

Curriculum Vitae
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1) EDUCATION	2
2) ACADEMIC POSITIONS.....	2
3) ADMINISTRATIVE AND SERVICE POSITIONS.....	2
A) TECHNICAL UNIVERSITY OF COLOGNE, GERMANY	2
B) IFS—INTERNATIONAL FILM SCHOOL COLOGNE, GERMANY	3
C) OTHER ACADEMIC INSTITUTIONS	3
4) ARTISTIC AND INDUSTRY EXPERIENCE	4
5) PUBLICATIONS	4
A) BOOKS (NON-FICTION).....	4
B) BOOKS (FICTION).....	5
C) EDITED SERIES AND VOLUMES.....	5
D) BOOK CHAPTERS	6
E) JOURNAL ARTICLES	12
F) TRANSLATIONS.....	14
6) CONFERENCES, TALKS AND PANELS.....	14
A) ORGANIZED CONFERENCES, PANELS, SUMMER SCHOOLS ETC.	14
B) INVITED TALKS AND PANELS.....	18
7) RESEARCH GRANTS.....	28
8) TEACHING AND INDIVIDUAL STUDENT GUIDANCE	30
A) COURSES TAUGHT	30
B) INDIVIDUAL STUDENT GUIDANCE.....	33
9) COMMUNITY INVOLVEMENT: JURIES, PUBLIC TALKS, NON-ACADEMIC PUBLICATIONS	39
A) JURIES, NON-ACADEMIC COMMITTEES, ETC.	39
B) PUBLIC TALKS	39
C) NON-ACADEMIC PUBLICATIONS	42
D) PUBLICATIONS IN AUDIO OR AUDIOVISUAL MEDIA.....	55
10) MEDIA COVERAGE: REVIEWS, INTERVIEWS	56
A) TEXT (PRINT AND ONLINE)	56
B) RADIO, PODCAST.....	59
C) FILM/TELEVISION	62

1) EDUCATION

- Ph.D.: Peter Szondi Institute of Comparative Literature, Free University of Berlin, Germany, 2004 (summa cum laude)
- M.A.: Institute of Comparative Literature, Free University of Berlin, 1980 (with distinction)

2) ACADEMIC POSITIONS

- 2014 to present: Full Professor of Media and Game Studies, Technical University of Cologne, Germany (tenured)
- 2014 to present: Associate Professor of Comparative Media Studies, ifs—international film school Cologne, Germany
- 2020 to 2021: Visiting Professor at Manchester Metropolitan University, GB
- 2006-2014: Full Professor of Comparative Media Studies, ifs—international film school Cologne, Germany (tenured since 2008)
- 2004-2006: Professor of Aesthetics and Communication, ifs—international film school Cologne, Germany (part-time)
- 1985-1990: Research and Teaching Assistant, Institute of Comparative Literature, Free University of Berlin, Germany (part-time)

3) ADMINISTRATIVE AND SERVICE POSITIONS

a) TECHNICAL UNIVERSITY OF COLOGNE, GERMANY

- 2010 to present: Founder and Director (with Prof. Bjoern Bartholdy) of the Cologne Game Lab (CGL); since 2013, an Institute of Faculty 02: Cultural Sciences
- 2010 to 2023: Chair of the Examination Board of the Cologne Game Lab
- 2014 to 2023: Member of the Faculty Council of Faculty 02: Cultural Sciences
- 2015 to 2022: Chair (with Prof. Bartholdy) of the Program Board of the annual research conference “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games.”
- 2017 to 2020: Project Lead (with Prof. Bjoern Bartholdy) of the Center for Immersive Media (CIM)
- 2019: Chair of the Search Committee “Professor of Media and Game Studies, specialization Player Research.”
- 2017-2018: Chair of the Search Committee “Professor of Game Informatics.”
- 2015: Chair (with Prof. Bartholdy) of the Internal Committee for the Modification and Re-Accreditation of the Further Education Master Course “Game Development and Research” (re-accredited in summer 2015)
- 2015: Chair of the Search Committee “Professor of Economics and Entrepreneurship.”

- 2015: Member of the Search Committee “Professor of 3D Animation and CG Arts.”
- 2015: Chair of the Search Committee “Professor of Game Design.”
- 2015: Member of the Search Committee “Professor of Game Informatics.”
- 2015: Member of the Search Committee “Professor of Sound Design.”
- 2014-2015: Chair (with Prof. Bartholdy) of the Internal Committee for the Development and Accreditation of the Bachelor Course “Digital Games” (accredited in summer 2015)
- 2014-2015: Chair (with Prof. Bartholdy) of the Internal Committee for the Development and Accreditation of the Master Course “Digital Games” (accredited in summer 2015)
- 2009-2010: Chair (with Prof. Bartholdy) of the Internal Committee for the Development and Accreditation of the Further Education Master Course “Game Development and Research” (accredited in summer 2010)

b) IFS—INTERNATIONAL FILM SCHOOL COLOGNE, GERMANY

- 2022: Chair of the Search Committee “Professor of Script Writing.”
- 2020: Chair of the Search Committee “Professor of Entertainment Producing.”
- 2018-2019: Member of the Search Committee “Professor of Film Studies.”
- 2016-2017: Chair of the Search Committee “Professor of Serial Storytelling.”
- 2014: Member of the Search Committee “Professor of Serial Storytelling.”
- 2010: Chair of the Search Committee “Professor of Cinematography—Fiction.”
- 2010: Chair of the Search Committee “Professor of Cinematography—Documentary.”
- 2009-2010: Member of the Search Committee “Professor of Film History and Analysis.”
- 2005-2014: Chair of the Examination Board

c) OTHER ACADEMIC INSTITUTIONS

- 2018 to present: Academy of Finland, member of the Scientific Advisory Board (SAB) for the *Centre of Excellence in Game Culture Studies*
- 2022: Reviewer for Swiss National Science Foundation
- 2021: Reviewer for Bloomsbury Academic Publishing
- 2018 to 2020: Reviewer for MIT Press
- 2018 to 2020: Reviewer for DiGRA
- 2019: Reviewer for DFG Deutsche Forschungsgemeinschaft
- 2018: Member of the Program Committee (PC) for DiGRA2018

- 2017: Academy of Finland; member of the Social Sciences and Humanities Review Panel for the Center of Excellence Program 2018-2025
- 2015: German Science and Humanities Council; member of the Institutional Re-Accreditation Committee for the Media Design University of Applied Sciences
- 2014: BTK—Universities of Applied Sciences Europe, Berlin, Germany; member of the Search Committee “Professor of Game Design.”
- 2013-2014: GAH—Games Academy University, Berlin; founding president
- 2012-2013: GAH—Games Academy University (in foundation), Berlin; curriculum consultant

