Authors

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Mathias Fuchs is currently directing a three years research project on the "Shifting of Boundaries between the Ludic and the Non-Ludic." He is a member of the Institute of Culture and Aesthetics of Digital Media at Leuphana University in Lüneburg, Germany. Having worked as a game designer and a scholar in game studies, Mathias analysed and experimented with pictorial and textual representations of space, with space transformations and 'Warp Zones'. His most recent publication is a book on *Phantasmal Spaces. Archetypical Venues in Computer Games* (Bloomsbury Academic 2019); leuphana.de/universitaet/personen/mathias-fuchs. html.

Stephan Günzel is Professor for Media Theory at the University of Applied Sciences Europe in Berlin, Germany, and currently chair of the Media Studies program at the Technical University of 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. His point of entry into the topic of spatiality was his dissertation in philosophy, in which he investigated Friedrich Nietzsche's relation to geography. After being a passionate gamer on the Commodore 64 in the early 1980's, he quit playing with software and switched to electric guitar, thereby missing out the first wave of first-person shooters. When he then got the chance to study games academically in 2005, he got hooked on *Doom 3* and decided to write his habilitation in media studies on *Egoshooter* (Campus 2012). He found the first bachelor program for Game Design at a private university in Berlin in 2014; stephan-guenzel.de.

Bjarke Liboriussen is Assistant Professor in Digital and Creative Media at the University of Nottingham Ningbo, China. His interest in the relationship between games and space began with a PhD that explored how landscape aesthetics and architectural theory could be applied to virtual worlds. Since then he briefly worked for Copenhagen Business School by interviewing architects about innovative uses of virtual worlds in their architectural practices. His current research focuses on gaming in China and on the creative industries in China. His research has been published in journals such as *Convergence, Games and Culture* and *Game Studies*; nottingham.ac.uk/news/expertiseguide/international-communications/dr-bjarke-liboriussen.aspx

Paul Martin is an Assistant Professor in Digital Media and Communications at the University of Nottingham Ningbo, China. His interest in space in games began with a doctoral dissertation on space and place as expressive categories in games. His current work is on meaning in games, Chinese esports and game studies as a field. He was a founder member of the Chinese chapter of the Digital Games Research Association and currently serves as its president. A list of his current

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Sebastian Möring is assistant professor in European Media Studies – a joint study program of the University of Potsdam and the University of Applied Sciences Potsdam, Germany – and head-coordinator of the Digital Games Research Center (DIGAREC) at the same place. His research focuses on the philosophy and aesthetics of computer games, in-game photography, and representations and functions of climate in computer games. Sebastian earned his Ph.D. from the Center for Computer Games Research at the IT University of Copenhagen with a thesis on the metaphor discourse in game studies and researched existential structures of computer games as a postdoc at the School of Creative Media, City University of Hong Kong. He got involved with space and computer games in his master's thesis which dealt with an analysis of the fear structure of computer games from a Heideggerian perspective. He is involved with the Gamephilosophy Network, organizer of the annual conference Philosophy of Computer Games; sebastianmoering.com.

Souvik Mukherjee is an assistant professor and the head of the Department of English at Presidency University, Kolkata, India. Souvik received his Ph.D. from Nottingham Trent University, UK, in which he wrote about videogames and storytelling. He is the author of two monographs, *Videogames and Storytelling: Reading Games and Playing Books* (Palgrave Macmillan 2015) and *Videogames and Postcolonialism: Empire Plays Back* (Springer 2017). His research interests span across a range of topics related to videogames and (the) Digital Humanities such as temporality, telos, spatiality and empire. Souvik is currently working on ancient Indian boardgames. A committed ludotopian, Souvik was inspired by Stephan Günzel, Mathias Fuchs and Michael Nitsche in thinking about videogame spaces in connection with temporality; presiuniv.ac.in/web/staff.php?staffid=1.

