

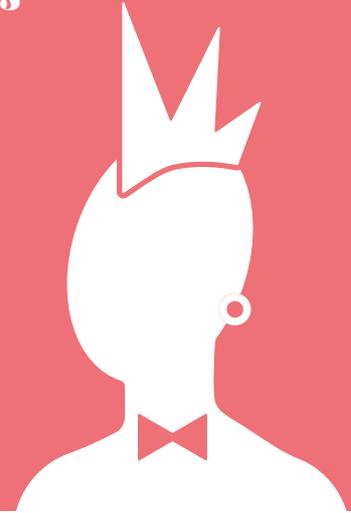
Invitation, Call for Papers & Workshops to LudiX Day Berlin on 17.06.22 Leadership, Cultural Transformation and Game Thinking Conference

Important Dates

LudiX Day: 17.06.2022 at HWR Berlin

Call for Papers: 30.04.2022

Call for Workshops: 30.04.2022



LudiX Day: Leadership, Cultural Transformation and Game Thinking Conference

LudiX is our abbreviation for *ludic innovation experience*. The LudiX Conference welcomes international researchers and practitioners of leadership development, cultural transformation and game thinking to share their ideas on the topic of organizational change, proposing solutions and projects between business and artistic practices. The conference is built upon the LudiX research project at HWR and HTW Berlin, eagerly supported by partners from the Berlin entrepreneur environment such as Soundcloud, Siemens, Enactus, HABA, Cornelsen, STATE Studio, Junge Tüftler, and others.

Leadership in organizations is a colourful and charged topic: Depending on the situation, it may be new, digital, agile or authentic, rooted in the domain of management or entrepreneurship. Good leadership is seen as the guarantor of corporate success, ranging from heroic leaders to post-heroic system designers. A failure in leadership is attributed to low performance, bad corporate culture and company malfunction. With leadership, leadership training and its connection to corporate reality becomes important. The combination of business, experimental, artistic, behavioural and playful design offers new perspectives on leadership development; to become that kind of leader, a specific organization needs in its time and place.

You can find more information on our research project supported by IFAF here:
<https://www.ifaf-berlin.de/projekte/ludix/>

More information to the LudiX Day Conference is available and will be updated at: <https://ludix.berlin/days>

Call for Papers and Presentations

We hereby warmly invite researchers and practitioners to contribute to our LudiX Conference to present their **scientific research, organizational designs, leadership training experiences or serious game developments**, and to compile them in the LudiX leadership anthology after the conference.

Contributions are accepted in English or German (preferred) concerning the following areas of research and practice:

- » Leadership training and development
- » Games in corporate culture
- » Game thinking for leadership application
- » System design and user experience research
- » New work / new leadership

If our fantasy was by any means too limited to include your topic in the domains of leadership, cultural transformation or game thinking (see our table), please contact us to find a way to integrate your insights into our anthology and conference.

Talks at the LudiX Day range from 10 to 30 minutes. The length of the corresponding paper can vary between 6000 to 25000 characters. Please don't forget to include an abstract and a short vita of about two sentences. Please send the draft of your paper or presentation to conference@ludix.berlin until **30.04.22**.

Every author is expected to write two constructive peer reviews. Based on that there might be a revision of the original manuscript. We hope that our anthology on Leadership, Cultural Transformation and Game Thinking will be published in the spring of 2023.

Call for Workshops

We imagine the LudiX Conference to be a place of wild exchange, inspiration and of course games. Therefore we reserved slots for your **games, your designs and activities** in the realms of leadership and workplace culture. Activities should be about 60 minutes long and be hands-on experiences. (Please reach out to us, if you are looking for another timeframe.) Please send your draft for a workshop proposal to conference@ludix.berlin until **30.04.22**.

Workshops will be documented by photographers on-site and should also be published in the LudiX leadership anthology with an associated paper of variable length, following the conference.

We are looking forward to an exciting gathering of wonderful, playful minds!

*Sincerely,
Prof. Avo Schönbohm, Prof. Pelin Celik,
Olivia Hidalgo Miranda, Jan-Henrik Walter*