4) ARTISTIC AND INDUSTRY EXPERIENCE

- 1980 to present: Writer (novels, literary reporting, movie scripts, radio plays, etc.)
- 1995-2004: Freelance Reporter and Correspondent (Los Angeles, CA; Snowflake, AZ)
- 1992-1994: Chief Reporter of the monthly *Tempo* (Hamburg, Germany)
- 1990-1992: Deputy Editor at Large for Burda Medien (Munich, Germany, part-time)
- 1990-1992: Freelance Reporter and Correspondent (Los Angeles, CA, part-time)
- 1984-1990: Staff Reporter of the weekly *stern* (Hamburg and Berlin, Germany; Los Angeles, CA, part-time)
- 1983-1984: Department Head “Culture” of the weekly *stern* (Hamburg, Germany)
- 1981-1982: Staff Editor of the monthly *TransAtlantik* (Munich, Germany)

5) PUBLICATIONS

a) BOOKS (NON-FICTION)

- 2015: *Games | Game Design | Game Studies. An Introduction.* Bielefeld: transcript, 2015; distributed by Columbia University Press; E-Book-Edition Bremen: Fuego and CCR Writers 2016
- Games | Game Design | Game Studies. Eine Einfuehrung.* Bielefeld: transcript, 2015; E-Book-Edition Bremen: Fuego and CCR Writers 2016
- 2011: *Fluchtpunkt Hollywood: Sieben Portraits deutscher Filmemigranten.* Bremen: Fuego and CCR Writers Inc., 2011
- 2004: *Digitalisierung: die transmediale Konversion von Kunst und Unterhaltung in der zweiten Haelfte des 20. Jahrhunderts.* Berlin: Free University Dissertation, 2004
- 2002: *Kommunikette 2.0.* Hannover: Verlag Heinz Heise, 2002

- 2000: *"That's It." A Final Visit with Charles Bukowski.* Bloomington, Indiana: Xlibris, 2000; E-Book-Edition: Bremen: Fuego and CCR Writers 2011
- 1996: *Cyberland. Eine Fuehrung durch den High-Tech-Underground,* Rowohlt Berlin: Berlin 1996; Pocket Book Edition: Reinbek: rororo, 1998; E-Book-Edition Bremen: Fuego and CCR Writers, 2016
"Das war's". Letzte Worte mit Charles Bukowski. Hamburg: Rasch und Roehring, 1996; E-Book-Edition: Bremen: Fuego and CCR Writers, 2011
- 1994: *Spion unter Sternen. Lauschangriffe auf Hauptdarsteller.* Berlin: Ch. Links Verlag, 1994
- 1993: *Der Übernehmer. Volker Schloendorff in Babelsberg.* Berlin: Ch. Links Verlag, 1993
Endspieler. Vom Aufstieg und Fall des schoenen Lebens. Reportagen, Essays und Erzaehlungen, Berlin: Edition Tiamat, 1993
Berlin. Ein Lexikon des Lebensgefuehls (with Elke Freyermuth). Munich: Beck, 1993
- 1990: *Reise in die Verlorengegangenheit. Auf den Spuren deutscher Emigranten (1933-1940).* Hamburg: Rasch und Roehring, 1990; Pocket Book Edition: Munich: dtv, 1993; E-Book-Edition Bremen: Fuego and CCR Writers, 2016
- 1984: *Der erotische Augenblick* (with Rainer Fabian). Hamburg: Stern-Buch, 1984

b) BOOKS (FICTION)

- 1999: *Perlen fuer die Saeue.* Frankfurt am Main: Eichborn, 1999 (Alias: Peter Johannes); Pocket Book Edition Berlin: Ullstein, 2001
- 1997: *Bogarts Bruder.* Leipzig: Reclam Leipzig, 1997 (Alias: John Cassar); Pocket Book Edition Berlin: Ullstein, 1998
- 1989: *Der Ausweg.* Hamburg: Rasch und Roehring, 1989

c) EDITED SERIES AND VOLUMES

- 2013 to present: Co-Editor with Lisa Gotto of the Academic Book Series *Bild & Bit*, Bielefeld: transcript Verlag
- 2022: *Playful Materialities: The Stuff That Games Are Made Of.* Co-edited with Benjamin Beil, Hanns Christian Schmidt, and Raven Rusch. *Bild & Bit* 16. Bielefeld: transcript, 2022
- 2021: *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play.* Co-edited with Benjamin Beil and Hanns Christian Schmidt. *Bild & Bit* 14. Bielefeld: transcript, 2021
- 2019: *Playing Utopia: Futures in Digital Games.* Co-edited with Benjamin Beil and Hanns Christian Schmidt. *Bild & Bit* 9. Bielefeld: transcript, 2019

- 2019: *Games studieren: was, wie, wo? Staatliche Studienangebote im Bereich digitaler Spiele*. Co-edited with Bjoern Bartholdy, Linda Breitlauch, André Czauderna. Bild & Bit 5. Bielefeld: transcript, 2018
- 2017: *Clash of Realities 2015/16. On the Art, Technology, and Theory of Digital Games*. Proceedings of the 6th and 7th Conference. Co-edited with the Program Board of the Conference. Bild & Bit 4. Bielefeld: transcript, 2017
- 2016: *Der Televisionaer. Wolfgang Menges transmediales Werk. Kritische und dokumentarische Perspektiven*. Co-edited with Lisa Gotto. Bielefeld: transcript, 2016
- 2015: *New Game Plus. Perspektiven der Game Studies: Genres—Kuenste—Diskurse*. Co-edited with Benjamin Beil and Lisa Gotto. Bild & Bit 3. Bielefeld: transcript, 2015
- 2013: *Serious Games, Exergames, Exerlearning*. Co-edited with Lisa Gotto and Fabian Wallenfels. Bild & Bit 2. Bielefeld: transcript, 2013
- Bildwerte. Visualitaet in der digitalen Medienkultur*. Co-edited with Lisa Gotto. Bild & Bit 1. Bielefeld: transcript, 2013

