

Authors' Biographies

Federica Cavaletti (Dr.) is a Tenure Track Researcher in Aesthetics (Telematic University San Raffaele Roma, Italy) and AIAS-AUFF Fellow at the Aarhus Institute of Advanced Studies (Aarhus University, Denmark). After working extensively on VR and its usage in medicine and psychotherapy, she is currently back to studying the experience of time and how it affects our overall being in the world.

Pietro Conte is Associate Professor of Aesthetics at the University of Milan. His research focuses on illusion, hyperrealism, mimicry, and the multifarious practices of un-framing, with a particular emphasis on immersive (virtual) environments.

Annet Dekker is Associate Professor Media Studies: Archival and Information Studies, and Comparative Cultural Analysis at the University of Amsterdam and Visiting Professor and co-director of the Centre for the Study of the Networked Image at London South Bank University. Her main interests are in digital art and culture, preservation and sustainability.

Ksenia Fedorova (PhD) is Assistant Professor at Leiden University, NL. She is the author of *Tactics of Interfacing: Encoding Affect in Art and Technology* (MIT, 2020) and co-editor of *Media: Between Magic and Technology* (2014, in Russian) and special issue of *Artnodes* journal *Theorizing Media Art in Light of STS* (2025). Ksenia's interests encompass media art theory and history, aesthetics, philosophy, science and technology and visual culture studies, with a focus on the effects of technologies on human perception and interaction.

Stephan Günzel is a Professor of Media Theory at the University of Europe for Applied Sciences (UE) in Berlin since 2011. From 2018 to 2023 he has been a Visiting Professor and head of the Department for Media Studies at the TU Berlin. His research interests include spatial and image theory, digital games as media and almost any aspect related to the notion of space; these days in particular the implications of AR-, MR- and VR-media. Visit: stephan-guenzel.de.

Jose Hopkins B. is a researcher, writer, and curator based in Utrecht and Lima. He works at the intersection of new media arts, performance, and post-humanist thought, focusing on technology, storytelling, and their affective and embodied dimensions. As a PhD candidate at Leiden University, his research investigates decolonial, technofeminist, and postphenomenological perspectives on virtual reality.

Choghakate Kazarian (Dr.) is an independent curator and art historian specializing in modern and contemporary art. She previously served as curator at the Musée d'Art moderne de Paris, where she organized major exhibitions devoted to Lucio Fontana, Henry Darger, and Karel Appel. Most recently, she co-curated *Immersion. The Origins, 1949–1969* at the Musée cantonal des Beaux-Arts de Lausanne, a landmark exhibition tracing the early history of immersive installations.

Manischa Partowi is a researcher interested in affective strategies in contemporary art. In her PhD project, she investigates the aesthetic constellation of virtual reality-based art by focusing on the phenomena of intimacy and violence. Trained in Art History, Philosophy and Cultural Studies, she is currently affiliated with the Collaborative Research Center »Virtual Lifeworlds« at Ruhr-University Bochum.

Andrea Pinotti (Prof. Dr.) is a Professor of Image Theory at the University of Milan and researches on visual studies, empathy theories, monuments and memorials. He is currently exploring the religious roots of contemporary digital technologies.

Chris Salter is an artist and Professor for Immersive Arts and Director of the Immersive Arts Space at the Zurich University of the Arts (ZHdK) as well as Professor Emeritus, Design and Computation Arts at Concordia University in Montreal. His artistic and research interests revolve around the development

and production of real time, computationally-augmented performance environments.

Jens Schröter (Prof. Dr.) is a Professor of Media Studies at the University of Bonn since 2015. He was Professor for Multimedial Systems at the University of Siegen 2008-2015. His research interests include the computerized palate, the question of how artificial intelligence is changing science, theories and histories of digital media, as well as future media and media of the future. Visit: www.medienkulturwissenschaft-bonn.de / www.theorie-der-medien.de / www.fanhsiu-kadesch.de

Ursula Ströbele (Prof. Dr.) is Professor for art history with a special focus on contemporary art at Braunschweig University of Art. Her current research focus is on digital phenomena of the sculptural, queer ecologies, the transformation of the sculpture canon in 20th century art, infrastructural studies.

Manuel van der Veen (Dr.) is a research assistant in the sub-project *Virtual Art* within the Collaborative Research Center 1567 *Virtual Lifeworlds* at Ruhr-Universität Bochum. Previously, in 2022, he completed his doctorate on the arthistory of augmented reality. His further research interests include the philosophy of technology and space in relation to contemporary digital art, intersections between new media and painting as well as the tradition of three-dimensional image carriers.