual games and their easy to learn user interfaces. The digital game industry has been among the most profitable sectors of the culture- and creative-industries for many years. Digital games are also widely discussed in the sociopolitical context – beyond the topics of addiction and violence. Apart from their function to entertain people, they are also becoming more relevant as means to educate and inform. All these developments are accompanied by various ethical concerns. We will touch on these topics at the Media Education / Media Ethics Summit “Ethics Beyond Gameplay – Politics, Economy, Society” at this year’s Clash of Realities Conference, where we will approach ethical and moral issues around gaming that affect the social, economic and political dimensions of gaming as a cultural phenomenon. 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 07th, 2017. 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-tried media educational projects as well as innovative concepts and ideas which encourage to discuss and reflect upon “Ethics Beyond Gameplay – Politics, Economy, Society”,
- empirical studies around the topic of digital games studies or articles which approach the topic of “Ethics Beyond Gameplay – Politics, Economy, Society” from an education science, communication science, media science, social science, political science, media psychological or media sociological perspective.

Possible issues:

- Who regulates and argues what can be played by whom?
- How does the protection of the players’ personal data and their virtual private property work?
- How do new technologies like VR challenge the players and youth media protection?
- Under which circumstances are games developed and published?
- How is the relationship between game-makers and players?
- How do players interact in online- and offline communities and which processes of inclusion and exclusion can be watched?
- Which role do games play referring to the reproduction of social inequalities?
- How can video games be incorporated into an educational context, particularly in the fields of ethics and moral education ?

Deadline for submissions is August 27th, 2017. You will receive a reply by September 22nd, 2017.

Submissions should contain:

1. Name of the author(s)
 2. Contact E-Mail of the author(s)
 3. For the conference programme, a summary of your contribution (130 words max) and author bio (250 words max)
 4. Title of your contribution
 5. Abstract of your contribution (500-700 words)
 6. Up to five keywords
- 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 2017" to spielraum@th-koeln.de.

Any questions concerning the call for the Media Education/Media Ethics Summit should be directed at +49 221 8275 3641 or spielraum@th-koeln.de.

Additional information about Clash of Realities (06.-08.11.2017), the conference schedule and free registration can be found at: www.clashofrealities.com.

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The project "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 culture as well as other pedagogical and cultural establishments. We are interested in pedagogical projects, methods and materials on "Ethics & Games" and appreciate any submission at digitale-spielewelten.de, the online platform for experts in the field of media education and digital culture.

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