d) BOOK CHAPTERS

- 2023 “Design, Spiel, Metaversum: Zukuenfte in der digitalen Kultur.” In: Melanie Kurz / Thilo Schwer (eds.), *Design für Spiel Spaß Spannung—Gestaltung von Artefakten zum spielerischen Handeln*. Gesellschaft für Designgeschichte, Schriften 6, Stuttgart: avedition, 2023, pp. 86-102
- 2022: “Vegas, Disney, and the Metaverse. On the Material Anticipation of Virtual Worlds and Virtual Play in the Second Half of the 20th Century.” In: *Playful Materialities: The Stuff That Games Are Made Of*. Co-edited with Benjamin Beil, Hanns Christian Schmidt, and Raven Rusch. Bild & Bit 16. Bielefeld: transcript, 2022, pp. 17-97
- “Preface and Acknowledgments” (with Benjamin Beil, Hanns Christian Schmidt, and Raven Rusch). In: *Playful Materialities: The Stuff That Games Are Made Of*. Co-edited with Benjamin Beil, Hanns Christian Schmidt, and Raven Rusch. Bild & Bit 16. Bielefeld: transcript, 2022, pp. 7-13
- “Preface.” In: Jimena Aguilar Rodríguez / Federico Alvarez Igarzábal / Michael S. Debus / Curtis L. Maughan / Su-Jin Song / Miruna Vozaru / Felix Zimmermann (eds.), *Mental Health | Atmospheres | Video Games: New Directions in Game Research II*, Bielefeld: transcript, 2022, S.
- 2021: “Paratext | Paraplay. Contextualizing the Concept of Paratextuality.” In: *Paratextualizing Games. Investigations on the Paraphernalia and Peripheries of Play*. Co-edited with Benjamin Beil and Hanns Christian Schmidt. Bild & Bit 14. Bielefeld: transcript, 2021, pp. 13-52

- “Preface and Acknowledgments” (with Benjamin Beil and Hanns Christian Schmidt). In: *Paratextualizing Games. Investigations on the Paraphernalia and Peripheries of Play*. Co-edited with Benjamin Beil, Hanns Christian Schmidt, and Raven Rusch. Bild & Bit 14. Bielefeld: transcript, 2022, pp. 9-11
- “Video Games and Literature.” In: Mark J.P. Wolf (ed.): *Encyclopedia of Video Games. The Culture, Technology, and Art of Gaming*, Santa Barbara: Greenwood 2021, pp. 1109-1111
- “Teaching Interactive Storytelling and Game Design.” In: Sylke Rene Meyer (ed.): *Interactive Storytelling for the Screen*, New York: Taylor & Francis/Routledge 2021, pp. 66-72
- 2020 “Game Studies.” In: Olaf Zimmermann / Felix Falk (eds.): *Handbuch Gameskultur. Über die Kulturwelten von Games*, Berlin: Deutscher Kulturrat 2020, pp. 32-37
- 2019: “Utopian Futures. A Brief History of Their Conception and Representation in Modern Media—From Literature to Digital Games.” In: Benjamin Beil / Gundolf S. Freyermuth / Hanns Christian Schmidt (eds.): *Playing Utopia. Futures in Digital Games*, Bielefeld: transcript, 2019, pp. 9-65
- “Preface and Acknowledgments” (with Benjamin Beil und Hanns Christian Schmidt). In: Benjamin Beil / Gundolf S. Freyermuth / Hanns Christian Schmidt (eds.): *Playing Utopia. Futures in Digital Games*, Bielefeld: transcript, 2019, pp. 7-8
- “Preface.” In: Federico Alvarez Igarzábal, Michael S. Debus, Curtis L. Maughan (eds.), *Violence | Perception | Video Games*, Bielefeld: transcript, 2019, pp. 7-10
- “Nach Santa Barbara. Feiern im Film; am Beispiel der Adaptationen von *The Postman Always Rings Twice*.” In: Stéphane Boutin, Marc Caduff, et al. (eds.): *Fest/Schrift: Für Barbara Naumann*, Bielefeld: Aisthesis Verlag 2019, pp. 269-276
- 2018: “Vorwort” (with Bjoern Bartholdy, Linda Breitlauch and André Czauderna). In: Bjoern Bartholdy / Linda Breitlauch / André Czauderna / Gundolf S. Freyermuth (eds.): *Games studieren – was, wie, wo? Staatliche Studienangebote im Bereich digitaler Spiele*, Bielefeld: transcript, 2018, pp. 11-26
- “Games lehren und lernen in Deutschland. Neun Thesen zur Einleitung.” In: Bjoern Bartholdy / Linda Breitlauch / André Czauderna / Gundolf S. Freyermuth (eds.): *Games studieren – was, wie, wo? Staatliche Studienangebote im Bereich digitaler Spiele*. Bielefeld: transcript, 2018, pp. 25-47
- “BA ‘Digital Games.’ Cologne Game Lab der TH Koeln” (with Bjoern Bartholdy and André Czauderna). In: Bjoern Bartholdy / Linda Breitlauch / André Czauderna / Gundolf S. Freyermuth (eds.): *Games studieren – was, wie, wo? Staatliche Studienangebote im Bereich digitaler Spiele*, Bielefeld: transcript, 2018, pp. 419-437

