

FROG Conference – Playing Art (Vienna, 20–22 Nov 26)

Vienna, Nov 20–22, 2026

Deadline: Sep 15, 2026

Markus Wiesenhofer

FROG - Future and Reality of Gaming in Vienna is calling!

Since 2007, FROG has brought together researchers and practitioners from diverse disciplines to discuss key questions in game studies and game development, to reflect on the significance of play for society, culture, education, and democratic participation, and to jointly explore the future and realities of gaming.

From November 20–22, 2026, FROG celebrates its 20th edition and enters a new chapter at the Belvedere Museum in Vienna: For the first time, the conference will be hosted by an Austrian museum and complemented by the preceding SUBOTRON game jam series. Games developed at eight Austrian universities will be showcased in a dedicated exhibition at FROG 2026, and the most outstanding game jam entry will be recognized with the „Austrian Impact Game Idea 2026“ award.

Under the theme “PLAYING ART”, FROG 2026 explores the relationship between art and play as a contemporary cultural practice and asks how art can be experienced, interpreted, and made accessible through playful formats – and how games themselves operate as independent forms of cultural expression.

FROG 2026 invites scholars from various disciplines, educators, artists, curators, game designers, and developers to discuss these questions together and with the audience and to present their research, projects, concepts, and critical perspectives on “PLAYING ART” at the conference.

The Call for Abstracts is now open!

<https://www.frogvienna.at/call-for-abstracts-2026/>

Submission deadline: 15 September 2026

Submissions via web form:

<https://docs.google.com/forms/d/e/1FAIpQLScnK2IMI-zaebSNFQzLXbSHu6aSVi75psCNZjY-5Xzjq2dngA/viewform>

Conference dates: Friday 20 - Sunday 22 November 2026

Venue: Belvedere 21, Arsenalstraße 1, 1030 Vienna

Programme details and updates: [frogvienna.at](https://www.frogvienna.at)

Call for "PLAYING ART" Game Ideas

This call stems from the SUBOTRON Game Jam Series, which took place at eight universities in spring 26. Since it was integrated into the FROG 26 conference and there was a huge interest from devs outside universities, we have decided to open the call for everybody eager to contribute their ideas based on the open content collection of the Belvedere.

You will exhibit and present your game at Belvedere 21 and a jury will select games as entries for the „Austrian Impact Game Idea 2026“ competition.

Eligible participants: Students, Hobbyists, Solo Devs, Teams, Studios based in Austria

Requirement: Game playable in the browser on itch.io

Deadline Submission: 30 September 26

Submission via web form:
<https://docs.google.com/forms/d/e/1FAIpQLScnK2IMl-zaebSNFQzLXbSHu6aSVi75psCNZjY-5Xzjq2dngA/viewform>

Exhibition and Award Show: 20 – 22 November 26 during FROG at Belvedere 21

Details and updates: <https://subotron.com/15294-call-for-playing-art-game-ideas/>

Register [HERE!](#)

FROG is organised by SUBOTRON and the Association for Applied Game Studies
in cooperation with the Belvedere Museum Vienna.

FROG 2026 is funded by grants from the Federal Ministry for Housing, Arts, Culture, Media and Sport and the Austrian Federal Chancellery.

Reference:

CFP: FROG Conference - Playing Art (Vienna, 20-22 Nov 26). In: Arthist.net, Jul 17, 2026 (accessed Jul 18, 2026), <<https://arthist.net/archive/53485>>.