

PRESS RELEASE

Save-the-date: Conference „Gaming and Foreign Policy“ on June 13, 2023 invites interdisciplinary exchange

- Hybrid conference takes place from 12 p.m. to 6.30 p.m. with keynotes, panels and gaming sessions as part of project “Auswärtsspiel”
- Using practical examples, it aims to identify, discuss and illustrate the points of contact between video games and foreign policy
- Registration via: www.stiftung-digitale-spielekultur.de/fachkonferenz-gaming-und-aussenpolitik

Berlin, May 4th, 2023: The Foundation for Digital Games Culture invites all interested parties to the conference „Gaming and Foreign Policy“ on June 13th, 2023. The conference takes place as part of the pilot project “Auswärtsspiel”, funded by the Federal Foreign Office. Experts from foreign policy, the games industry, academia as well as civil society will identify and discuss the points of contact between video games and public diplomacy. A catalogue of guiding questions on the potential of games at the interface with foreign policy will play a central role in this event. This catalogue was published as part of project “Auswärtsspiel” in March 2023. The conference will take place from 12 p.m. to 6.30 p.m. at the ALEX Berlin studio (Rudolfstr. 1-8, 10245 Berlin). Simultaneously, it will be broadcast as a live stream. The program will be held in German, an English subtitled version will be available online at a later point. For further information see www.stiftung-digitale-spielekultur.de/fachkonferenz-gaming-und-aussenpolitik.

Among the confirmed conference speakers are **Peter Ptassek**, Commissioner for Strategic Communication at the Federal Foreign Office, **Franziska Zeiner**, co-founder of Fein Games, **Felix Falk**, Managing Director of game – The German Games Industry Association, **Dr. Hendrik Ohnesorge**, Managing Director of the Center for Global Studies and Research Fellow at the Chair in International Relations at the University of Bonn, **Çiğdem Uzunoğlu**, Managing Director of the Foundation for Digital Games Culture, **Riad Djemili**, co-founder of Maschinen-Mensch, und **Dr. Felix Zimmermann**, program manager for games culture, civic education and extremism at the Federal Agency for Civic Education. **Daniel Budiman**, co-founder of Rocket Beans TV, will moderate the conference. In addition to keynotes and panels, selected gaming sessions will illustrate the discussions. For structured analyses of the selected games, the gaming sessions will be based on the catalogue of guiding questions that has been developed by 25 experts as part of project “Auswärtsspiel”. These sessions will be linked to core topics of foreign policy such as

climate foreign policy, power-political narratives and postcolonial discourses as well as feminist foreign policy and diversity in games.

“Which foreign policy motives are reflected in different games and how do we talk about them? Can we use digital games to raise public awareness about the intentions and challenges of German foreign policy? The „Auswärtsspiel“-catalogue of guiding questions offers us a multi-faceted basis to expand the discussions concerning “Gaming and Foreign Policy” and to illustrate them using specific game titles”, explains Çiğdem Uzunoğlu, Managing Director of the Foundation for Digital Games Culture, the conference objectives.

„With this conference, the catalogue of project “Auswärtsspiel” should find its way into practice. Thinking about game content and the representation of foreign policy in a structured manner will offer game designers, journalists, publishers as well as gamers new perspectives on the experience ‘gaming’. Ideally, this might even encourage more debates about games among family and friends”, hopes Mirko Kruppa, Head of Division responsible for the project at the Federal Foreign Office.

The catalogue of guiding questions on the potential of games at the interface with foreign policy can be downloaded as a PDF in German and English here:

<https://t1p.de/meph2> (German version)

<https://t1p.de/rnhfy> (English version)

For more informations on the project “Auswärtsspiel” see:

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

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.



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