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## About

The **13th International Conference on the Art, Technology and Theory of Digital Games** will be back for **one last time** in the fall of 2022 on September, 28-30!

The conference started in 2006 as a forum for transferring knowledge from academia to the public, focusing on media-pedagogical issues. Over the years, we added a variety of summits on different topics, such as Game Studies, Game Development, and Film & Games. Looking back on 12 conference editions within the last 16 years, we are proud to have turned the conference into a thriving outlet for ideas from different disciplines. At the Clash of Realities, theory and practice come together, enriching each other and offering opportunities for interdisciplinary exchange and dialogue.

Sadly, all good things have to come to an end someday. The good news is that we were able to attract a star line-up for the 2022 farewell conference: Among the 50 renowned international experts from academia, science & research, economics, politics, and the game industry are **Tracy Fullerton** (University of Southern California), **Frans Mäyrä** (Tampere University), **Janet Murray** (Georgia Institute of Technology), **Nathalie Pozzi** (Parsons School of Design), and **Eric Zimmerman** (New York University) and many more! Some will join us on-site at the CGL, and some will contribute online.

For everyone who wants to join us for this last edition of the conference, be it online or on-site, we look forward to meeting you and experiencing the unique Clash of Realities spirit one last time!

**WHERE**

Cologne Game Lab  
Schanzenstr. 28  
51063 Cologne

+ [keynotes live streamed](#)

**WHEN**

13th Clash of Realities  
September 28-30, 2022  
CET time zone

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# Summit

**September 28, 2022**

**10:00 – 16:30 CET –**

Zoom

**10:00 – 16:45 CET –**

**September 29, 2022**

**10:00 – 16:30 CET –**

on Vimeo

**10:00 – 16:30 CET –**

**September 30, 2022**

**10:00 – 16:30 CET –**

on site

**09:15 – 15:30 CET –**

Zoom

## Keynotes & Events

**Sept. 28, 2022 – CGL, Cologne**

- Keynote: Eric Zimmerman | + Vimeo
- Graduation Ceremony & Celebration  
Guest Speaker: Nathalie Pozzi & Eric Zimmerman | + Vimeo

**Sept. 29, 2022 – CGL, Cologne**

- ImTech4Ed Hackathon
- Keynote: Kelli Dunlap | + Vimeo
- Keynote: Tracy Fullerton | + Vimeo
- Conference Dinner

**Sept. 30, 2022 – CGL, Cologne**

- ImTech4Ed Hackathon
- Keynote: Frans Mäyrä, Olli Sotamaa, Usva Friman | + Vimeo

**Join the ImTech4Ed-HACKATHON**

[Get on board!](#)

# Keynote Speakers

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live streamed on eventbrite



**Eric Zimmerman**

The Rules We Break –  
Lessons in Thinking, Play,  
and Design

**September 28 | 17:15 –  
18:00 CET**



**Kelli Dunlap**

Creating an Ethical Code  
for Designing  
Psychological Trauma  
Games

**September 29 | 17:15 –  
18:00 CET**



**Tracy Fullerton**

Indie, Art, and Edu:  
The Changing Season:  
“Walden, a Game”

**September 29 | 18:00  
19:00 CET**

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## Conference Highlights



**Joanne Popińska**

Staying True to an  
Impactful Vision in  
Immersive Storytelling

**Young Academic  
Workshop – September  
28 | 13:35 CET**



**Stefan Werning**

How Creative Metagaming  
Practices Can Augment  
Climate Communication  
and Action

**Games & Climate Summit  
– September 29 | 10:05  
CET**



**Janet Murray**

The Never-Ending  
Imitation Game. Or:  
Earthling’s Guide to Y  
Another-Metaverse

**Game Studies Summit –  
September 29 | 15:30 CET**

**September 29 | 14:30 CET**

and many more...