- “MA ‘Game Development and Research.’ Cologne Game Lab der TH Koeln” (with Bjoern Bartholdy and André Czauderna). In: Bjoern Bartholdy / Linda Breitlauch / André Czauderna / Gundolf S. Freyermuth (eds.): *Games studieren – was, wie, wo? Staatliche Studienangebote im Bereich digitaler Spiele*, Bielefeld: transcript, 2018, pp. 519-527
- “MA ‘Digital Games.’ Cologne Game Lab der TH Koeln” (with Bjoern Bartholdy and André Czauderna). In: Bjoern Bartholdy / Linda Breitlauch / André Czauderna / Gundolf S. Freyermuth (eds.): *Games studieren – was, wie, wo? Staatliche Studienangebote im Bereich digitaler Spiele*, Bielefeld: transcript, 2018, pp. 529-536
- 2017: “Transmedia. Twelve Postulates.” In: *Clash of Realities 2015/16: On the Art, Technology, and Theory of Digital Games*. Proceedings of the 6th and 7th Conference, Bielefeld: transcript, 2017, pp. 97-126
- “Im Spiegel der Spiele. Games in der digitalen Kultur.” In: Benjamin Beil / Philipp Bojahr / T. Sofie Taubert (eds.): *Im Spielrausch. Streifzuege durch die Welten des Theaters und des Computerspiels*, Glueckstadt: Verlag Werner Huelsbusch, 2017, pp. 113-124
- “Foreword—a Talk with Marco A. Breddin.” In: Marco A. Breddin (ed.), *Breakin’ the Borders. A True Story of Digital Liberation and Power Without the Price: The Atari ST and the Creative People*. Hannover: Microzeit, 2017, pp. 6-14
- 2016: “Game Design and Game Studies. On Artistic and Academic Practice.” In: Joerg Helbig / René Schalleger (eds.), *Digitale Spiele*. Cologne: Herbert von Halem Verlag, 2016, pp. 50-76
- “Wolfgang Menge: Authentizitaet und Autorschaft. Fragmente einer bundesdeutschen Medienbiographie.” In: Gundolf S. Freyermuth / Lisa Gotto (eds.), *Der Televisionaer: Wolfgang Menges transmediales Werk. Kritische und dokumentarische Perspektiven*. Bielefeld: transcript, 2016, pp. 19-214
- 2015: “Dem Mittleren fern: AVL und die Medien in den 1970er Jahren.” In: Irene Albers (ed.), *Nach Szondi. Allgemeine und Vergleichende Literaturwissenschaft an der Freien Universitaet Berlin 1965-2015*. Berlin: Kadmos, 2015, pp. 156-161
- “From Analog to Digital Image Space: Toward a Historical Theory of Immersion.” In: Fabienne Liptay / Burcu Dogramaci (eds.), *Immersion in the Visual Arts and Media*. Leiden and Boston: Brill Rodopi, 2015, pp. 165-203
- “Game Studies und Game Design.” In: Klaus Sachs-Hombach / Jan-Noël Thon (eds.), *Game Studies: Aktuelle Ansaetze der Computerspielforschung*. Cologne: Herbert von Halem Verlag, 2015, pp. 70-103
- “Der Weg in die Alteritaet. Skizze einer historischen Theorie digitaler Spiele.” In: Benjamin Beil / Gundolf S. Freyermuth / Lisa Gotto (eds.), *New Game Plus. Perspektiven der Game Studies*:

- Genres—Kuenste—Diskurse*. Bielefeld: transcript, 2015, pp. 303-355
- 2014: “Transmedia-Welten. Zehn Thesen.” In: Jochen Hoerisch / Uwe Kammann (eds.), *Organisierte Phantasie. Medienwelten im 21. Jahrhundert—30 Positionen*. Paderborn: Wilhelm Fink Verlag, 2014, pp. 137-147
- “Vom Drama zum Game.” In: Winfred Kaminski / Martin Lorbeer (eds.), *Spielwelt-Weltspiel: Narration, Interaktion und Kooperation im Computerspiel* (Clash of Realities Conference 2014). Munich: Kopaed, 2014, pp. 29-37
- “Lesen wird in vielen Computerspielen zu einer Überlebensfaehigkeit.” In: Thomas Boehm (ed.), *New Level: Computerspiele und Literatur*. Berlin: Metrolit, 2014, pp. 115-144
- “Der Brief, der mein Leben veraenderte.” In: Ralf Schnell / Petra Boden / Justus Fetscher (eds.), *Vielfacher Blick: Eberhard Laemmert zum 90. Geburtstag*. Siegen: universi, 2014, pp. 151-152
- 2013: “Serious Game(s) Studies. Schismen und Desiderate.” In: Gundolf S. Freyermuth / Lisa Gotto (eds.), *Serious Games, Exergames, Exerlearning. Zur Transmedialisierung und Gamification des Wissenstransfers*. Bielefeld: transcript, 2013, pp. 421-464
- “NetzWerke. Kommunikative Vernetzung als Basis audiovisuellen Erzaehlens.” In: Philipp Wolf (ed.), *Medieninnovationen: Internet, Serious Games, TV*. Leipzig: Leipziger Universitaetsverlag, 2013, pp. 105-150
- “Angewandte Medienwissenschaften. Integration kuenstlerischer und wissenschaftlicher Perspektiven in Lehre und Forschung.” In: Beatrice Ottersbach / Thomas Schadt (eds.), *Filmlehren. Ein undogmatischer Leitfaden fuer Studierende*, Berlin: Bertz + Fischer, 2013, pp. 263-278
- “Der Big Bang digitaler Bildlichkeit. Zwoelf Thesen und zwei Fragen.” In: Gundolf S. Freyermuth / Lisa Gotto (eds.), *Bildwerte. Visualitaet in der digitalen Medienkultur*. Bielefeld: transcript, 2013, pp. 287-333
- 2013 “Der Big Bang digitaler Bildlichkeit. Zwoelf Thesen und zwei Fragen.” In: Gundolf S. Freyermuth / Lisa Gotto (eds.), *Bildwerte. Visualitaet in der digitalen Medienkultur*. Bielefeld: transcript, 2013, pp. 287-333
- 2012: “Urspruenge der Indie-Praxis. Zur Praehistorie unabhaengigen Game Designs.” In: Winfred Kaminski / Martin Lorbeer (eds.), *Gamebased Learning. Clash of Realities 2012*. Munich: kopaed Verlag, 2012, pp. 313-326
- “Movies and Games: Audiovisual Storytelling in the Digital Age.” In: Ildiko Enyedi (ed.): *New Skills for New Jobs / New Skills for Old Jobs: Film and Media Schools in the Digital Revolution*. Budapest: University of Theatre and Film Art, 2012, pp. 21-39

