

Clash of Realities (ed.)
Clash of Realities 2015/16

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The series is edited by Gundolf S. Freyermuth and Lisa Gotto.

The Clash of Realities – International Conference on the Art, Technology and Theory of Digital Games takes place at the TH Köln, University of Technology, Arts, and Sciences in Cologne, Germany. Unique in Europe, this research conference brings together academics and artists for an interdisciplinary exchange and dialogue. The conference is jointly organized by the “Cologne Game Lab” and the “Institut für Medienforschung and Medienpädagogik” (both of TH Köln), the “ifs internationale filmschule köln,” the “Institut für Medienkultur und Theater” of the University of Cologne, and “Electronic Arts,” a global leader in the field of digital interactive entertainment.

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On the Art, Technology and Theory of Digital Games.

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