

## Contributors

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**Beil, Benjamin**, Ph.D., Professor for Media Studies & Digital Culture at the Department of Media Culture & Theatre at the University of Cologne. Selected publications: *Im Spielrausch* (co-ed., Glückstadt: vwh 2017); *Game Studies* (co-ed., Wiesbaden: Springer VS 2018); *Playing Utopia. Futures in Digital Games* (co-ed., Bielefeld: transcript 2019). *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play* (co-ed., Bielefeld: transcript 2021). Website: <https://mekuwi.phil-fak.uni-koeln.de/benjamin-beil>

**Cepeda, René G.**, Mexican multidisciplinary designer, artist, and art historian specializing in new media art. Currently teaches at UNARTE and is the curator of the New Media Caucus' Header/Footer Gallery. MA in Museology from UEA, an MA in art history and curating from Liverpool Hope University, and a Ph.D. in curation and display of interactive new media art from the University of Sunderland. As a curator, he creates immersive and interactive exhibitions that combine formal curatorial practice with creativity in design to entertain and educate audiences. Website: [ragc.wordpress.com](http://ragc.wordpress.com)

**Conrad, Michael A.**, Ph.D. in Cultural History and Theory from Humboldt University Berlin. His Ph.D thesis analyses how Alfonso X's Book of Games and other sources of the 13<sup>th</sup> century discuss games as models for dealing with uncertainty within different praxeological areas, including military strategy, economy, cosmology. He has published several articles on the history and theory of games and play, as well as on transculturality and medieval history. Currently, he is exploring the potential of digital methods for research in the humanities, including statistical and social network analysis, web scraping, and machine learning. Selected publications: *Ludische Praxis und Kontingenzbewältigung im Spielebuch Alfons' X. und anderen Quellen des 13. Jahrhunderts. Spiel als Modell guten Entscheidens* (Berlin and Boston: De Gruyter 2022); "Randomization in Paper. Shuffling as a Material Practice in the Late Middle Ages and Early

Modernity,” in Albrecht Classen (ed.), *Pleasure and Leisure in the Middle Ages and Early Modern Age: Cultural-Historical Perspectives on Toys, Games, and Entertainment* (De Gruyter 2019, pp. 529-582); “Zocken im retrotopischen Zeitalter: eine kurze Kulturgeschichte von Spiel als Utopie,” in Christian Klager (ed.), *Die Zukunft im Spiel. Wie Spielen unsere Welt verändert* (Göttingen: Cuvillier 2019, pp. 21-48).

**Evans, Chaz**, Assistant Professor of Media Art at the University of South Carolina and Director of Exhibitions and Co-Founder of VGA Gallery. His writing has been published through Routledge, Journal of Games Criticism, MediaCommons, A.V. Club, and Motherboard - VICE. His curatorial work has been presented at Ars Electronica, MICA Baltimore, Christian Petersen Museum, Mana Contemporary, Gallery 400, and others. His artwork has been exhibited at Munich Medientage, University of Chicago MADD Center, UnionDocs NY, The Luminary St. Louis, Chicago Artist Coalition, Antenna Space Shanghai, Hyde Park Art Center, The Nightingale, Evanston Art Center, and other venues. Website: [chazevans.net](http://chazevans.net), [vgagallery.org](http://vgagallery.org)

**Freyermuth, Gundolf S.**, Ph.D., Professor of Media and Game Studies and founding co-director at the Cologne Game Lab of TH Koeln–University of Technology, Arts and Sciences, as well as Professor of Comparative Media Studies at the ifs international film school of Cologne. Selected Publications: *Games | Game Design | Game Studies. An Introduction* (Bielefeld: transcript 2015); *Playing Utopia. Futures in Digital Games* (co-ed., Bielefeld: transcript 2019); *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play* (co-ed., Bielefeld: transcript 2021). Websites: [www.freyermuth.com](http://www.freyermuth.com) and <https://colognegamelab.de/about/faculty-staff/professors/prof-dr-gundolf-s-freyermuth/>

**Grünberg, Isabel**, game designer, currently studying digital games at the Cologne Game Lab of the TH Cologne. Previously worked as an educator, she has always had a passion for voluntary work in the educational field and in nature conservation. Research interests include experimental games, queer gaming, and feminist game development. Most recently worked on a proposal for a new approach to AR in museal spaces.

