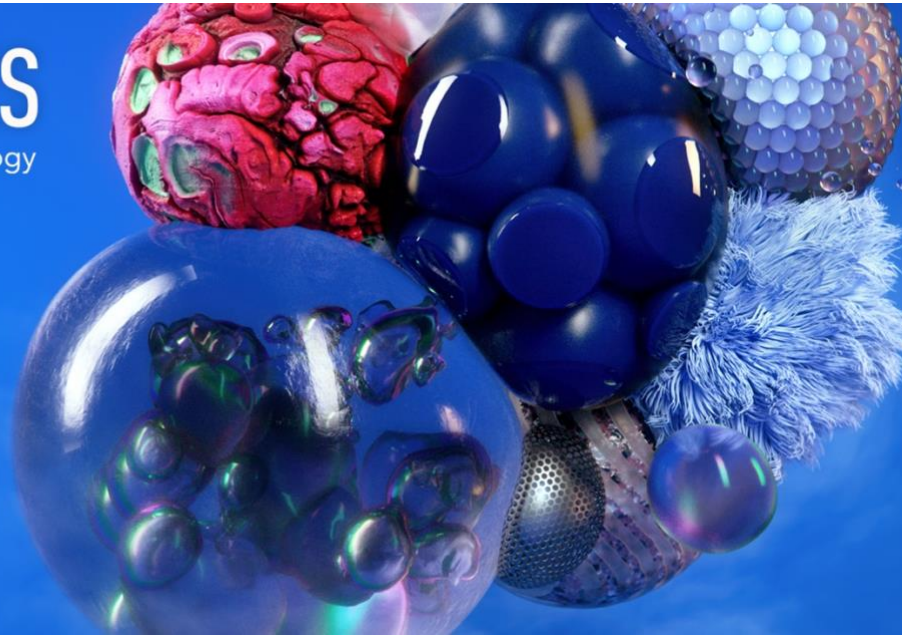


CLASH OF REALITIES

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

November 12-14, 2018
Cologne Game Lab, Germany



Call For Papers: Playing Utopia – Futures in Digital Games (Games Studies Summit)

Niklas Luhmann once asked in which forms the future might present itself in the present. One answer is that media narratives inform our ideas of the future. Games are currently making a significant contribution to this imaginative space: On the one hand, they demonstrate a particular propensity for fantastic and futuristic scenarios. On the other hand, they often serve as an experimental field for the latest media technology. However, while dystopias are part of the standard gaming repertoire, games feature utopias much less frequently. Why?

This summit seeks to examine playful utopias from two perspectives. We will investigate utopias in digital games, and we will investigate utopias of the digital game; that is, the role of ludic elements in scenarios of the future, as they are, for example, often found in the field of gamification. Hence, we would like to invite contributions which might include (but are not limited to):

- research on utopian aspects *in* games, e.g. regarding political and social depictions
- research on utopian aspects *of* games, e.g. as ludic technologies that help to develop a 'better world' in the broadest sense

The Game Studies Summit is hosted by the Cologne Game Lab and the Institute for Digital Media Culture of the University of Cologne. It will take place on November 13, 2018. Please send abstracts (no longer than 300 words) along with a short bibliography/ludography to hcs@colognegamelab.de. Deadline for submissions is the 31st of July. Notifications of acceptance/rejection will be sent by the end of August. In special cases, we will be able to cover for travel and accommodation costs.