

CLASH OF REALITIES

November 07, 2017
Overview Summit-Schedule

	AUDITORIUM	COLOGNE GAME LAB ROOM 204	COLOGNE GAME LAB OPEN SPACE	COLOGNE GAME LAB ROOM 211	IFS ROOM 103/104/106	IFS ROOM 107	
09:00-10:00	CENTRAL REGISTRATION FOR ALL SUMMITS AT COLOGNE GAME LAB - 2ND FLOOR						
10:00	Introduction	Introduction	Introduction	Introduction	Introduction (104)	<p>Nocturnal Psychasthenia Game Installation</p> <p>Open all day</p> <p>Jimena Aguilar, Marsha Courneya, Naomi Kantor, Pedro Lacerda, Markus Santner, Guillaume Saindon, Chloé Trieu, Bálint Márk, György Droste, Juan Orjuela, Utz Stauder</p>	
	Sam Barlow Making an Authored Game with Her Story	Gundolf S. Freyermuth Games and Literature, an Introduction.	Jennifer Jenson Marginalized, Excluded and Harassed: The "Problem" of Women in the Games Industry	Karen Collins Space: The final audio frontier?	Robin Curtis Historicizing Immersion (103/104)		
11:00	Borys Zajaczkowski Love and Fear – Main Motivations in Life as in Games	Nick Montfort Roguelikes as "Concrete Gaming", more Poetry than Art	Coffee Break	Coffee Break	Friedrich Kirschner Videogames as Theatre: Knowledge, Roles and Negotiation by Proxy (103/104)		
	Coffee Break						
12:00	Angie Smets Horizon Zero Dawn – Imagining a Future World (Working Title)	Coffee Break	Stephan Dreyer The law is not enough. Limitations of traditional approaches to protecting ...	Michiel Kamp Musical wallpaper or musical worlds? ...	Bryan Duggan Exploring the psychedelic experience through virtual reality (103/104)		
	Uta Brandes Body Talks, Endo and Exo Realities						
13:00-13:30	Angie Smets, Björn Bartholdy, Borys Zajaczkowski, Sam Barlow, Uta Brandes	Beil, Schmidt, Burckhard, Falkenhagen	Kristian, Nielsen Hobby or Habit – Does Game Addiction Exist?	Cécile Le Prado, Karen Collins, Marcus Erbe, Mark Grimshaw-Aagaard, Michiel Kamp	Bryan Duggan Bryan Duggan presentation of DEEP (106)		
	Morning Roundtable	Panel Literature 1	André Weßel, Nina Kiel Summary/Outlook	Roundtable			
13:30-15:00	Lunch Break						
15:00	Celia Hodent Fake News and Video Games	Hanns Christian Schmidt Playful Literature and Literary Games...	Yingrong Chen Policies for Players: From the Perspective of China	Cécile Le Prado, Marcus Erbe Between Music and Sound Design			
	Gunther Rehfeld Modding the City: Utopia Now!	Michelle Herte The last few pages you have read are not what ...	Ahmed Elmezeny Money Makes the World Go Round: A look at unique free-to-play cultural characteristics				
16:00	Coffee Break	Beil, Travnicek, Freyermuth, Montfort	Coffee Break				
	Jan Klose Creating a darker Tomorrow: The production of The Surge						
17:00	Stephan Natkin Political Games at Enjmin	Panel Literature 2	Johannes Katsarov Conception of a Video Game to Enhance Medical Training				
	Bartholdy, Hodent, Rehfeld, Klose, Majewski, Natkin		Christoph Deeg Gamify the City Future – Can Gaming and Gamification ...				
18:00-18:30	Closing Round						

- Game Development Summit: Of Escapism and Activism
- Media Education/Media Ethics Summit: Ethics Beyond Gameplay – Politics, Economy, Society
- Game Studies Summit: Games and Literature
- Film and Games Summit: The Promise of the New – Immersion Revisited
- Game Audio Summit: Artistic Approaches to Music and Sound
- Workshop: Artistic Approaches to Music and Sound