- “New Media—Change and Challenges: The Cologne Game Lab.” In: Ildiko Enyedi (ed.): *New Skills for New Jobs / New Skills for Old Jobs: Film and Media Schools in the Digital Revolution*. Budapest: University of Theatre and Film Art, 2012, pp. 63-69
- 2010: “Spiel // Film. Prolegomena zu einer Theorie digitaler Audiovisualitaet.” In: Winfried Kaminski / Martin Lorber (eds.), *Computerspiele: Medien und mehr ... Clash of Realities 2010*. Munich: kopaed, 2010, pp. 27-46
- “Edges & Nodes / Cities & Nets: The History and Theories of Networks and What They Tell Us about Urbanity in the Digital Age.” In: Stefan L. Brandt / Winfried Fluck / Frank Mehring (eds.), *Transcultural Spaces: Challenges of Urbanity, Ecology, and the Environment in the New Millennium*. REAL—Yearbook of Research in English and American Literature, Vol. 26, Tuebingen: Narr, 2010, pp. 55-73
- “Phoenix, Arizona: Der kuehle Kult der Kryonik.” In: Hilmar Schmundt / Miloš Vec / Hildegard Westphal (eds.), *Mekkas der Moderne. Pilgerstaetten der Wissensgesellschaft*. Cologne—Weimar—Vienna: Boehlau, 2010, pp. 393-397
- “Digitale Medien.” In: Gerdum Enders / Sabine Foraita / Dominika Hasse (eds.): *Design Zoom. Design im Kontext der Zukunftsgesellschaft*. Hildesheim: Fruehwerk Verlag, 2010, pp. 12-23
- 2009: “Die doppelte Zukunft des Buchs.” In: Stephanie Jacobs (ed.), *Zeichen—Buecher—Wissensnetze. 125 Jahre deutsches Buch- und Schriftmuseum der deutschen Nationalbibliothek*. Goettingen: Wallstein Verlag, 2009, pp. 318-333
- 2008: “Faktion // Intermedialitaet um 1970. Wolfgang Menges TV-Experimente zwischen Adaptation und Antizipation.” In: Michael Grisko / Stefan Muenker (eds.), *Fernsehexperimente: Stationen eines Mediums*. Kadmos: Berlin 2008, pp. 121-147
- 2007: “Menschen [Maschinen / Medien] Bilder. Digitale Menschenbilder im medienhistorischen Kontext.” In: Mike Grosse-Loheide / Norbert Neuss (eds.), *Koerper, Kult, Medien*. Buchpublikation zum GMK-Forum 2006 in Dresden, Bielefeld (GMK) 2007, pp. 12-35
- “Cinema Revisited. Vor und nach dem Kino: Audiovisualitaet in der Neuzeit.” In: Daniela Kloock (ed.), *Zukunft Kino—The End of the Reel World*. Marburg: Schueren 2007, pp. 15-40
- “Offene Geheimnisse—Die Ausbildung Der Open-Source-Praxis im 20. Jahrhundert.” In: Bernd Lutterbeck / Matthias Baerwolff / Robert A. Gehring (eds.), *Open Source Jahrbuch 2007: Zwischen freier Software und Gesellschaftsmodell*. Berlin: Lehmanns Media, 2007, pp. 17-57
- 2006: “Internetbasierte Kommunikation und die Auswirkungen auf die soziale Kommunikation.” In: Peter Schlobinski (ed.), *Von hdl bis*

- cul8r. Sprache und Kommunikation in den Neuen Medien.* Mannheim et al.: DudenVerla, 2006, pp. 9-25
- 2005: "Stichwort Netzwerk." In: Alexander Roesler / Bernd Stiegler (eds.), *Grundbegriffe der Medientheorie.* Paderborn: Wilhelm Fink / UTB, 2005, pp. 200-209
- "Der Grosse Kommunikator. Soziale Konsequenzen von *media merging* und Transmedialisierung." In: Jens Runkehl / Peter Schlobinski / Torsten Siever (eds.), *Websprache.net. Sprache und Kommunikation im Internet.* Verlag de Gruyter: Berlin / New York, Sommer 2005, pp. 41-71
- "Asche ins All, Nachleben im Netz." In: Museum Bellerive (ed.), *Friedhof: Design.* Zuerich: Museum fuer Gestaltung, 2005, pp. 135-141
- 2004: "Designermutanten & Echtzeitmigranten. Mit der Digitalisierung eskaliert der Prozess neuzeitlicher Individuierung zur Utopie des virtuellen Menschen." In: Rudolf Maresch / Florian Roetzer (eds.), *Renaissance der Utopie. Zukunftsfiguren des 21. Jahrhunderts.* Frankfurt am Main: Suhrkamp, 2004, pp. 65-91
- 2002: "Macht uns der Turbowahn zu Sklaven?" In: Barbara Bruening (ed.), *Freiheit und Determination.* Cornelsen Verlag: Berlin 2002, pp. 114-115
- "Der programmierte Leib." In: Expo.02 (ed.), *ImagiNation—Das offizielle Buch der Expo 02,* Zuerich: Verlag Neue Zuercher Zeitung, 2002, p. 172
- 2001: "Der Tod des Tonfilms—Revisited." In: Joachim Polzer (ed.), *Weltwunder der Kinematographie—Beitraege zu einer Kulturgeschichte der Filmtechnik. Aufstieg und Untergang des Tonfilms / Die Zukunft des Kinos: 24p?* Potsdam: Polzer 2001, pp. 17-33
- "Der Star, das virtuelle Wesen." In: Joachim Polzer (ed.), *Weltwunder der Kinematographie—Beitraege zu einer Kulturgeschichte der Filmtechnik. Aufstieg und Untergang des Tonfilms / Die Zukunft des Kinos: 24p?* Potsdam: Polzer 2001, pp. 443-456
- "Digitale Magie." In: Joachim Polzer (ed.), *Weltwunder der Kinematographie—Beitraege zu einer Kulturgeschichte der Filmtechnik. Aufstieg und Untergang des Tonfilms / Die Zukunft des Kinos: 24p?* Potsdam: Polzer, 2001, pp. 399-411
- "Von A nach D. Zwischen Hype und Utopie: Am Horizont der Digitalisierung von Kunst und Unterhaltung lockt das Holodeck." In: Rudolf Maresch / Florian Roetzer (eds.), *Cyberhypes.* Frankfurt am Main: Suhrkamp, 2001, pp. 213-232
- 2000: "Synthetische Realitaeten / Synthetic Realities." In: Wolfgang Jacobsen / Hans Helmut Prinzler / Werner Sudendorf (eds.), *Filmmuseum Berlin.* Berlin: Nicolaische Verlagsbuchhandlung, 2000, pp. 315-382

- 1999: "Cyberfiktion & Gesamtdatenwerk. Über die Adaptation der Kuenste an ihre Digitalisierung." In: Winfried Menninghaus / Klaus R. Scherpe (eds.), *Literaturwissenschaft und politische Kultur. Eberhardt Laemmert zum 75. Geburtstag*. Stuttgart und Weimar: J.B. Metzler, 1999, pp. 197-205
- 1996: "Das Internetz der Verschworerer. Eine Reise durch die elektronische Nacht." In: Stefan Bollmann / Christiane Heilbach (eds.), *Kursbuch Internet. Anschluesse an Wirtschaft und Politik, Wissenschaft und Kultur*. Mannheim: Bollmann Verlag, 1996, pp. 163-177
- 1993: "The Postman Never Stops Ringing." In: Barbara Naumann (ed.), *Vom Doppelleben der Bilder. Bildmedien und ihre Texte*. Munich: Fink Verlag, 1993, pp. 69-113
- 1978: "Theorie und Methode der Filmlektuere. Versuch, die Analyse der Cahiers du Cinéma zu verstehen; gegen und weiterzudenken." In: Winfried Fluck (ed.), *Young Mr. Lincoln. Der Text der Cahiers du Cinéma und der Film von John Ford* (Materialien des John F. Kennedy Instituts, Band 10), Berlin 1978, pp. 106-170

