

Conference Program

“AI Utopia and Dystopia: How Artificial Intelligence and Games Are Shaping Futures”

Thursday, November 14 2024

10 a.m. to 6 p.m.

Admissions from 9 a.m.

Ex-Machina Stage at [Games Ground](#)
Alte Münze, Molkenmarkt 2, 10179 Berlin

Stage Host: Stefanie Langer

10:00 – 10:15 h

Opening & Greetings

Nandita Wegehaupt (*Managing Director at Stiftung Digitale Spielekultur*)

Felix Falk (*Managing Director at game – Verband der deutschen Games-Branche*)

Amanda Förtsch (*Funding Manager Games at Medienboard Berlin-Brandenburg*)

10:15 – 11:15 h

AI in Game Development (Keynotes)

Now

Ulrike Kuchler (*CEO and Founder at Gamebook Studio HQ*)

&

Then

Dr. Dr. Stefan Höltgen (*Visiting Professor at Martin Luther University Halle-Wittenberg*)

11:15 – 11:30 h – Coffee Break

11:30 – 12:00 h

Does My Artificial Work Buddy Violate Copyrights? – Creative AI and Copyright Risks (Keynote)

Kai Bodensiek (*Attorney at Brehm & v. Moers*)

Igor Rudolph (*Attorney at Brehm & v. Moers*)

12:00 – 13:00 h – Lunch Break

13:00 – 14:00 h

AI in Game Culture: Exploring Opportunities and Risks (Panel)

Katja Anclam (*Managing Director and Head of Media and Communication at Deutsches Institut für Gutes Leben (difgl)*)

Marco-Alexander Breit (*Sub-department Manager at the Federal Ministry for Economic Affairs and Climate Action*)

Prof. Stephan Jacob (*Professor at Darmstadt University of Applied Sciences and Founder & CFO at World Creator*)

Elisabeth Secker (*Managing Director at Unterhaltungssoftware Selbstkontrolle USK*)

Julian Viezens (*Programmer and Head of Innovation at btf Games*)

14:00 – 14:15 h – Coffee Break

14:15 – 15:15 h

Cyberpunk 2077: From Dystopian Fears to AI Realities (Let's Play)

Lena Falkenhagen (*Professor at University of Fine Arts Essen*)

Dr. Lars Schmeink (*Researcher in Futures Studies at German Aerospace Center (DLR)*)

Miles Tost (*Level Design Lead at CD PROJEKT RED*)

Carolin Wendt (*Lead International Community at CD PROJEKT RED*)

15:15 – 15:30 h – Coffee Break

15:30 – 16:30 h

Tacoma: Dreaming AI Utopias and the Future of Human-Machine Interaction

(Let's Play)

Johanna Pirker (*Professor at Graz University of Technology*)

Laura C. Schmidt (*Curator for Games at ZKM Center for Art and Media Karlsruhe*)

Christian Huberts (*Freelance Cultural Scientist*)

16:30 – 16:45 h – Coffee Break

16:45 – 17:45 h

Uncover the Smoking Gun: The Impact of AI Innovations in Game Development

(Let's Play)

Thomas Bedenk (*Freelance Strategic Advisor XR / Games / AI*)

Matthes Lindner (*EU Acceleration Manager at SpielFabrique*)

Prof. Marion Plank (*Professor of Game Art at IU International University of Applied Sciences*)

17:45 – 18:00 h

Summary, Thank You & Farewell

Melanie Fussenegger (*Project Lead at Stiftung Digitale Spielekultur*)

Malina Riedl (*Project Lead at Stiftung Digitale Spielekultur*)