

# AUTHORS

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## THABO BEELER

worked on Digital Humans for his entire professional life, currently in the context of AR/VR at Google, and before that at Disney Research|Studios. He co-founded four start-ups involving digital humans and received several awards for his research, including a technical achievement award from the academy of motion pictures.

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## NADJA BEN KHELIFA

is a doctoral candidate at the Department of English Philology at the Freie Universität Berlin. Her dissertation explores the mediality of the phenomenon of nation. Her research and teaching interests comprise cybernetics, post-truth, hermeneutics, postcolonial and poststructuralist theory as well as philosophy of culture.

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## DEREK BRADLEY

has a PhD in computer science and is a Director of Research & Development at DisneyResearch|Studios, where he leads the Digital Humans research team. He is interested in various problems that involve creating digital humans, including digital scanning, facial performance capture, facial animation, and visual effects for films.

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## PETER BRUGGER

studied biology and psychology in Zurich. Holding a PhD in zoology, he is a professor of Behavioral Neurology and Neuropsychiatry at the University of Zurich. After being head of the Clinical Neuropsychology Unit at University Hospital Zurich, he now leads Neuropsychology Unit at the Rehabilitation Center Valens, Switzerland.

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## ALLISON DE FREN

is a filmmaker, video essayist, and scholar whose research-practice often focuses on the intersection of gender and technology, in general, and the artificial human, in particular. She is Chair and Associate Professor in the Media Arts & Culture Department at Occidental College in Los Angeles.

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## ELENA DORFMAN

was a finalist for the BMW Prize, Paris Photo. Her photographs and video installations have been exhibited in both the U.S. and worldwide at venues including the Fondazione Prada, Milan, the Palazzo Strozzi, Florence, the Triennale di Milano, Milan, Walker Art Center, Minneapolis and the San Francisco Museum of Modern Art. Her work is held in numerous public and private collections. Monographs include, "Empire Falling" (Damiani, 2013) "Fandomania: Characters & Cosplay" (Aperture, 2007), "Still Lovers" (Channel, 2005).

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## ALEXANDER GERNER

(PhD in History & Philosophy of Science, researcher @ FCUL, Universidade e Lisboa) works on *Hacking Humans: Dramaturgies & Technologies of becoming other*, leading the RL "Philosophy of Human Technology": philosophy of technology, media, hacking into aesthetic experience, sonic thinking, alterity, green ethics, new social contract in the age of AI/ML/VR.

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## THOMAS GRUNWALD

studied phonetics, linguistics, and medicine. After working in the University Hospital for Epileptology in Bonn until 2002 he became Head of the Dept. of Clinical Neurophysiology and Presurgical Evaluations at the Swiss Epilepsy Center, Zurich, where was Medical Director until 2021. He now heads the Zurich Epilepsy Institute.

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## STEPHAN GÜNZEL

is Professor of Media Theory at the University of Europe for Applied Sciences in Berlin and head of the Institute for Design Research as well as the Master-program New Media Design. His research is specialized in Theories of Space, Game Studies and Image Theory.

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## MARTINA HEßLER

is Professor of the History of Technology at the Technical University of Darmstadt since February 2019. Currently she is working on the man-machine-relationship in the 20th century and on the history of emotions. Recently she edited the following volumes: *Provokationen der Technikgeschichte* (together with Heike Weber) 2019, *Technikemotionen* 2020 and *Handbuch Technikanthropologie* (together with Kevin Liggieri) 2020.

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## GABRIELLE A. HEZEKIAH

is a writer and scholar with research interests in philosophy, photography and theories of the still/moving image. She is the author of *Phenomenology's Material Presence: Video, Vision and Experience* (Intellect, 2010) and articles in *Paragraph*, *MIRAJ*, *Caribbean Quarterly* and *Small Axe*.

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## CHRISTIAN ISELI

held a professorship in Immersive Arts at Zurich University of the Arts between 2019 and 2022. He had previously been a professor in the film program and the head of the research focus film at the same university. He continues to teach on the MA film program as an emeritus professor.

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## HENNRIC JOKEIT

is a Professor of Neuropsychology at the University of Zurich. He heads the Institute of Neuropsychological Diagnostics and Imaging at the Swiss Epilepsy Centre, Zurich. His research focuses on disorders of social cognition in neurological patients.

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## LORENA KEGEL

is a neuroscientist and psychologist by training passionate about healthcare and its digital future. In her past, she gained three years of experience as a PhD student in an interdisciplinary project group studying the brain during social interactions with avatars with functional magnetic resonance imaging.

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## RUNE KLEVJER

is Associate professor at the Department of information science and media studies, University of Bergen. His main research area is computer game theory, with particular interest in avatars and embodiment and the nature of representation in virtual environments. Klevjer also does empirical research on videogame preferences and media education. Klevjer is section editor at *Journal of the Philosophy of Games*.

