

Contributors

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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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Seiwald, Regina is a post-doctoral research fellow at Birmingham City University (BCU), where she researches narratives and textuality of video games. She has studied English and American Studies, German Philology, and General and Applied Linguistics in Innsbruck and Birmingham, and subsequently undertook a PhD at BCU, which she successfully defended in August 2018. Alongside presenting at numerous conferences, Regina has published several articles and book chapters on narrative structures in video games and contemporary fiction and is the co-editor of *(Not) In the Game: History, Paratexts, and Games* (De Gruyter, forthcoming).

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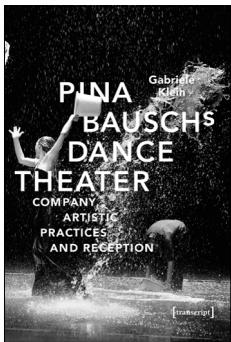
Vollans, Ed, is a Teaching Fellow at the University of Leicester within the School of Media, Communications and Sociology, as well as Director of the MA Media & Advertising, and a Fellow of the Royal Society of the Arts.

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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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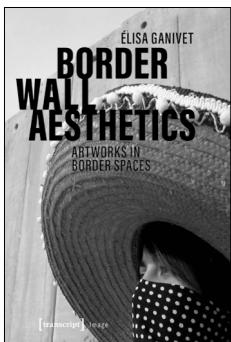
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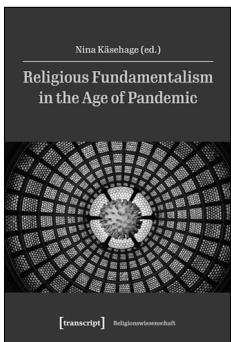
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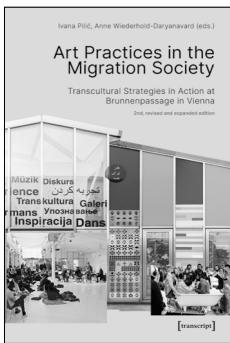
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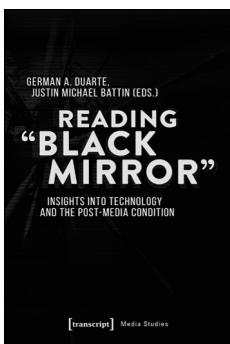
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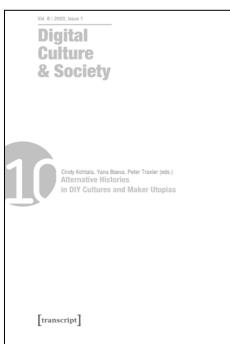
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