

## Contributors

---

**Bamba, Icare**, freelance game and narrative designer working in France. Currently a Ph.D. student in philosophy and design at the University of Paris 8 under the co-supervision of Pr. Dr. Pierre Cassou Noguès and Prof. Dr. Gundolf S. Freyermuth. His research interest focuses on phenomenology, critical theory, and their potential contribution to the understanding of contemporary culture and its technological issues. It informs his creative work, leading to a reflection on virtuality and its impact on both subjectivities and bodies. Email: [icare.bamba@gmail.com](mailto:icare.bamba@gmail.com)

**Beil, Benjamin**, Professor for Media Studies & Digital Culture at the Department of Media Culture & Theatre at the University of Cologne. Selected publications: *Im Spielrausch* (co-ed., Glückstadt: vwh 2017); *Game Studies* (co-ed., Wiesbaden: Springer VS 2018); *Playing Utopia. Futures in Digital Games* (co-ed., Bielefeld: transcript 2019). *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play* (co-ed., Bielefeld: transcript 2021). *Playful Materialities. The Stuff That Games Are Made Of* (co-ed., Bielefeld: transcript 2022). Website: <https://mekuwi.phil-fak.uni-koeln.de/benjamin-beil>

**Bieseke, Tobias**, is a research assistant at the Dortmund University of Applied Sciences and Arts in the storyLab kiU at the Dortmunder U (Center for Art and Creativity) and researches the potential of extended perceptions and narration for contemporary art. He experiments within the framework of artistic research and wanders on the threshold between artistic application and scientific investigation of new media. He also works occasionally in the independent creative industry for theaters, universities, and businesses. Since 2018, he has been working on his doctorate at the Academy of Media Arts (KHM) in the field of experimental computer science, under the supervision of Georg Trogemann, on the topic of ‘Extended Realities—Technically extended visual perception and its effects on individual spaces of action in contemporary art.’ In 2023, he was able to make the success of

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 Becke, 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>

**Freyermuth, Gundolf S.**, Professor of Media and Game Studies and founding co-director at the Cologne Game Lab of TH Koeln—University of Technology, Arts and Sciences, as well as Professor of Comparative Media Studies at the ifs International Film School of Cologne. His projects have been funded by the Volkswagen Foundation, the Film- und Medienstiftung NRW, The Federal Government of Germany and its Commission for Culture and Media, the European Regional Development Fund, the RheinEnergie Foundation, and others. Selected Publications: *Games | Game Design | Game Studies. An Introduction* (Bielefeld: transcript 2015); *Playing Utopia. Futures in Digital Games* (co-ed., Bielefeld: transcript 2019); *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play* (co-ed., Bielefeld: transcript 2021); *Playful Materialities. The Stuff That Games Are Made Of* (co-ed., Bielefeld: transcript 2022). Websites: [www.freyermuth.com](http://www.freyermuth.com) and <https://colognegamelab.de/about/faculty-staff/professors/pr-of-dr-gundolf-s-freyermuth/>

**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

and co-creation. Since April 2023 she is deputy head of education at Kunsthalle and NRW-Forum and she curated an exhibition on the theme of sneakers, which was on display at the NRW-Forum from February to May 2024.

**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/>

**Lamerichs, Nicolle**, is a senior lecturer and team lead at Creative Business, HU University of Applied Sciences, Utrecht. She is the program coordinator of the MSc Sustainable Business Transition. Lamerichs holds a PhD in media studies from Maastricht University (2014). She has published peer-reviewed articles and chapters on fandom, media culture, cosplay, and game practices. In her book *Productive Fandom* (2018), she explores intermediality, affect, costuming, and creativity in fan cultures.

**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

Massachusetts Institute of Technology (MIT). A pioneer in the fields of interaction design, digital humanities, and game studies, she specializes in interactive narrative and experimental television. Her projects have been funded by NSF, NEH, Intel Corporation, Apple, IBM, and others. She is an Emerita Trustee of the American Film Institute and Emerita Board Member of the Peabody Awards. Selected publications: *Hamlet on the Holodeck: The Future of Narrative in Cyberspace* (New York: Free Press, 1997; Cambridge, Mass.: MIT Press 1998, updated edition 2017); *Inventing the Medium: Principles of Interaction Design as a Cultural Practice* (Cambridge, Mass.: MIT Press, 2011). Website: <https://iac.gatech.edu/people/person/janet-murray>

**Ossa, Vanessa**, is a postdoctoral research associate and project coordinator at the Cologne Game Lab of TH Koeln–University of Technology, Arts and Sciences. In 2019, she finished her doctoral thesis, *Sleeping Threats: The Sleeper Agent in Post-9/11 Media* (published 2023, Palgrave Macmillan) at the Collective Research Center “Threatened Order—Societies under Stress” in Tübingen. She is also on the editorial board of the open-access journal *Fandom|Cultures|Research* and co-editor of the edited collections *Threat Communication and the US Order After 9/11: Medial Reflections* (2020), and *Comics and Agency* (2022), as well as the special issue “Fandom and Comics” (2020) of the journal *Participations*. Her current research interests include participatory culture, comic book fandom, and fictional characters in (digital) fan communities.

**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).

**Tagliamonte, Giovanni**, is a Game Designer with a Master's Degree from the Cologne Game Lab of TH Koeln–University of Technology, Arts and Sciences. His research interests lie in exploring the ways culture and history shape media and the spaces we live in. Currently, he is working on a Mystery Adventure game slated for release in 2024. Publication: “Isekai: Tracing Interactive Control in Non-Interactive Media,” in: *Paratextualizing Games: Investigations of the Paraphernalia and Peripheries of Play* (Bielefeld: transcript 2021). Email: g.tagliam@gmail.com; Website: <https://taglia.co/>