## Timetable

September 28 – 30, 2022 | All times in CET

**Wed** Young Academics Workshop      **Wed** Film & Games      **Thu** Game Stu

**Fr** Game Development      **Fr** Games & Psychology      **Keynotes & Events**



10:00 - 10:15

### Welcome & Introduction

By **Katja Aller** CGL | TH Köln University of Applied Sciences , **Jimena Aguilar** if: köln, **Su-Jin Song** CGL | TH Köln University of Applied Sciences



10:15 - 10:40

### E-Girls Are Ruining My Life: Revisiting the Tension Between Female Adole

By **Wendy Zelling** Goethe University Frankfurt am Main



10:40 - 11:05

### "The Last of Men? Anti-Queer Anxieties, Straight Desires and Anti-Femin Gaming Cultures Discussing The Last of Us Part II"

By **Christina Grüber** University of Cologne



11:05 - 11:30

### Women as Mothers in Games – A Story of Victims, Evil Matriarchs, and I Böhm

By **Julia Böhm** University of Regensburg



11:30 - 11:40

### Coffee Break



11:40 - 12:05

### Female Video Game Characters as Perpetrators and Investigators

By **Kübra Aksay** University of Freiburg



12:05 - 12:30

### Female by Design: How Does Game Design Handle Female Characters?

By **Dimas T. de Lorena Filho** CGL | TH Köln University of Applied Sciences



12:30 - 12:55

### Sheroes in Games. Girls Designing Digital Games: Networking, Training, Advocacy

By **Julieta Lombardelli** Multi media Artist | University of La Plata, **María Luján Oulton** Game Arts International Assembly (GAIA)



13:00 - 14:00

### Lunch Break



14:00 - 15:00

### Keynote: Staying True to an Impactful Vision in Immersive Storytelling

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By **Joanne Popińska** XR filmmaker[Home](#) [Speakers](#) [Timetable](#) [Su](#)

15:00 - 15:15

**YAW 2019-2021 Anthology**By **Federico Alvarez Igarzábal** CGL | TH Köln University of Applied Sciences, **Cu** University, **Su-Jin Song** CGL | TH Köln University of Applied Sciences

15:15 - 15:25

**Coffee Break**

15:25 - 16:00

**Group Sessions**

16:00 - 16:15

**Presentation of Ideas from the Group Sessions, Discussion**

16:15 - 16:30

**Roundtable Feedback & Next Steps**[Home](#)[Speakers](#)[Timetable](#)[Summits](#)

## Our Speakers

Speakers of the Clash of Realities 2022

**Kübra Aksay**

University of Freiburg

**Julia Böhm**University of  
Regensburg**Kelli Dunlap**Pixel Perfect  
Psychotherapy | Take  
This**Ezinne Ezepue**University of Nigeria,  
Nsukka**Arnaud Fayolle**

Ubisoft Positive Play

**Claudia Frick**TH Köln – University of  
Applied Sciences**Usva Friman**

Tampere University

**Tracy Fullerton**USC Game Innovation  
Lab**Sébastien Genvo**Prof. & Game Designer |  
Université de Lorraine**Christina  
Grübler**

University of Cologne

**Dirk Hoyer**Baltic Film Media & Arts  
School Tallinn**Andrea Hubert**

Charles Games

**Carmen Johann**CGL | TH Köln  
University of Applied  
Sciences**Nicolle  
Lamerichs**Utrecht University of  
Applied Sciences**Julieta  
Lombardelli**Multi media Artist |  
University of La Plata

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**Dimas T. de Lorena Filho**  
CGL | TH Köln  
University of Applied Sciences

