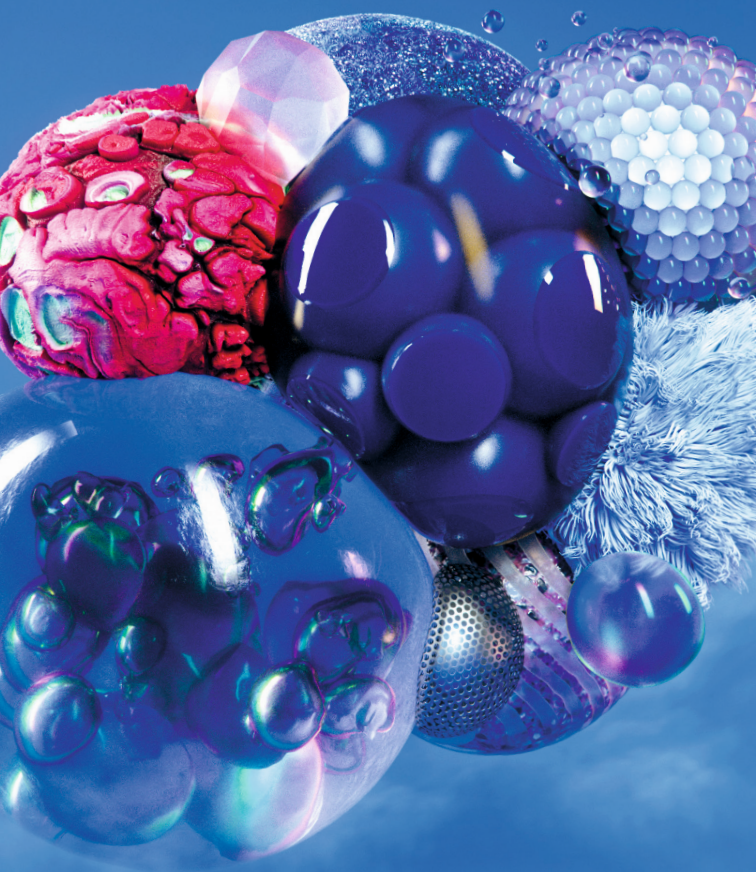


CLASH OF REALITIES

9th International Conference
on the Art, Technology and
Theory of Digital Games



November 12–14, 2018 | Clashofrealities.com

Clash of Realities 2018

For the ninth time, the Clash of Realities international research conference is providing the opportunity for 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 2018.

Nov 12: Conference Opening Event

Opening Keynote, Music, Get-Together

Nov 13: Summit Day

The Evolution of Visual Storytelling

Game Development Summit

Playing Utopia: Futures in Digital Games

Game Studies Summit

Inclusive Worlds of Games

Media Education Summit

Non-linear and Interactive Audiovisual Storytelling

Film and Games Summit

Gender and Sexuality

Diversity in Games Summit

Nov 14: Main Conference Day

Keynote Talks & Presentations

Organizer

CGL

Cologne Game Lab

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