



How Games Meet Life

The impact of gaming on social wellbeing



**WEDNESDAY
28 APRIL 2021**

10.00 - 11.30 (SWITZERLAND)
17.00 - 18.30 (KOREA)

* STO Seoul = Science & Technology Office
at the Embassy of Switzerland in the Republic of Korea

In this **SciTech Concert** appointment, STO Seoul* aims to discuss how gaming influences modern culture and society, by disclosing broader ways than the commonly envisioned.

In a multidisciplinary approach, experts from Switzerland and South Korea will discuss the other face of the medal of the impact that gaming has on our lives.

MODERATOR



Marc Bodmer

Publicist, mediator between analog and digital worlds, computer game expert

SPEAKERS / PANEL



Bob Sumner

Game Technology Center
ETH Zurich



Young Yim Doh

Games and Life Lab
KAIST



Anna Lisa Martin-Niedecken

Game Design, ZHdK
Sphery AG



Lauren Guardia

Localization Specialist
NCSOFT

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#SciTechConcert

Picture an orchestra: Many different instrument coming together to create one symphony. In the same way, STO Seoul aims to bring together diverse voices contributing to the same discussion theme.

In this quarterly appointment, general audience will have the opportunity to come closer to the scientific community by virtually gathering around actual and highly attractive subjects. A fully horizontal approach - cross-borders and cross- disciplines - and active engagement of the audience will contribute to the same melody.