

PRESS RELEASE

„Auswärtsspiel“-handbook illustrates points of contact between foreign policy and games as well as educative potential

- Handbook „Auswärtsspiel – Understanding and Experiencing Foreign Policy with Games!“ unites interdisciplinary findings
- Suitable as an inspirational guide for game development and political education as well as a contribution to public or academic discourses
- Developed in collaboration with experts from the games industry, political education, (foreign policy) academia and civil society

Berlin, 15th December 2023: Final whistle for “Auswärtsspiel” (Away Game) – at its conclusion the 16-month project of the Foundation for Digital Games Culture presents the handbook “Auswärtsspiel – Understanding and Experiencing Foreign Policy with Games!”. In the handbook, 10 authors from the pilot project’s expert panel discuss the various interconnections of foreign policy and games based on the project’s 10 guiding questions from different perspectives. 7 profiles of selected games as well as the documentation of various game projects, developed during “Auswärtsspiel”’s own Game & Mod Jam, illustrate where games and foreign policy can meet. “Auswärtsspiel” was funded by the Federal Foreign Office in order to highlight the potentials of games for foreign political topics as well as to contribute to the sensitisation regarding foreign political narratives in games.

“In ‘Auswärtsspiel’, we have explored the sphere of contact between games and foreign policy during a period when geopolitical and societal certainties have been put the test as rarely before. This has made the task of examining and presenting the multi-layered and complex interrelations of foreign political topics in a comprehensible manner all the more important,” comments Çiğdem Uzunoğlu, Managing Director of the Foundation for Digital Games Culture. “The handbook, which is now available, provides an overview on potentials, specifics, and limitations of games as a medium to educate on this complex topic.”

“It was marvellous to experience how the world of ‘gaming’ and the world of ‘foreign policy’ have discovered and connected with each other more deeply thanks to ‘Auswärtsspiel’. Billions of people worldwide are reached by games. And just as many are affected by foreign political developments. ‘Auswärtsspiel’ has made it possible to experience how ‘gaming’ can contribute to mutual understanding, discourse and practical experience of different perspectives in times of dynamic globalisation,” summarises Peter Ptassek, Commissioner for Strategic Communication at the Federal Foreign Office.

To implement the project, a panel of 25 experts from academia, the games industry, civil society and foreign policy institutions was initially convened in autumn 2022. In March 2023, the panel's work led to the publication of 10 guiding questions on the potential of games at the interface with foreign policy. The latter served as the basis for the further project activities. The hybrid conference "Gaming und Außenpolitik" on 13th June 2023 as well as the Game & Mod Jam "Auswärtig gespielt" from 9th until 11th November 2023, which took place at DE:HIVE of the University of Applied Sciences Berlin (HTW), served to discuss the guiding questions and put them to an initial practical test.

A digital version of the handbook can be downloaded here:

https://t1p.de/Handbuch_AuswaertsspielDE_V2 (German)

https://t1p.de/Handbook_AuswaertsspielEN – (English)

Free print copies of the handbook, which will be published promptly, can be requested via mail from the project lead Dr. Tabea Widmann: [widmann\[at\]stiftung-digitale-spielekultur.de](mailto:widmann[at]stiftung-digitale-spielekultur.de)

10 guiding questions on the potential of games at the interface with foreign policy:

<https://t1p.de/meph2> (Deutsch)

<https://t1p.de/rnhfy> (Englisch)

Recording of the conference "Gaming und Außenpolitik" (13th June 2023) with English subtitles:

<https://youtu.be/XEG7ZgheckY>

Key Visual of 'Auswärtsspiel':

https://t1p.de/auswaertsspiel_grafik

More information on the Auswärtsspiel-project:

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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