e) JOURNAL ARTICLES

- 2023 "Hoffen und Bangen. Zur Mediengeschichte der Zukunft." In: *Colloquium: New Philologies* (forthcoming)
- 2021: "Leitbild Holographie." In: *Medienkorrespondenz*, Special Issue "Medienevolution: Der indiskrete Charme der Holografie," April 2021, pp. 5-15
- 2020: "Schrift und Bild in transmedialen Erzählungen." In: Antje Arnold / Michael Staiger (eds.): *Der Deutschunterricht, Themenheft "Bild—Literatur—Medium"*, 5/2020, pp. 55-64
- 2017: "Anpassungen eines Unangepassten. Bernd Eichingers Produktionspraxis medialer Adaptation—am Beispiel von *Der Name der Rose*." In: *Filmkonzepte 46/4—Bernd Eichinger*, 2017, pp. 50-69
- 2016: "Serious Games." In: *Zbiw Jahresbericht 2015*, Summer 2016, pp. 34-37
- 2015: "As We May Communicate." (On the Construction of the Future). In: *Medienkorrespondenz*, Sonderheft Medienevolution, June 26, pp. 42-52
- "Übermenschbilder. Visionen von Cyborgs kuenden von einer neuen Kultur menschlicher Selbstverbesserung." In: *Spektrum der Wissenschaft Spezial: Mensch, Maschine, Visionen: Wie Biologie und Technik verschmelzen*, 2/15, pp. 56-65
- 2012: "Radikale Demokratisierung. Über Television 2020." In: *EPD Medien*, No. 47, 23. November, pp. 20-24
- "Die europaeische Idee." In: *Film-Dienst 5/2012*, pp. 34-35

- 2011: "Das Boot. Ein Meilenstein der Mediengeschichte." In: *Schnitt. Das Filmmagazin*, #63, 03/2011
- "Intermediale Lektionen. Zur Eskalation des ästhetischen Austauschs zwischen den Medien." In: *Film-Dienst* 2/2011, pp. 16-18
- 2010: "Will Games Kill the Video Star?" In: *Gdimpuls* 3/2010, pp. 25-29
- "Die Rueckkehr zur Tafel." In: *Swissfuture* 02/10, pp. 3-8
- "Der Big Bang digitaler Bildlichkeit. 3D im Kontext der neuzeitlichen Mediengeschichte." In: *Schnitt. Das Filmmagazin*, #59, 03/2010, pp. 12-15
- 2008: "Über Karl Steinbuchs Sachbuch *Falsch programmiert*." In: *Sachbuch, kanonisch, Non Fiktion—Arsenal der anderen Gattungen*, Vol. 2007/02 (January 2008), Berlin: Weidler Verlag, pp. 173-174
- 2009: "Prinzip Weltenbau. Digitale Spiele & Film: Konkurrenz, Kooperation, Komplementarität." In: *Film-Dienst* 10/09, pp. 6-10
- "Die doppelte Zukunft des Buchs. 13 Thesen." In: *Perlentaucher—Das Kulturmagazin*, October 16, 2009
- "Kinojahre eines Televisionäers. Wolfgang Menge zum 85. Geburtstag." In: *Film-Dienst* 08/09, pp. 12-14
- "Digitale Lektion: Medien(r)evolution in Film und Kino." In: *Film-Dienst* 02/09, pp. 6-9
- 2007: "Thesen zu einer Theorie der Transmedialität." In: *Intermedialität // Transmedialität, Figurationen* 02/07, edited by Barbara Naumann, Cologne: Boehlau, pp. 104-177
- "Einleitung." In: *Intermedialität // Transmedialität, Figurationen* 02/07, edited by Barbara Naumann, Cologne: Boehlau, pp. 6-8
- "Die Zukunft des Buchs. Rede zum Typotag 2018." In: Peter Schlobinski / Torsten Siever / Jens Runkehl (eds.), *Web X.0. Das Internet in 10 Jahren*, Hannover: Net.worx — die Online-Schriftenreihe des Projekts Sprache@Web, No. 53 (2007), pp. 13-21
- "Audiovisionen // Vor und nach dem Kino." In: *Telepolis*, December 15
- 2006: "Bukowski 3.0. Oder: Verlieren als Markenzeichen. Über die posthume Mutation des Aussenseiter-Autors vom Barden zur brand." In: Roni (ed.), *[bju:k]—das Jahrbuch der Charles-Bukowski-Gesellschaft 2006*. Ariel Verlag: Riedstadt 2006
- 2004: "Mont4t: Groesse in der Grauzone." In: Roni (ed.), *[bju:k]—das Jahrbuch der Charles-Bukowski-Gesellschaft 2004*. Ariel Verlag: Riedstadt 2004, pp. 62-71
- 1984: "Software Fantasy." In: *Kursbuch* 75 (March), pp. 161-179
- 1981: "Der seelenlose Westen. Vom Überleben in Amerika." In: *Journal fuer Geschichte*, June, pp. 2-10

- 1979: "Exil in Glamorland. Kulturindustrie: Ein Begriff aus den Erfahrungen des Hollywooder Lebens." In: *Kaspar*, 2/79, pp. 34-45
- 1978: "Versuch und Versuchung. Zum Verfahren essayistischen Schreibens." In: *Kaspar*, 1/78, pp. 50-57

f) TRANSLATIONS

- 1996: Jane Kramer, *Unter Deutschen*. Translated by Elke and Gundolf Freyermuth and Eike Geisel. Berlin: Edition Tiamat, 1996
- 1995: Rebecca West, *Gewächshaus mit Alpenveilchen*. Translated by Elke and Gundolf Freyermuth. Berlin: Edition Tiamat, 1995

6) CONFERENCES, TALKS AND PANELS

a) ORGANIZED CONFERENCES, PANELS, SUMMER SCHOOLS ETC.

