

## Contributors

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**Aguilar Rodríguez, Jimena**, Head of Digital Narratives at the ifs internationale filmschule köln, and the co-founder and creative director of Alharaca, a Salvadorean feminist news media organization that combines journalism, arts, and new technologies to strengthen equality, diversity, and democracy in Central America. Her research interests, from both a theoretical and a practical perspective, include the topics of memory, collective creation, and feminist collective media practices. She leads seminars on the topics for masters-level students and is part of the research group “Diversity in Film and Media” for an Erasmus-funded project. Her most recent project is a geolocated-audio testimonial documentary about the massacre that happened in the historical center of San Salvador during the funeral of Archbishop Óscar Romero, whose murder is seen as the beginning of the civil war in El Salvador.

**Aller, Katja**, PhD candidate at Cologne University and currently working as a teaching assistant and program manager for “Game Development and Research” the Cologne Game Lab of the TH Köln – University of Applied Sciences. She holds a joint master’s degree in Comparative Literature from Rheinische Friedrich-Wilhelms-Universität Bonn and University of St Andrews. Her dissertation “The Narrative Capacities of Spaces and Objects in Walking Simulator Games” explores the connections and relationships between player, narrative(s), and in-game environments in walking simulators. Website: <https://colognegamelab.de/about/faculty-staff/lecturers-researchers/katja-aller/>

**Alvarez Igarzábal, Federico**, is a media and game studies scholar. His research focuses primarily on the temporality of video games mixing formalist and cognitive-scientific approaches. He was a postdoctoral researcher at the Institute for Frontier Areas of Psychology and Mental Health working in the EU-funded VIRTUALTIMES project, aimed at creating a virtual reality application to

diagnose and treat psychopathologies such as depression through the manipulation of time perception. He concluded his PhD in 2018 at the Institute of Media Culture and Theatre of the University of Cologne and the Cologne Game Lab of the TH Köln – University of Applied Sciences. His thesis *Time and Space in Video Games. A Cognitive-Formalist Approach* was published in 2019 by transcript Verlag. Some of Federico's further research interests include philosophy of art and the aesthetics of play.

**Bordini, Rogério A.**, PhD candidate in Human Computer Interaction at the University of Applied Sciences Offenburg and Professor of Educational Games Design at Federal University of São Carlos (Specialization course). Selected Publications: *Strangers in a Strange Land: Designing a Mobile Application to Combat Loneliness and Isolation Among Foreign University Students*. *J. technol. behav. sci.* 6, 81-87 (2021); *Design and Implementation of An Educational Game Considering Issues for Visually Impaired People Inclusion*. *Smart Learning Environments*. 7. (2020); *Musikinésia – An Educational Adventure Game for Keyboard Learning*. *Proceedings of the 2015 IEEE 15th International Conference on Advanced Learning Technologies (ICALT '15)*. IEEE Computer Society, USA, 142-146. (2015). Website: <https://aci.hs-offenburg.de/team/>

**Bühler, Nils**, scholarship holder at the a.r.t.e.s. Graduate School for the Humanities Cologne, currently working on his PhD thesis "*Imaginationen des Ludischen und die Kontrolle des technisierten Spiel(en)s*" (working title). Following his interest in the history of media and media control, he studies the relationship between discourses of morality and politics of media, currently focusing on politics of games in the 20th Century. Website: <https://mekuwi.phil-fak.uni-koeln.de/promovierende/nils-buehler>

**Debus, Michael S.**, received his PhD from the Center for Computer Games Research at the IT University of Copenhagen. There, his research focused on the analysis and synthesis of existing game ontologies into a clearer terminology for the study of games. Since then, he has participated in a research project at The Royal Danish Academy that gathered data about the Danish games industry and incubator activities within the region, and launched the *Encyclopedia of Ludic Terms* with the now concluded MSG project at ITU – a free and online lexicon covering frequently used game studies terms and concepts. Currently, he moved into the games industry, working for Brightstar Studios who develop *Embersword*.

**Dunlap, Kelli, MA, PsyD** is the Associate Director of Community Programming at Take This, a mental health non-profit dedicated to the mental health and well-being of game players and designers. Dr. Dunlap is also a licensed clinical psychologist and holds a Masters in game design. She serves as an adjunct professor at American University's Game Center where she teaches courses on the psychological, cultural, and social components of designing games. She is an award-winning game designer and has collaborated on game design projects with organizations including the National Institute of Mental Health, VOX Media, and McGraw Hill. Dr. Dunlap is an internationally recognized researcher and speaker on the intersection of games and mental health.

**Fizek, Sonia**, Associate Professor of Media and Game Studies at the Cologne Game Lab of TH Koeln-University of Technology, Arts and Sciences 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); *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://mit-press.mit.edu/books/playing-distance>

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**Johansen, Jonathan J.**, a pen-and paper roleplaying game designer, Ux researcher and play scholar. Through the praxis of design, staging and analysis, they investigate how technologically mediated play structures the players' possibility

to take aesthetic and meaningful action, and how players appropriate these structures to their own means. Publications: *Evaluating Interactions with a Cognitively Biased Robot in a Creative Collaborative Task* (Johansen, J. J., Jensen, L. G., & Bemman, B. 2020), *The Helpless Soft Robot – Stimulating Human Collaboration through Robotic Movement* (Milthers, A. D. B., Bjerre Hammer, A., Jung Johansen, J., Jensen, L. G., Jochum, E. A., & Löchtefeld, M. 2019). *First Steps – Adventuring Workshop* (2016)