**J. Martin**  
Mediadesign  
Hochschule Düsseldorf

**Gareth Damian Martin**  
Writer, Game Designer,  
Artist

**Frans**  
Tampere

**Laura Op de Beke**  
University of Oslo

**María Luján Oulton**  
Game Arts  
International Assembly (GAIA)

**Enrique Perez**  
Civic Playgrounds

**Jasmi**  
DigiTales

**Charlene Putney**  
Writer & Co-founder of  
writewithlaika.com

**Nathalie Pozzi**  
Nakworks

**Eugene Ramirez Mapondera**  
Kay Media Africa |  
Comexposed

**Joelle**  
Boston L

**Tatjana Samopjan**  
Fractal Volcano

**Jesse Schell**  
Schell Games

**Lars Schmeink**  
Europa-Universität  
Flensburg

**Kersti**  
Twisted

**Sergej Sumlenny**  
Political Expert

**Steffen P. Walz**  
CARIAD SE – A  
Volkswagen Group  
Company

**Stefan Werning**  
Associate Professor  
Utrecht University

**Nuri W**  
KathHo I  
Universit  
Amsterdam

**Tim Wulf**  
Freelance Researcher

**Trevin York**  
Mindblown Labs, IGDA  
Climate SIG

**Zerrin Yumak**  
Utrecht University

**Wendy Zelling**  
Goethe University  
Frankfurt am Main

**Jonas Zimmer**  
CGL | TH Köln  
University of Applied Sciences

**Eric Zimmerman**  
NYU Game Center,  
Game Designer

## Register Here

Experience the conference wherever you are. Register for online a  
all keynotes and summits live on site.

On-Site in Cologne

Online

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## Team

Program Board & Team Clash of Realities 2022

**Jimena Aguilar**

ifs internationale filmschule köln



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**Katja Aller**

Cologne Game Lab, TH Köln





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**Federico Alvares Igarzábal**

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**Björn Bartholdy**

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**Benjamin Beil**

University of Cologne



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**Emmanuel Guardiola**

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**Alexandra Hühner**

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**Roland Klemke**

Cologne Game Lab, TH Köln



**Martin Lorber**

Electronic Arts

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**Curtis Maughan**

Vanderbilt University



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**Jana Neef**

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**Vanessa Ossa**

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**Raven Rusch**

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**Su-Jin Song**

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**Katharina Tillmanns**

Cologne Game Lab, TH Köln

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**Max von Malotki**

Journalist, Author & Radio Presenter



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**David Wildemann**

Neoludic Games



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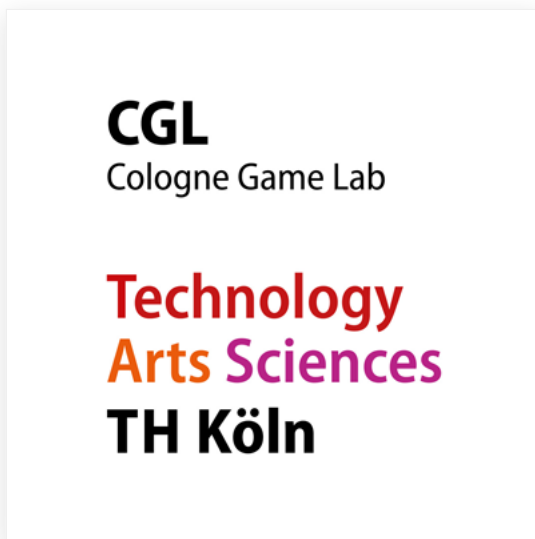
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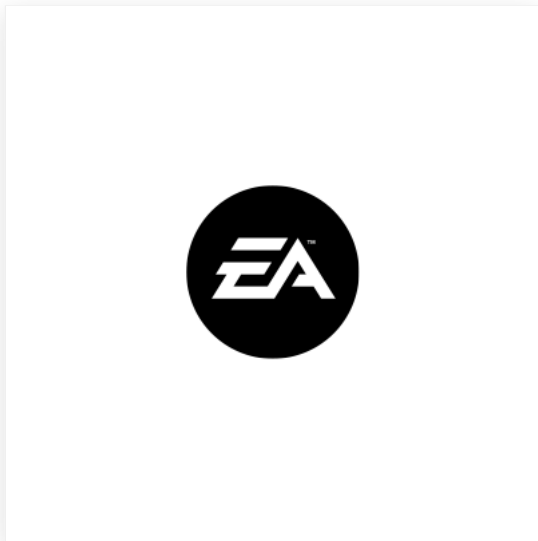
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For further questions and information concerning the Clash of Realities Conference please contact us below.

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