

CLASH OF REALITIES

8th International Conference
on the Art, Technology and
Theory of Digital Games

November 6 - 8, 2017
Cologne, Germany

www.clashofrealities.com



Clash of Realities 2017

For the eighth time the Clash of Realities international research conference will be offering the opportunity for an interdisciplinary exchange and dialogue. 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.

We are looking forward to welcoming you to the Cologne Game Lab of TH Köln in November 2017.

November 6:

Conference Opening Event

November 7: Summit Day

Of Escapism and Activism – Game Development Summit

Games and Literature – Game Studies Summit

Ethics Beyond Gameplay – Politics, Economy, Society
Media Education / Media Ethics Summit

The Promise of the New – Immersion Revisited
Film and Games Summit

Scoring the Game – Game Audio Summit

November 8:

Main Conference Day

Featuring internationally renowned Keynote Speakers

Organized by

**Technology
Arts Sciences
TH Köln**

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