**Korn, Oliver**, Full professor for Human Computer Interaction at the University of Applied Sciences Offenburg, Director of Affective & Cognitive Institute (ACI) and founder and director of the software company KORION GmbH. Selected Publications: *Keep Your Distance: A Playful Haptic Navigation Wearable for Individuals with Deafblindness*. The 22nd International ACM SIGACCESS Conference on Computers and Accessibility (2020); *Understanding the perceptions and experiences of the deafblind community about digital games*. *Disability and Rehabilitation: Assistive Technology* (2022); *Gamification of Movement Exercises in Rehabilitation and Prevention: A Framework for Smart Training in AI-Based Exergames* (2021). Websites: <https://aci.hs-offenburg.de/team/> and <https://www.researchgate.net/profile/Oliver-Korn-2>

**Maughan, Curtis L.**, is the Director of the World Languages and Digital Humanities Studio at the University of Arkansas, where he also serves as a Teaching Assistant Professor of Digital Technology and Language Pedagogy. Curtis earned a Ph.D. in German Studies from Vanderbilt University and an MA in German Studies from California State University Long Beach. His research embodies the meaningful coalescence of German Studies and emerging digital technologies, as exemplified by his dissertation on Walter Benjamin's concept of *flânerie* in the context of open world gameplay and game design practices. His most recent scholarly efforts explore the potential of videogames in the process of a ludic *Vergangenheitsbewältigung* (coming to terms with the past); a project that has produced an initial publication titled "Toward a Camera Ludica-Agency and Photography in Videogame Ecologies," in *Moving Frames: Photographs in German Cinema* (Berghan Books, 2022). Curtis is also interested in the remediation of German literary works in digital media, which has led to a forthcoming book chapter co-authored with Carrie Collenberg-González (Portland State University) titled "Screen Memories: Siegfried and the Fall of the Republic in Babylon Berlin" appearing in *Babylon Berlin* (Bloomsbury, 2022).

**Nguyen, Anh-Thu**, currently a research student at Ritsumeikan University in Kyoto, Japan. After graduating from the University of Cologne in Media Studies and English Literature, she now focuses on video games and their relationship to tourism.

**Nickel, Vadim**, independent game developer, musician, sound designer, and maker hardware teacher. He is currently looking to start his PhD studies in which he will focus on adaptive generative music and affect.

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**Nielsen, Rune K. L.**, is Associate Professor of Game Psychology at the IT University of Copenhagen, Denmark. His research interests span media effects, behavioral addictions, the intersection of gambling and gaming, monetization strategies and platform economy in digital games, esports, and at-risk youth. In 2019 Rune was awarded the Tietgen Prize (Tietgenprisen), formerly known as the Tietgen Gold Medal for excellence in research and research communication.

**Panic-Cidic, Natali**, User Researcher, with passion for qualitative research, human behavior and user-centric design. She currently works as User Researcher for Ubisoft Düsseldorf and researches independently towards a PhD (Dr. rer. medic.) in Games User Research at the RWTH Aachen University. Website: <https://play-fulbraindemand.com>

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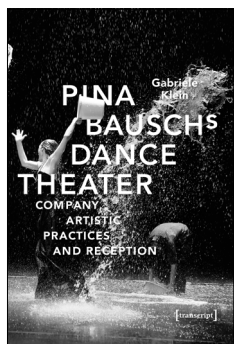
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creative studio with a special focus on diversity, hybrid cultures and identities. She has produced and directed multiple award winning films. Su-Jin Song's research in media and game studies explores the close connection between storytelling, design, and theory with the special focus on topics such as migration, gender, identity and mental health. She organizes and curates the Young Academics Workshop as part of the Clash of Realities Conference (2019-2022). Publication: Mental Health | Atmospheres | Video Games (2022).

**Vozaaru, Miruna**, obtained her Ph.D. in game design and analysis from the IT University of Copenhagen, as part of the ERC-funded project Making Sense of Games. She obtained a BA in psychology from the West University of Timisoara, and an MSc. in Game Design and analysis from the IT University of Copenhagen. Her research interests include formal game analysis, quantitative game research, and game research design. Her dissertation consists of a game analysis framework for application in quantitative games research conducted in the social sciences. Her current research interest lie at the intersection of psychology and games, with the relationships created between the player and the game during play.

**Zimmermann, Felix**, program manager for games culture, political education and extremism at the Federal Agency for Civic Education in Bonn, Germany. He received his doctorate from the University of Cologne in 2022 with a thesis on atmospheres of the past in digital games. Website: felix-zimmermann.net; Twitter: @Felix\_Felixson

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Gabriele Klein

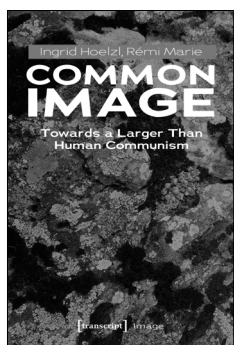
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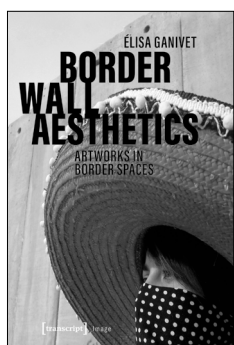
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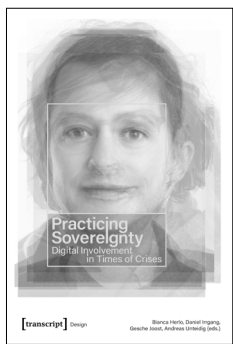
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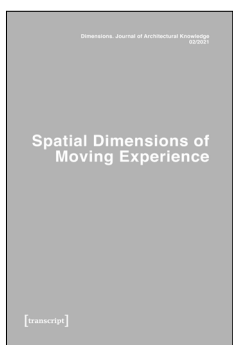
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