

Inter/Faces: Experiences with Interculturality and Diversity around Critical Virtual Exchange

MON, 04 May 2026 ENLIGHT Evening Mingle (18:30-20:00)

TUE, 05 MAY 2026		WED, 06 MAY 2026	
08:30 - 09:00	Conference Registration open	08:30 - 09:00	Welcome and Morning Mingle
09:00 - 09:10	Welcome Speech: Prof. Dr. Inge Hanewinkel (Göttingen University)	09:00 - 10:00	Keynote: Prof. Dr. Debbie Ging (Dublin City University) "Game Changers?: Reflections on Designing Scenario-led Interventions on Masculinity, Gender-based Violence and the Manosphere"
09:10 - 09:30	ROCKET: Approach and Results		
09:30 - 10:30	Keynote: Prof. Dr. Carolyn Blume (PH Heidelberg) "The Capability to Launch: Power, Identity, and Inclusion in Digital Spaces"	10:00 - 11:00	Student Perspectives on Diversity and Interculturality
10:30 - 11:00	Coffee Break		
11:00 - 12:45	Session I: Inclusion, Intercultural Understanding, and Critical Virtual Exchange (see below)	11:00 - 11:15	Coffee Break
12:45 - 14:00	Lunch (Gauss Kuppel)	11:15 - 12:45	ROCKET Workshop on DEI, Role-Playing Games, and Conflict Transformation
14:00 - 15:15	Session II: (Neuro)Diversity and Roleplaying Games (see below)	12:45 - 13:00	Break
15:15 - 15:45	Coffee Break	13:00 - 14:00	Roundtable on Open Educational Resources (OER)
15:45 - 17:00	Session III: On Gender Equity and Becoming a Researcher (see below)	14:00	Farewell Lunch Packages
17:00 - 17:15	Break	14:30 - 16:00	Guided Tour: Forum Wissen
17:15 - 18:15	Keynote: Prof. Dr. Mathilde Niehaus (Cologne University) "From Invisible to Influential: Empowering Staff and Students with Chronic Conditions and Disabilities in Universities"	VENUE University of Göttingen / Historische Sternwarte Geismar Landstraße 11 37083 Göttingen	
18:30	Dinner		

Presentations in the Sessions

Session I: Inclusion, Intercultural Understanding, and Critical Virtual Exchange

- Building intercultural competence through educational role-playing games (Schreiber)
- Cracking the Culture Code: Cultivating Intercultural Competence to Transform Diversity into Team Strength (Granson)
- Going beyond "Did the Zoom Work?": Measuring, evaluation and learning from DEI Impact in Critical Virtual Exchange (Berkowitz)
- Bridging Cultures in Hybrid Spaces: Lessons from Virtual Exchange and Seasonal Schools in Intercultural Learning (Topuz)

Session II: (Neuro)Diversity and Roleplaying Games

- Learning Neurodiversity and Cognitive Alterity by Doing: A Game-Based Pedagogy for Developing Cognitive Empathy (Dr. Rebecchi)
- Teleneuro: Results and Findings from a Neurodivergent TTRPG Design Workshop (Dr. Femia)
- Between Storytelling and Discrimination: Using Clichés and Stereotypes in Tabletop Roleplaying Game and Live Action Roleplay Design (Prof. Falkenhagen)

Session III: On Gender, Equity and Becoming a Researcher

- The Sexist Journalism Observatory as an Interface for DEI: Critical Virtual Exchange and Role-Play in Journalism Education (Dr. Taboada-Castell and Dr. Merchan-Mota)
- Two Cultures, One Problem? Gender-Specific Barriers for Early Career Researchers in the Natural Sciences and the Humanities (Dr. Övermann and Fulda)
- Becoming a Researcher? Designing a Meaningful Career Within and Beyond Academia (Dr. Mauth)