

Expanded Summer School 2026

8-13 September 2026
School of Informatics,
Communications and Media,
Hagenberg



Expanded Summer School 2026

Play to Research: From September 8–13, 2026, the Expanded Summer School offers an intensive learning experience at the School of Informatics, Communications and Media in Hagenberg and Linz.

Held alongside the Expanded Conference during the Ars Electronica Festival, the program is a platform for emerging scholars and practitioners. It starts with a workshop day in Hagenberg, then continues in Linz with conference and festival activities—offering both focused skill development and broad exposure to digital and interactive art. The 2026 program features a keynote by Katherine Isbister, a game research panel, and hands-on game dev mentoring from local industry experts.

Participants deepen their knowledge, explore Upper Austria's culture, meet international peers and experts, and expand their networks. Completion awards **3 ECTS** credits, adding academic value to a rich practical experience.

Workshop Day: September 8, Hagenberg.

The program kicks off on September 8 with a full-day workshop combining expert insights and hands-on mentoring. Highlights include a keynote by Katherine Isbister, a game research panel exploring current methodologies, and a targeted game dev mentoring session with experts from the local games industry.

After the workshop, participants join selected activities at the Expanded Conference in Linz, including:

- Expanded Play Sessions
- Expanded Talks
- The Doctoral Consortium
- The “Teaching Games” Education Panel Need-to-Know Details

Workshop organisers

The Expanded Summer School is organised and led by four researchers and educators with complementary expertise in game design, HCI and game analysis.

Michael Lankes: He is a professor at the University of Applied Sciences Upper Austria, Hagenberg Campus, specialising in game art, game design and interaction design.

Katherine Isbister: She is a professor at the University of California, Santa Cruz, where she directs the Social Emotional Technology Lab, specialising in Human-Computer Interaction and Games.

Simone Kriglstein: She is a professor at the Department of Visual Computing at Masaryk University, the Austrian Institute of Technology (AIT) and the University of Vienna.

Günter Wallner: He is Professor of Game Computing at the Institute for Computer Graphics at Johannes Kepler University (JKU) Linz and has also worked at Eindhoven University of Technology and Ontario Tech University.

Program

September 8 Workshop Day in Hagenberg:

The Summer School opens with a full-day workshop in Hagenberg combining expert insights and hands-on mentoring.

The day starts with a **keynote by Katherine Isbister** (UC Santa Cruz) on cutting-edge topics in interactive experiences, followed by a Q&A. After lunch, a **Game Research Panel** offers insights into current theoretical and practical methodologies, before the day closes with a **Game Dev Mentoring Session** led by experts from the local games industry.

In the evening, participants travel to Linz for the Expanded Conference and Ars Electronica Festival.

September 9–11, Expanded Conference in Linz:

The **Expanded Conference** takes place at the Ars Electronica Festival in Linz. Now in its 14th edition and held in cooperation with **ACM SIGGRAPH**, it is an international platform at the intersection of animation, interactive media art, and immersive technologies. Proceedings are published in the **ACM Digital Library**.

Summer School participants attend selected conference activities, including: → Expanded Play Sessions (interactive & playful artistic works) → Expanded Talks (Research and Art Papers) → The Doctoral Consortium → The “Teaching Games” Education Panel

How to apply

If you would like to register for the “Summer School”, please send an email to **international@fh-hagenberg.at**. You will then receive a personalized registration link to our online application portal. Please upload the following documents:

- your current CV/Resume
- Motivation Letter
- Passport Scan

Application deadline: July 10, 2026.

Please note that it is the student’s responsibility to take care of the visa for entry and the duration of stay in Austria. Information on visa regulations can be found on the OeAD website <https://oead.at/en/to-austria/entry-and-residence/>

The media festival will take place from September 12–13, Ars Electronica Festival 2026: Future Begins

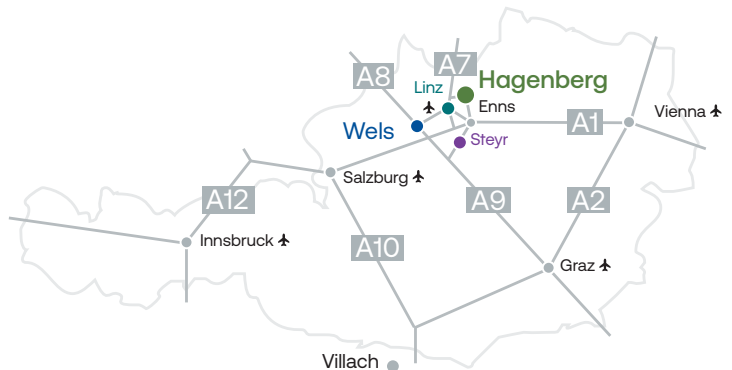
More information: expanded-conf.org

Tuition fee

Students from partner institutions are free of charge! Students who are not from a partner university have to pay a tuition fee (350€).

All students have to bear the costs for housing and travelling costs.

Visit us on Hagenberg Campus.



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