

Clash of Realities * Film&Games Summit * Call for Papers

Storytelling as a strategy of social responsibility

Submission Deadline: June 15th, 2022

In all human cultures, stories are of great importance when it comes to organizing information and communication. On the one hand, this leads to the use of a variety of storytelling techniques in journalism or audiovisual documentary texts. On the other hand, also fictional stories have a great influence on social discourse - often a greater one than purely factual formats. In both film and game, this has led to their own genre designations for narratives - Entertainment Education and Serious Games. These fictional narratives are produced with the intention of changing human behavior, advancing social discourse, and acting as agents of change. Reception is not only meant to entertain and emotionalize, but to effect concrete behavioral modifications.

Is storytelling, therefore, a political and sustainable way to change society and human behavior? What is the responsibility of storytellers who reach a large number of recipients with their stories? How can empathy be generated through stories in a globalized society marked by wars and disruptive events? Can interactive and immersive formats such as Computer Games or LARPs, which involve the recipients in the creation of the narrative, have a more lasting effect than classic, linear formats?

Aiming to foster an interdisciplinary exchange, we encourage submissions from a multitude of domains, not just film and game studies, but also from areas such as didactics, impact studies, design research, narratology, or sociology.

The summit will feature presentations from the mentioned fields. Each session will be 20 minutes with the possibility of a follow-up Q&A. All presenters are invited to become part of the anthology of the conference that will be published in Spring 2023. Applicants should submit abstracts of their presentation (no longer than 250 words) along with a bibliography/ludography by **June 15th** to storymaking@colognegamelab.de

Film&Games Summit: *Storytelling as a strategy of social responsibility*

Summit Coordinators: Dr. Joachim Friedmann, Jana Neef

A joint summit hosted by the Cologne Game Lab and the ifs Cologne

The Film&Games Summit "***Storytelling as a strategy of social responsibility***" on September 28, 2022 will feature an array of best practices to discuss chances and challenges for writers, audiences and communities.