

Contributors

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his research visible for the first time, where he and Thomas Krupa won the German theater award “Der Faust” in the category Genrespringer for ‘The Wall 360°.’

Fizek, Sonia, Professor of Media and Game Studies at the Cologne Game Lab of TH Koeln—University of Technology, Arts and Sciences, visiting professor at the University of Lower Silesia in Wroclaw, and co-editor-in-chief of the international *Journal of Gaming and Virtual Worlds*. Selected Publications: *Playing at a Distance. Borderlands of Video Game Aesthetic* (Cambridge, MA: MIT Press 2022); *Material Infrastructures of Play. How the Games Industry Reimagines Itself in the Face of Climate Crisis*. In *Ecogames*, eds. Raessens, Joost / Werning, Stefan / Op de Beke, Laura. Amsterdam: Amsterdam University Press (2024), *Through the Ludic Glass: Making Sense of Games as Algorithmic Spectacles* (*Game Studies* 22.2 2022); *Automation of Play. Theorizing Self-Playing Games and Post-Human Ludic Agents* (*Journal of Gaming and Virtual Worlds* 10.3, Bristol: Intellect 2018), *Automated State of Play. Rethinking Anthropocentric Rules of the Game. Digital Culture and Society* (*Digital Culture and Society*, Bielefeld: transcript 2018). Websites: <https://colognegamelab.de/about/faculty-staff/professors/prof-dr-sonia-fizek> and <https://mitpress.mit.edu/books/playing-distance>

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Fuchte, Alina, studied art history and cultural and social anthropology in Münster and Amsterdam (B.A.) and cultural analysis and cultural mediation in Dortmund (M.A.). Afterwards, she completed a traineeship in the department of cultural education at the Kunstpalast Düsseldorf. In April 2020, she took over the project management for nextmuseum.io, a cross-institutional platform for swarmcuration

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Hamm, Isabelle, is a research assistant at the Department of Media Culture and Theatre at the University of Cologne. Her research interests include museology, (digital) art mediation and digital art. As co-project manager, she conceptualized and realized the apps “Kunstfreunde im Wallraf” for the Wallraf-Richartz-Museum and “Warhol & Friends” for the Museum Ludwig in Cologne. Her current research focuses on virtual exhibitions and their intersections with games and the Metaverse. She is also preparing her doctoral project titled “Art Presentations in Digital Space: On the Medial Transformation of Virtual Exhibitions.”

Kinne, Christina XaosPrincess, Art School Diploma in “Feature Film and Television Feature” at *HFF University for Television and Film Munich*, Master of Arts in “Digital Narratives” at *ifs International Film School Cologne*. Guest lecturer for VR at the *ifs* and the *University of Applied Sciences Fresenius*. After working as a filmmaker focusing on innovative technologies, Christina XaosPrincess Kinne has found a new creative home in virtual reality, where she creates content and hosts multiuser gatherings. Until January 2022, she served as CMO and Events Manager for the social VR platform TIVOLI CLOUD VR. She currently supervises the public release of her thesis project, QUANTUM BAR, for which she has brought a GPT-3-driven chatbot to life in social VR. Recent Publication: “The Evolution of Emotional Chatbots,” in: *Chatbots Life*, (2021). Websites: <https://xaosprincess.net/> and <https://quantumbar.ai/>

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Murray, Janet H., Distinguished Professor of Digital Media in the School of Literature, Media, and Communication at Georgia Institute of Technology in Atlanta, Georgia, USA. From 1971 to 1999, she taught humanities and led advanced interactive design projects in the Center for Educational Computing Initiatives at the

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Schell, Jesse, is the founder and CEO of Schell Games. Since starting Schell Games in 2002, Jesse has grown it into the largest full-service educational and entertainment game development company in the United States. Under his leadership, Schell Games has produced an amazing array of innovative and award-winning educational and entertainment experiences, including the I EXPECT YOU TO DIE franchise, HAPPY ATOMS, UNTIL YOU FALL, and some of the most popular interactive theme park attractions in the world. He is the author of the critically acclaimed book *The Art of Game Design: A Book of Lenses* and also serves as Distinguished Professor of the Practice of Entertainment Technology at Carnegie Mellon University. He has worked on a wide variety of innovative game and simulation projects for both entertainment and education, but he is also known for his predictions about the future of gaming technology. Before starting Schell Games, Jesse was the Creative Director of the Disney Imagineering Virtual Reality Studio, where he worked and played for seven years as a designer, programmer, and manager on numerous projects for Disney theme parks DisneyQuest. He is a previous chair of the International Game Developers Association.

Schmeink, Lars, works as a researcher in futures studies for the German Aerospace Center (DLR) and has been researching science fiction for more than a decade. He has inaugurated the Association for Research in the Fantastic (GfF) in 2010, and has been appointed Visiting Professor at the Institute for Cultural and Media Management of the HfMT Hamburg, at the University of Cincinnati, and at the University of Leeds. His key publications include *Biopunk Dystopias* (2016), *Cyberpunk and Visual Culture* (2018), *The Routledge Companion to Cyberpunk Culture* (2020), *Fifty Key Figures in Cyberpunk Culture* (2022), and *New Perspectives on Contemporary German Science Fiction* (2022).

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