

Contributors

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Sustainability Assessment, [forthcoming]); “Europe's Mining Innovation Trends and their Contribution to the Sustainable Development Goals: Blind Spots and Strong Points” (Resources Policy 74, 2021); “Exploring frame conflicts in the development of a new mineral resource policy in Austria using Q-methodology” (Ambio 52[1],2023).

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Mapondera, Eugene Ramirez, is the creative director at Kay Media Africa and Co-founder of Comexposed, a creative hub for digital artists in Zimbabwe. He holds a B.Sc. (Hons) in Political Science from the University of Zimbabwe. Mapondera is an animator and illustrator, having worked in film, advertising, and publishing for over 14 years. Mapondera was the youngest jury member at the 2022 Durban International Film Festival. He has been the go-to storyboard artist for over 20 indie films & music videos from Australia, the USA, Canada, and the UK including THE SECRET PRINCESS (UK 2016, D: Brian Brough) and BOSTON (USA 2014, D: John Jencks). Mapondera is the creator of the Zimbabwean Web Series EPHEMERAL TALES (2022).

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Martin, J., Professor of Game Design at the Mediadesign University of Applied Sciences in Düsseldorf, Germany, teaches Game Design and Design Methodologies with a focus on independent & innovative games. He received his M.A. in English & American Studies, Language History & Medieval Literature, and German Philology in 1999, and his Ph.D. in American Studies in 2009, with additional studies in Modern Japan and Philosophy in between. From 2006 to 2010, he co-founded and co-managed the independent game developer studio Linking People Ltd., Hong Kong. His research explores the dynamics of emotion, motivation, and memory in game-based learning. Selected Publications: *The Ludotronics Game Design Methodology: From First Ideas to Spectacular Pitches and Proposals* (CRC Press, 2023); “Learning to Play, Playing to Learn: An Integrated Design Approach for Learning Experiences in Video Games” (ResearchGate, 2018); “Tuning Aristotle: An Applied Model of Emotions for Interactive Dramatic Structures” (ResearchGate, 2017); “Making Sense: Juxtaposing Visual, Auditory, and Kinesthetic Design Elements to Create Meaning, Reinforce Emotions, and Strengthen Player Memory Formation and Retrieval” (ResearchGate, 2016); “A Functional Model for Dialogic Speech in Video Game Design” (ResearchGate, 2015).

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Proceedings (vol. 2), 2021); “Die Dinge und das Verschwinden” (Salzburg: MEMO—Medieval and Early Modern Material Culture Online 8, 2021).

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