Michael Nitsche works as Associate Professor in Digital Media at the Georgia Institute of Technology, Atlanta, USA, where he works on issues of hybrid spaces and what we do in them. He uses Performance, Craft, HCI, and media studies as critical approaches to explores this borderline in digital media. He directs the Digital World and Image Group and is involved with various interdisciplinary research centers. Nitsche's publications include the books *Video Game Spaces* (MIT Press 2009) and *The Machinima Reader* (MIT Press 2011), co-edited with Henry Lowood. He is also co-editor of the journal *Digital Creativity*; homes.lmc.gatech. edu/~nitsche.

Niklas Schrape is senior strategist at the social media agency, Granny in Berlin, Germany. He studied communication, psychology and sociology at Free University Berlin and social and economic communication at the Berlin University of the Arts. He earned his Ph.D. from Film and Television University Potsdam with a thesis on the rhetorics of political computer games. Until 2015 Niklas was member of the "Innovation-Incubator" at Leuphana University in Lüneburg; leuphana.de/dfg-programme/mecs/personen/alumni/dr-niklas-schrape.html.

Stephan Schwingeler is Professor for Media Studies at HAWK University of Applied Sciences and Arts, Hildesheim, Germany. His first book deals with the topic of space in videogames and is one of the first art historical publications in the field of game studies. His Ph.D. thesis and second book examines the practices and strategies of game art and artistic videogame modification from the perspective of art history and media theory. In the last couple of years, he was also Professor for Game Design at mAHS Stuttgart and was responsible for running the GameLab at the Karlsruhe University of Arts and Design. Among other exhibitions and events, he was responsible as a curator for the exhibition „ZKM_Gameplay" at the internationally renowned ZKM|Center for Art and Media in Karlsruhe. His exhibition "Global Games" presents videogames as political media. His other curated exhibitions include „New Gameplay" (Nam June Paik Art Center, South Korea), „Digital Games" (Ludwig Forum, Aachen, Germany); hawk.de/de/hochschule/organisation-und-personen/personenverzeichnis/stephan-schwingeler.

Karla Theilhaber is the Executive Producer at Experimental Game in Berlin, Germany. She coordinates all running projects using the company's production pipeline, Gamebook. She has been working in digital and creative industries in Berlin, Konstanz and Düsseldorf, where she managed museum exhibitions and events (such as 'A MAZE'), and produced websites, apps, and games at digital agencies and game development studios. Her research focuses on spatial concepts in videogames and videogame development in the GDR. She has pursued a history of the only GDR game console 'Bildschirmspiel 01' through interviews of people involved in its production. For this project, she has consulted collectors, experts, as well as extensive visual and text material of archival research to pursue an understanding of objects as agents telling their own story.

Daniel Vella is a lecturer at the Institute of Digital Games at the University of Malta, where he teaches classes in digital game studies, player experience and narrative in games. He received his Ph.D. from the IT University of Copenhagen, where he focused on developing a theory of ludic subjectivity. His current research interests include the phenomenology of virtual world experience, aesthetic theory and digital games, and space and place in games. His work has been published in jour-

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Mark J.P. Wolf is a Professor in the Communication Department at Concordia University Wisconsin, USA. His books include *Myst and Riven: The World of the D'ni* (2011), *Building Imaginary Worlds: The Theory and History of Subcreation* (2012), *LEGO Studies: Examining the Building Blocks of a Transmedial Phenomenon* (2014), *Revisiting Imaginary Worlds: A Subcreation Studies Anthology* (2017), and *The Routledge Companion to Imaginary Worlds* (2017). He is also founder and coeditor of the *Landmark Video Game* book series from University of Michigan Press, the founder and editor of the Imaginary Worlds book series from Routledge, and the founder of the Video Game Studies Scholarly Interest Group and the Transmedia Studies Special Interest Group within the Society of Cinema and Media Studies. He has been invited to speak in North America, South America, Europe, Asia, and Second Life; has had work published in a variety of journals. He lives in Wisconsin with his wife Diane and his sons Michael, Christian, and Francis; worldbuilding.institute/people/mark-j-p-wolf.