

Acknowledgments

It has been quite a journey, and I want to thank a fair number of people in various countries for their support over these last few years.

I am greatly indebted to my supervisors, Prof. Dr. Martin Middeke and PD. Dr. Christoph Henke, for their invaluable help and inspiration during my Ph.D. studies and time at the University of Augsburg.

In addition, I want to express my gratitude to Espen Aarseth, Hans-Joachim Backe, and Susana Pajares Tosca for the fruitful conversations we had and their critical feedback on my work, and the entire team of the Center for Computer Games Research at the IT University of Copenhagen for involving me in a pleasant and creative ambiance.

Many thanks go as well to the Oberseminar of Augsburg University, including Alexander Lehner, Christian Attinger, David Kerler, Martin Riedelsheimer, Adina Sorian, Despina Repa, Bettina Auerswald, Korbinian Stöckel, Timo Müller, and many more.

In addition, I am particularly grateful to Gundolf S. Freyermuth, Björn Bartholdy, André Czauderna, and the team of the Cologne Game Lab.

Moreover, many thanks go to Sebastian Domsch, Jens Müller, Susanna Layh, Hubert Zapf, Günter Butzer, Michael Nitsche (from my hometown Augsburg), Miguel Sicart, Markus Schulzke, and to the many colleagues and friends I met at international conferences: Victor Navarro-Remesal, Lars de Wildt, Jan Wysocki, Ea Christina Old-Gregg Willumsen, Daniel Vella, Sebastian Möring, Oli Tapio Leino, Hugo Montembeault, Arno Görgen, Rudolf Inderst, Marc Bonner, Veli-Matti Karhulati, Souvik Mukherjee, Thomas Apperley, Tomasz Majkowski, Justyna Janik, Toh Weimin, Pawel Frelik, Feng Zhu, Astrid Ensslin, Joel Lehman, Anders Sundnes Løvlie, Ida Kathrine Hammeleff Jørgensen, Rune Kristian Lundedal Nielsen, Michael Debus, Sebastian Risi, Daniel Cermak-Sassenrath, Martin Pichlmaier, Anders Hartzen, Sebastian Zethraeus, Flaminia Grimaldi, Sigursteinn Gunnarsson, Alon Kaplan, Jennifer Killham, Kevin Lin, Julian Oberbeck,

Linda Kruse, Litos Sinmas, Mohamed Larbi Bouchoucha, Adam Russel, Juliette Lemaitre, Jackson Wood, Manas Gajare, Patrick Sobel, and Charlotte Ladevèze. I apologise to those I forgot to mention.

Further, I want to thank three foundations that helped me partially fund this book: FAZIT-Stiftung, Oskar-Karl-Forster Stiftung, Stiftung Digitale Spielkultur.

Lastly, and most importantly, I wish to thank my parents for their continuous support and love.