**Hamm, Isabelle**, masters Student at the Heinrich-Heine-University Düsseldorf and a student research assistant at the Department of Media Culture and Theatre at the University of Cologne. Her research interests lie in the field of museology, digital art history and digital art.

**Heithausen, Cordula**, doctoral degree in Electrical Engineering and Information Technology at RWTH Aachen University. Afterward she took a new career path towards more creativity, working as an editor and author while studying Game Development and Research at the Cologne Game Lab of TH Cologne. As a game designer and player, she is interested in strong narratives, unique ideas, and clever puzzles. She recently graduated on the topic of playable child perspectives developing the game prototype BackSeat. In her free time, Cordula also likes to write, draw, podcast, and create videos.

**Podrez, Peter**, Ph.D., research assistant at the Institute of Theatre and Media Studies at the Friedrich-Alexander-Universität Erlangen-Nürnberg and regularly takes on teaching assignments at the Department of Theatre, Film and Media Studies at the University of Vienna. Works on various collaborations between media studies and museums. Research interests include analog and digital game studies, urbanity and audiovisual media, media visions of the future, media and horror, gender studies, and human-animal studies. Selected Publications: *Urbane Visionen. Filmische Entwürfe der Zukunftsstadt* (Würzburg: Königshausen & Neumann 2021); *Parahumane Bilder* (co-ed., Würzburg, Königshausen & Neumann 2021); “Auswählen, gestalten, individualisieren—Avataraktualisierungen als Anfänge des Computerspiels” (in: GamesCoop: *Spiel|Formen*, 2021).

**Reay, Emma**, Research Fellow at Falmouth University. Selected publications: “Cute, Cuddly, and Completely Crushable: Plushies as Avatars in Video Games” (Journal of Gaming and Virtual Worlds 2021); “The Child in Games: Representations of Children in Video Games” (2009 - 2019) (Game Studies 2021); “Empathy Puzzles: Solving Intergenerational Conflict in Young Adult Video Games” (International Journal of Young Adult Literature).

**Rusch, Raven**, artist, musician and game developer, art director at and co-founder of the indie startup neoludic games as well as research assistant at the Cologne Game Lab. Bachelor of Arts from the Cologne Game Lab of the TH Köln. His research interests focus on digital game aesthetics.

**Schmidt, Hanns Christian**, Ph.D., Professor for Game Design at the Macromedia University (Cologne) and research assistant at the Institute of Media Culture and Theater of the University of Cologne. His research interests include Game Studies, Game Literacy, Transmediality and Intermediality, Film and TV Studies, zombies, aliens and Lego bricks. Selected publications: *Transmediale Topoi. Medienüber-*

*greifende Erzählwelten in seriellen Narrativen* (Marburg: Büchner 2020); *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play* (co-ed., Bielefeld: transcript 2021); *Playing Utopia. Futures in Digital Games* (co-ed., Bielefeld: transcript 2019). Website: <https://mekuwi.phil-fak.uni-koeln.de/personen/wissenschaftliche-mitarbeiter-innen/dr-hanns-christian-schmidt>

**Sousa, Micael**, Ph.D candidate from University of Coimbra, Portugal. Bachelor in civil engineering, master in energy and environment. Bachelor in History and master in heritage studies. A researcher from CITTA. Micael Sousa has been working with analog serious games for spatial planning and in board game design. Won the Portuguese national trainer prize for using board games in training sessions in 2019. He is an instructor, content creator, and reviewer of board games and analog game design.

**Spöhrer, Markus**, post-doctoral researcher in the field of Media Studies at the Department of Literature-Arts-Media at the University of Konstanz (Germany). His research interests include Game Studies, Disability Studies, accessibility and digital games, media theory and Film Studies (particularly contemporary US and German film).

**Wildemann, David**, game designer, developer, co-founder of neoludic games and volunteer development teacher for children and youth. In all of his work, he has a keen interest in advancing the games industry. Consequently, he researched the environmental friendliness of game consumption and most recently worked on an experimental counter-proposal to common AR museum games.



