

PRESS RELEASE

Catalogue of guiding questions from “Auswärtsspiel” offers orientation for conveying foreign policy with games

- 25 experts from the fields of foreign policy, the gaming industry, academia and civil society have developed 10 guiding questions that shed light on the use of games in public diplomacy.
- The catalogue of guiding questions was developed as part of project “Auswärtsspiel” of the Foundation for Digital Games Culture, funded by the Federal Foreign Office of the Federal Republic of Germany.
- Among other things, the catalogue is intended to serve as an impulse for interdisciplinary exchange and as a content-related basis for a future conference as well as a modding competition.

Berlin, 15th of March 2023: With the catalogue of guiding questions on the use of games at the interface with foreign policy, the pilot project “Auswärtsspiel” presents its first interim result. It seeks to serve as an orientation for the use of games in the field of foreign policy and public diplomacy. The practice-oriented catalogue is suitable for academics to analyse and research games as well as for game developers as a source of inspiration for their creative process. Furthermore, it can be used as a structured and sensitizing tool to encourage players to reflect on their gaming behaviour as well as the game`s content. To develop these guiding questions, the Federal Foreign Office and the Foundation for Digital Games Culture invited experts from foreign policy, game development, academia, and civil society to an interdisciplinary workshop last December. The catalogue is available as a PDF: <https://t1p.de/rnhfy>

Can the players shape the story, game world and mechanics of a game in a self-effective way? To what extent can the players act as subjects or objects in the story? What actions and options of foreign policy decision making does the game offer the players? This guiding question with its supplementary explanatory questions forms one of a total of ten aspects under which the guiding questionnaire approaches the interface between foreign policy and games.

“With this catalogue of guiding questions, we have a practical tool of orientation at hand, which we will use to test among other things how foreign policy can be mediated through games in various formats in the following months. For this, we owe a great debt of gratitude to our dedicated panel of experts,” comments Çiğdem Uzunoğlu, Managing Director of the Foundation for Digital Games Culture, on the results of the kick-off workshop. “A strong democracy is characterised by mature

citizens who are also familiar with the foreign policy principles of their state. I am convinced that by engaging with games we cannot only create new approaches for the public diplomacy, but also proactively raise awareness concerning misinformation in the digital space.”

“This catalogue is a masterpiece of interdisciplinary cooperation and will inspire and surprise even long-time gaming enthusiasts with new perspectives,” expects Mirko Kruppa, Head of Division at the Federal Foreign Office responsible for the project. “Without tainting the fun of gaming, the catalogue of guiding questions allows anyone curious about the subject to take an authentic foreign policy perspective at characters, plot and imagery of a game. The catalogue is structured in such a way that games can be analysed or possibly even developed from a foreign policy perspective.”

The catalogue can be downloaded as a PDF in German and English here:

<https://t1p.de/meph2> (Dt. Version)

<https://t1p.de/rnhfy> (En. Version)

This catalogue of guiding questions is intended to invite exchange on the potential of games to convey foreign policy topics and practices as well as to raise awareness of foreign policy motifs and narratives in games. It has neither an evaluative nor a binding function. We cordially invite you to test the catalogue yourselves and to join the discussion, for example, at our conference scheduled for 13 June 2023! You can find more information about the project “Auswärtsspiel” including the upcoming conference, BarCamp and modding competition from 09-11 November 2023 here:

<https://www.stiftung-digitale-spielekultur.de/auswaertsspiel/>

On the Foundation for Digital Games Culture

The Foundation for Digital Games Culture is the foundation of the German games industry and an ambassador for games and the opportunities they offer. Since our founding in 2012, we have initiated projects and programmes highlighting the manifold ways games can contribute to society. We are a non-profit organisation that is active nationwide. Our origins go back to an initiative of the German Bundestag (the national parliament of the Federal Republic of Germany) and the German games industry. Partners from fields such as administration, education, civil society, culture, media, pedagogy, politics, the protection of minors and scientific research take part in our projects, events, and studies. An equally broad-based council ensures the purposefulness, independence, and transparency of our work. game – the German Games Industry Association is our shareholder. More information on www.stiftung-digitale-spielekultur.de/en.



Press contact

Stiftung Digitale Spielekultur gGmbH

Benjamin Hillmann

Marburger Str. 2

10789 Berlin, Germany

Tel: +49/30/29 04 92 93

E-mail: hillmann@stiftung-digitale-spielekultur.de

www.stiftung-digitale-spielekultur.de