# DEALING WITH CLIMATE CHANGE

## Calculus & Catastrophe in the Age of Simulation

Computer simulations have risen to prominence as primary tools of producing and negotiating knowledge about global climate change and its future trajectories. Scientists investigate climate change as an actual possibility since they have studied the Earth system behaviour with the by now predominant research technologies of simulation; policy experts explore the scope of action and project the latent catastrophic fortunes of humankind and how they might be prevented or postponed; intellectuals struggle with the autonomous nature of models in light of the categorial limits to knowledge about uncertainties. Simulations provide the virtual topographies to deal with climate change.

The conference aims to investigate the multiple meanings and practices of computer simulation both in the field of climate research itself as well as in the broader socio-cultural dynamics. By bringing together scholars from different backgrounds in simulation thought, study and practice the conference will explore how computer simulations mediate between the data, models, visualisations, algorithms and calculations rendering climate change knowable and the cultural, social and political imaginaries of climate change.

The event is free and open to the public but registration is required. To register, please send an email to mecs@leuphana.de

Concept & organisation: Isabell Schrickel and Christoph Engemann

Conference venue: Museum Lüneburg Wandrahmstrasse 10 21335 Lüneburg

#### MECS

Institute for Advanced Study on

Media Cultures of Computer Simulation
Leuphana University Lüneburg

Wallstr. 3

21335 Lüneburg

Germany

mecs.leuphana.de



#### Dania Achermann

Aarhus University/Center for Science Studies

#### Alexander Bakker

Pennsylvania State University/Earth and Environmental Systems Institute

#### **Carson Chan**

Princeton University/School of Architecture

#### Paul N. Edwards

University of Michigan, School of Information, Department of History/MECS Institute for Advanced Study on Media Cultures of Computer Simulation, Leuphana University

#### **Christoph Engemann**

MECS Institute for Advanced Study on Media Cultures of Computer Simulation / Leuphana University

#### Philipp Felsch

Humboldt Universität zu Berlin/Institut für Kulturwissenschaft

#### Oliver Geden

SWP German Institute for International and Security Affairs

### Gabriele Gramelsberger

IKKM Internationales Kolleg für Kulturtechnikforschung und Medienphilosophie Weimar

#### Sabine Höhler

KTH Royal Institute of Technology Stockholm/School of Architecture and the Built Environment

#### **Eva Horn**

Universität Wien/Institut für Germanistik

### **Martin Mahony**

King's College London, Department of Geography / MECS Institute for Advanced Study on Media Cultures of Computer Simulation, Leuphana University

#### Sébastien Nobert

University of Leeds, Sustainability Research Institute / Université de Pau – CNRS, Laboratoire Société Environnement Territoire

#### Sam Randalls

University College London / Department of Geography

### **Christoph Rosol**

Max Planck Institute for the History of Science Berlin

#### Rafico Ruiz

McGill University, Department of Art History and Communication Studies / DCRL Digital Cultures Research Lab, Leuphana University

#### Birgit Schneider

Universität Potsdam/Institut für Künste und Medien

#### Isabell Schrickel

MECS Institute for Advanced Study on Media Cultures of Computer Simulation/ Leuphana University

#### Florian Sprenger

DCRL Digital Cultures Research Lab/Leuphana University

#### Sebastian Vehlken

MECS Institute for Advanced Study on Media Cultures of Computer Simulation/ Leuphana University

#### **Ulli Vilsmaier**

Center for Methods/Leuphana University