CONFERENCES

- 2015 to 2022: "Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games" at Technical University of Cologne, Cologne Game Lab. Annual research conference, ca. 400 international participants: September 28-30, 2022; July 7-9, 2021 (online); November 18-19, 2020 (online); November 19-21, 2019, November 12-14, 2018, November 6-8, 2017; November 14-16, 2016; November 3-4, 2015. Co-chair of the program board (with Prof. Bartholdy)
- 2022: "Play! An Interdisciplinary Conference on Digital Games in Museums" at the Drop Forge Solingen, March 12, Chair
- 2010-2014: "Clash of Realities—International Computer Game Conference" at the University of Applied Sciences Cologne. Bi-annual conference: May 7-8, 2014; May 23-25; 2012; April 21-23, 2010. Member of the program board
- 2014: "Der Televisionaer" (The Tele-Visionary; on the work of scriptwriter Wolfgang Menge) at Cologne Game Lab and ifs international film school Cologne, April 10. Co-organizer (with Prof. Lisa Gotto)
- 2013: Research Conference "Sportlich spielend lernen" (On Exergames) at ifs international film school Cologne, March 16-17. Co-organizer (with Prof. Dominik Wessely and Tobias Kopka)

TRACKS, SUMMITS, LECTURE SERIES, SUMMER SCHOOLS

- 2022: Game Studies Summit "Gaming the Metaverse" of the 13th "Clash of Realities" conference (see above; co-organizer with Prof. Benjamin Beil, Ph.D., and Vanessa Ossa, Ph.D.), September 29
- 2015 to 2021: Game Studies Summit of the annual "Clash of Realities" conference (see above; co-organizer with Prof. Benjamin Beil, Ph.D., and Hanns Christian Schmidt, Ph.D.):

- July 9, 2021: Playful Materialities II (online due to Covid-19)
- November 19, 2020: Playful Materialities I (online due to Covid-19)
- November 20, 2019: Paratextualizing Games
- November 13, 2018: Playing Utopia
- November 7, 2017: Games and Literature
- November 15, 2016: Digital Games – Transmedia Works of Art
- November 3, 2015: Teaching Game Studies
- 2019: Summit “Game Design as Gardening” (with Sabine Harrer, Eric Zimmerman, et al.), “A MAZE—8th International Games and Playful Media Festival,” Berlin, April 12. Co-organizer (with Prof. Csongor Baranyai and Prof. Bjoern Bartholdy)
- 2019: Summit “Studying Games—Clash of Realities Summit” (with Sebastian Deterding, Auriea Harvey, Hartmut Koenitz, Stephan Schwingeler, Eric Zimmerman, Robert Yang, et al.), “Quo Vadis ‘19,” Berlin, April 9. Co-organizer (with Prof. Bjoern Bartholdy)
- 2018: Summit “Academic and Artistic Research on Digital Games” (with Frans Mäyrä, Pippin Barr, Isabel Granic, et al.), “A MAZE—7th International Games and Playful Media Festival,” Berlin, April 26. Co-organizer (with Prof. Bjoern Bartholdy)
- 2010-2014: Game Studies Track of the bi-annual “Clash of Realities” conference (see above), May 8, 2014; May 24, 2012; April 22, 2010. Co-organizer (with Prof. Bjoern Bartholdy)
- 2010-2011: Lecture Series “Bild & Bit” at ifs international film school Cologne, Winter Term 2010/11. Co-organizer (with Prof. Lisa Gotto, Ph.D.)
- 2010-2011: Summer School “People on Sunday 2010.” Joint Summer School of UCLA Film School and ifs international film school Cologne, Cologne and Los Angeles, June 2010 to November 2011. Founder and Organizer
- 2010-2011: Lecture Series “Intermediale Lektionen” at Filmforum NRW, Cologne, November 2010 to March 2011. Conceptor and co-organizer (with the program board)
- 2009: Lecture Series “Digitale Lektionen” at Filmforum NRW, Cologne, January to June 2009. Conceptor and co-Organizer (with the program board)

PANELS ORGANIZED / MODERATED

- 2019: “Commercial Requirement vs. Cultural Function: The Games Industry in the Digital Society,” with Karsten Lehmann (Ubisoft), Odile Limpach (Cologne Game Lab), Stephane Natkin (CNAM/Enjmin), Wolfgang Walk (Independent Developer), and Robert Yang (NYU), Summit “Studying Games,” “Quo Vadis ‘19,” Berlin, April 9. Co-organizer and co-moderator (with Bjoern Bartholdy)

- “How to Study Games in Germany,” with Bjoern Bartholdy (TH Koeln), Linda Breitlauch (Trier University of Applied Sciences), and André Czauderna (TH Koeln), Summit “Studying Games,” “Quo Vadis ’19,” Berlin, April 9. Co-organizer, co-moderator (with Prof. Bjoern Bartholdy), and presenter
- 2018: “Town Hall Talk with Clara Fernandez-Vara and Jesper Juul.” “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 13. Co-organizer (with program board) and moderator
- “Playing Utopia with Jesper Juul, Gerald Farca, Carmen NG und Alex Gekker, Summit “Playing Utopia—Futures in Digital Games,” Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 12. Co-organizer (with program board) and moderator
- 2017: “Town Hall Talk with Karen Collins, Bernd Diemer, and Jennifer Jenson.” “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 8. Co-organizer (with program board) and moderator
- “Panel Literature 2: Nick Montfort and Cornelia Travnicek.” “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 7. Co-organizer and co-moderator (with Prof. Benjamin Beil, Ph.D.)
- 2016: “Games studieren—was, wie, wo? Uebersicht ueber staatliche Studienangebote im Bereich digitaler Spiele.” Conference “Games & Ausbildung,” KOMED im MediaPark, Cologne, December 6. Co-organization and co-moderation (with Prof. Bartholdy, Prof. Linda Breitlauch, Ph.D., and André Czauderna, Ph.D.)
- “Town Hall Talk with David OReilly, Mark J.P. Wolf, and Eric Zimmerman.” “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 16. Co-organizer (with program board) and moderator
- “Digital Games—Transmedia Works of Art.” Game Studies Summit, “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 15. Co-organizer and co-moderator (with Hanns Christian Schmidt, Ph.D.)
- “Wolfgang Menge: Der Televisionaer.” Cologne Film Festival, Cinema of the Museum Ludwig, Cologne, October 9. Co-organizer and co-moderator (with Prof. Lisa Gotto, Ph.D.)
- 2015: “Town Hall Talk with Janet Murray and Frans Maeyrae.” “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 16. Co-organizer (with program board) and moderator