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## MARTIN KURTHEN

is a Senior Neurologist at the Swiss Epilepsy Center in Zurich.

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## MIRIAM LAURA LOERTSCHER

(Dr. phil.) is a film researcher, media psychologist and film festival organizer. She is head of the research focus film at the Zurich University of the Arts/Institute for the Performing Arts and Film and finished her PhD about film perception and digitalization in 2020 at the University of Bern.

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## GUNTER LÖSEL

is a researcher and improvising actor holding a doctorate in Theatre Studies and a diploma in Psychology. He was involved in “Actor and Avatar” from 2014–16 and is currently one of the principal investigators of “The Answering Machine” (Volkswagen Foundation 2022–2026), exploring speech assistants as partners in acting.

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## MICHAEL MAYER

Associate Professor Dr., currently Visiting Professor at the University of Konstanz in the Department of Literature-Art-Media. Co-editor of the *Internationales Jahrbuch für Medienphilosophie*. Main fields of work: Media philosophy; Media Ethics of the Dead; Capital as Medium. Last Monographs: *Zone. Medienphilosophische Erkundungen* (Berlin/Zurich 2018); *Melancholie und Medium*. (Vienna 2019). Forthcoming: *Kapital als Medium. Band 1: Zur Kritischen Theorie der Techno-Ökonomie* (2022/23).

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## DIETER MERSCH

Professor Dr. em, 2004–2013 Full Professor for Media Theory at the University of Potsdam, between 2013–2021 director of the Institute for Critical Theory at Zurich University of the Arts, Switzerland. Co-editor of the *Internationales Jahrbuch für Medienphilosophie*. Recent publications: *Ordo ab Chao/Order from Noise*, Zürich/Berlin 2013, *Epistemologies of Aesthetics*, Zürich/Berlin 2015, *Manifesto of Artistic Research. A Defense against its Advocates*, Zürich/Berlin 2020 (together with Silvia Henke, Nicolaj van der Meulen, Thomas Strässle and Jörg Wiesel).

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## KÄTE MEYER-DRAWE

(born 1949) is retired University Professor of General Pedagogy at the Institut für Erziehungswissenschaft at Ruhr-Universität-Bochum and full member of the Nordrhein-Westfälische Akademie der Wissenschaften und der Künste. <https://orcid.org/0000-0003-4265-4590>.

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## VICTOR PARDINHO

is a media artist, researcher and entrepreneur. Working with international studios, companies and research groups, presented projects in more than 15 countries over a decade. Co-founder of Sense of Space, building technologies for immersive experiences, co-chair of the Entertainment Advisory Group of the International Academy of Extended Reality.

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## ANTON REY

is Professor for Performing Arts and Film at the Zurich University of the Arts. After studies in Zurich and Berlin he worked 1984–2001 as assistant, director and artistic director in Berlin, Paris, Munich and Edinburgh. Since 2002 he teaches and researches in the field of performative practice. In 2007 he founded the Research Institute for the Performing Arts and Film.

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## TERESA SOLLFRANK

(Dr. rer. nat.) is a natural scientist with a strong background in neuroscience. She has many years of experience working with psychologists, software engineers, and neurologists in the interdisciplinary field of EEG (electroencephalography) research, including brain-computer interfaces, neurofeedback, and epilepsy diagnostics.

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## STELLA SPEZIALI

is a multidisciplinary Interactive Designer living in Zurich. After graduating from Zurich University of Arts with a Master in Interaction Design she's now working there as a Research Associate and Lecturer at the Immersive Arts Space and as a Research Associate in the Master Interaction Design department.

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## JÖRG STERNAGEL

has worked as a scholar focusing on Philosophy with an emphasis on Phenomenology, European Cultural History and Art, Media and Film Philosophy in international Arts, Design and Media Programs in Germany and Switzerland since 2005. He has obtained the Habilitation in Philosophy and Humanities at the University of Konstanz in 2019.

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## PIA TIKKA

is a filmmaker and founder of Enactive Virtuality Lab, EU Mobilitas+ Research Professor at the Baltic Film, Media, and Arts School, Tallinn University, and Adjunct Professor of New Narrative Media at University of Lapland. Director of several films and 360° & VR installations, she has also pioneered in the fields of neurocinematics and enactive cinema.

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## JAMES TOBIAS

is Associate Professor in the Department of English at the University of California, Riverside. He researches and writes on agency, personhood, and interactive machines; digital games and play; sound-image synchronization and musicality in audiovisual media; sex-gender aesthetics; and montage form in essayistic media and in everyday life.

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## MATTHIAS WITTMANN

is a recognized digital human pioneer. He has worked on groundbreaking digital humans for features and special projects at Digital Domain since 2004. Since 2015 he has specialized in developing interactive virtual humans for AR and VR experiences. Within DD's Digital Human Group he is currently developing autonomous virtual humans.