

Contributors

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Cole, Richard, is an interdisciplinary scholar of ancient history, with a particular interest in historical fiction, digital/virtual representations of antiquity, and Classical Reception. He is currently part of the multi-disciplinary team on the AHRC-funded 'Virtual Reality Oracle' project at the University

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Inderst, Rudolf studied Political Science, Modern History and American Cultural History in Munich and Copenhagen. He completed his two doctoral theses on “Communalizations in Online Role-Playing Games” in Munich as well as on the “Representation of Science, Research and Technology in Digital Games” in Passau. Currently, he is a lecturer at various universities on the main topic of Game Studies as well as a department head of the Swiss culture journal nahaufnahmen.ch.

Lamerichs, Nicolle is Senior Lecturer and team lead at Creative Business at HU University of Applied Sciences, Utrecht. She holds a PhD in media studies from Maastricht University (2014). In her book *Productive Fandom*

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Markocki, Miłosz, PhD, is an independent researcher based in Toruń, Poland, whose expertise and research concern fantasy fiction and online gaming (especially massively multiplayer online role-playing games), as well as the related communities. He has published several peer-reviewed journal articles about online gaming and machinima videos. He is also the author of book chapters on game mechanics, storytelling, and various aspects of gameworld design (including cultural framework features), as well as online player communities and related culture. Co-author of 2019 book *Gameplay, Emotions and Narrative: Independent Games Experienced*.

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Schmidt, Hanns Christian, is Professor for Game Design at the Macromedia University Cologne, Germany, and research assistant at the Institute of Media Culture and Theater of the University of Cologne. Publications include: *Transmediale Topoi—Medienübergreifende Erzählwelten in seriellen Narrativen* (Marburg: Büchner 2020); „Von Star Wars zu Culture Wars: Worldbuilding, Worldmaking und toxische Fans einer (nicht allzu) weit, weit entfernten YouTube-Galaxie“ (in: *Augenblick. Konstanzer Hefte zur Medienwissenschaft* 77, 2020); „Ludo Labo Literacy. Bauhäuser, Papphäuser und der Versuch einer medienpädagogischen Entfaltung“ (in: *Navigationen. Zeitschrift für Medien* 2, 2019).

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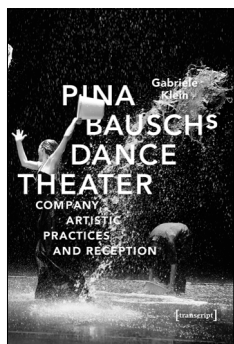
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Wolf, Mark J.P., Professor and Chair of the Communication Department at Concordia University Wisconsin. He is founder and co-editor of the Landmark Video Game book series from the University of Michigan Press. He has been invited to speak in North America, South America, Europe, Asia, and Second Life. Selected publications: *The Video Game Theory Reader*, Vol. 1-2 (co-ed., New York: Routledge 2003/2008); *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*, Vol. 1-2 (co-ed., Santa Barbara: Greenwood 2012); *Building Imaginary Worlds: The Theory and History of Subcreation* (New York: Routledge 2012); *The Routledge Companion to Imaginary Worlds* (New York: Routledge 2017). Website: <http://worldbuilding.institute/people/mark-j-p-wolf>

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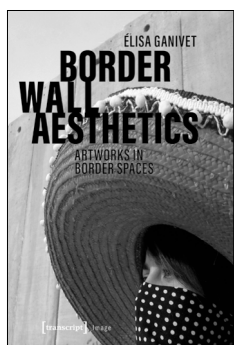
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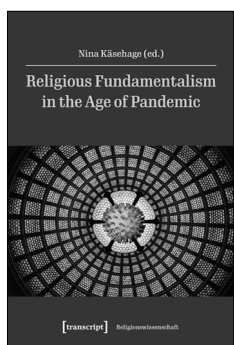
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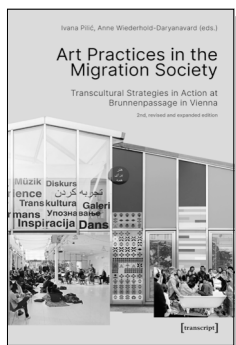
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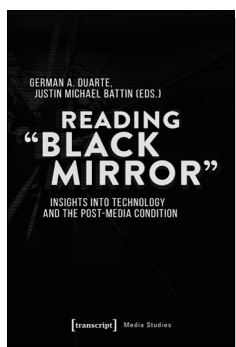
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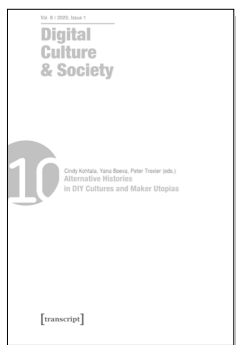
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