

PRESS RELEASE

Foreign policy games and played foreign policy: re:publica panel on June 7th and expert conference on June 13th discuss points of contact

- Panel discussion on “Gaming Public Diplomacy? Or: Foreign Policy Games and Played Foreign Policy?” at re:publica 23 at 4:15 pm on June 7th
- Foundation for Digital Games Culture hosts expert conference “Gaming and Foreign Policy” on site at ALEX Berlin as well as online from 12 to 6:30 pm on June 13th
- On-site participation in the conference requires (free) registration at: www.stiftung-digitale-spielekultur.de/fachkonferenz-gaming-und-aussenpolitik

Berlin, May 31st 2023: On June 7th, the panel discussion “Gaming Public Diplomacy or: Foreign Policy Games and Played Foreign Policy?” at re:publica 23 will shed light on the points of contact between video games and foreign policy. At the same time, the panel sets the mood for the expert conference “Gaming and Foreign Policy” hosted by Foundation for Digital Games Culture on June 13th. More than a dozen experts from academia, civil society and the games industry will enter into dialogue at the hybrid conference and discuss, among other things, the interface between gaming and foreign policy on the basis of selected games. The conference will take place at ALEX Berlin's studio (Rudolfstr. 1-8, 10245) and will be broadcast live online. It is part of the Foundation for Digital Games Culture's project „Auswärtsspiel“ and funded by the Federal Foreign Office. To participate on site, registration is required at www.stiftung-digitale-spielekultur.de/fachkonferenz-gaming-und-aussenpolitik.

The programme line-up of the conference will include live commentated gaming sessions of “The Wandering Village” (Stray Fawn/WhisperGames, 2022), “Curious Expedition 2” (Maschinen-Mensch/Thunderful Games, 2021) and “Greedfall” (Spiders/Focus Interactive, 2019). During these sessions the participating experts will discuss topics such as climate foreign policy, power politics and (post-)colonialism as well as diplomacy and multiperspectivity in context of video games. For the structured analysis of the selected titles, the gaming sessions will be oriented towards the catalogue of guiding questions created by 25 experts within the framework of the interdisciplinary pilot project “Auswärtsspiel”. This catalogue will also be the subject of discussion at the conference. In addition to speakers such as **Peter Ptassek**, Commissioner for Strategic Communication at the German Federal Foreign Office, and **Dr. Hendrik Ohnesorge**, Managing Director of the Center for Global Studies and Research Fellow at the Chair of International Relations at the Rheinische Friedrich-Wilhelms-Universität Bonn, other experts such as **Lars Janssen**, Vice President Worldwide

Studios & Talent at PLAION, **Dr. Maria Ketzmerick**, academic councillor at the Department of African Sociology at the University of Bayreuth, and **Lena Falkenhagen**, author of novels and games and professor at the University of Applied Sciences Hamburg, have confirmed their participation. **Daniel Budiman**, co-founder of the Rocket Beans, will moderate the conference. The entire programme will be broadcast as a livestream and will be available for viewing afterwards.

At the re:publica panel on June 7th, 4:15 p.m., **Stefanie Kastner**, Head of the Libraries Department at the Goethe Institute, **Ata Sergey Nowak**, Managing Director of Torpor Games, and **Çiğdem Uzunoğlu**, Managing Director of the Foundation for Digital Games Culture, will discuss the potential of games in the field of public diplomacy. For more information, see the re:publica website: www.re-publica.com/de/session/gaming-public-diplomacy-oder-aussenpolitische-games-und-gespielte-aussenpolitik

For further information on the project "Auswärtsspiel", see:
<https://www.stiftung-digitale-spielekultur.de/en/project/auswaertsspiel-en/>

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> (Dt. Version)

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

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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