- “Games studieren an staatlichen Hochschulen.” “Clash of Realities—International Conference on the Art, Technology, and Theory of Digital Games,” Technical University Cologne, November 3. Co-organizer and co-moderator (with Prof. Benjamin Beil, Ph.D.)
- 2014: “Showrunner Morgan Gendel im Gesprach.” Filmforum NRW, Cinema of the Museum Ludwig, May 26. Moderator
- 2011: “German-American Filmmaking—Past and Present: Wolfgang Petersen.” Villa Aurora, Los Angeles, November 8. Organizer and Moderator
- “Menschen am Sonntag—People on Sunday 2010.” Goethe-Institute Los Angeles, November 6. Moderator
- “Krieg auf Distanz—Schlachtfelder aus dem Rechner.” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, October 12. Moderator
- “The Future is Gaming.” Medienforum NRW, June 20. Moderator
- “New Media – New Profiles – New Competencies.” MEDIA Initial Training Conference on Future Challenges and Funding Opportunities for Film and Audiovisual Schools and Universities in Europe, Brussels, Belgium, March 22. Moderator
- “Warum wir spielen. Was macht ein gutes Spiel aus?” Research Conference “Sportlich spielend lernen,” ifs international film school Cologne, March 16. Moderator
- “Can a Videogame Make You Cry?” Lecture Series “Intermediale Lektionen,” Cinema of the Museum Ludwig, January 27. Co-moderator (with Prof. Lisa Gotto, Ph.D.)
- 2010: “Film und Games—der Beginn einer wunderbaren Freundschaft?” Film Festival Luenen, Luenen, November 13. Moderator
- “What Game-Education Can Learn from Film-Education (and Vice Versa).” Games Developer Conference Europe 2010, Cologne, August 16. Moderator
- “Aesthetische Innovation und Neue Medien.” Medienforum NRW, Cologne, June 29. Moderator
- “Narration: Games und Film.” “Clash of Realities—3rd International Computer Game Conference Cologne,” April 22. Co-moderator (with Martin Gantefoehr)
- “Jung- und Altsein heute: Aufstand der jungen Generation.” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, March 17. Co-moderator (with Simone Stewens)
- 2009: “Die Chancen der gewonnenen Jahre—eine Kulturrevolution?” Filmforum, Cinema of the Museum Ludwig, Cologne, October 1. Co-moderator (with Simone Stewens)
- “Forever Young—Aelter werde ich spaeter.” Filmforum, Cinema of the Museum Ludwig, Cologne, May 18. Co-moderator (with Simone Stewens)

- “Film & Games: Konkurrenz, Konvergenz, Kollaboration.” Lecture Series “Digitale Lektionen,” Filmforum NRW, Cinema of the Museum Ludwig, May 6. Organizer and Moderator
- 2008: “Fiktionales Erzaehlen—Online II.” ZDF, Mainz, December 1. Moderator
- “Fiktionales Erzaehlen—Online I.” ZDF, Mainz, November 19. Moderator
- “Kurzfilm—Neue Formen, neue Foren—Offline, online.” German Short Film Award, Cologne, November 17. Moderator
- “Glueck und Globalisierung—Wie kann Globalisierung gerechter gestaltet werden?” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, May 28. Co-moderator (with Simone Stewens)
- 2007: “Gefuehlte Religion—messbare Erleuchtung. Gottes- und Menschenbilder zu Beginn des 21. Jahrhunderts.” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, June 13. Co-moderator (with Simone Stewens)
- 2006: “Ist die Welt doch flach?—Auswirkungen der Digitalisierung auf die Arbeitswelt.” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, September 13. Co-moderator (with Simone Stewens)
- “Unser audiovisueller Alltag: Wie und warum wir alle zu Filmamateuren werden und was das fuer Profis bedeutet.” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, May 14. Organizer and Moderator

b) INVITED TALKS AND PANELS

INVITED TALKS

- 2023 “Modern Retro Games: Between Nostalgia and Design Philosophy,” with Jay Tholen, DFG-Graduiertenkolleg *Gegenwart / Literatur: Geschichte, Theorie und Praxeologie eines Verhältnisses*, University of Bonn, Genscherallee 3, 4 pm.
- “Utopian Audio Visions in the Future’s Modern History: From the Total Work of Art to the Metaverse,” Subotron Arcademy, MuseumsQuartier / Q21 / Raum D, Museumsplatz 1, 1070 Vienna, 7 pm.
- 2022 “Starting an Institute for Game Development and Game Research,” University of Arkansas, November 17, JBHT 207, 12:30 pm.
- “Utopian Audio Visions in the Future’s Modern History: From the Total Work of Art to the Metaverse,” University of Arkansas, November 16, Giffels Auditorium in Old Main, 5 pm.
- “Utopian Audio Visions in the Future’s Modern History: From the Total Work of Art to the Metaverse,” Conference of the DFG Priority Program “The Digital Image,” LMU, November 4, online.
- “Serious Games—In History and at the Cologne Game Lab,” GAIA Session, São Paulo, July 29, online.

- “Zukünfte | Entwerfen | Durchspielen: Design und Games in der digitalen Kultur,” Conference Design für Spiel, Spaß, Spannung—Gestaltung von Artefakten zum spielerischen Handeln, Gesellschaft fuer Designgeschichte, Industrie- und Handelskammer, Nuremberg, July 1.
- “Inventing Futures in Modern Media: From Artistic Anticipation to Scientific Projection (and Back)” at Vanderbilt University, Nashville, Tennessee, April 7, online.
- “Die Erfindung der Zukunft in den neuzeitlichen Medien: Vom Buchdruck und literarischen Utopien zu Game Engines und Zukünften in digitalen Spielen,” University of Giessen, online.
- 2021 “Serious Games—In History and at the Cologne Game Lab,” International Conference Games and Emerging Technologies GET 2021, Higher Institute of Multimedia Arts of Manouba (ISAMM), Tunis, Tunisia, December 2, online.
- “Hoffen und Bangen: Zukuenfte in Literatur, Film und Games,” Lecture Series *Die Frage nach dem Wahren, Guten und Schoenen in virtuellen Raeumen*, University of Klagenfurt in Cooperation with the Institut für Österreichkunde, Stift Melk, Austria, November 20, online.
- “Hoffen und Bangen: Zukunft als historisches Konzept,” Lecture Series *Hoffnung in der deutschen Kultur*, Deutsche Sommerschule am Pazifik, Portland, Oregon, July 2, online.
- 2020 “Digital Games and Artificial Intelligence,” Manchester Game Studies Network, Manchester Metropolitan University, Righton Building, 6pm-7pm, March 18 (canceled due to Covid-19).
- Talk “Playing Utopia” with Bjoern Bartholdy, *The Future of Service Design* Conference, KISD, TH Koeln, Ubierring 40, March 5.
- 2019: “Die Geschichte der Holographie,” Cologne Futures 19: Der indiskrete Charme der Holographie, Film Festival Cologne, Schanzenstraße 28, October 11.
- “Digitale Spiele und Künstliche Intelligenz: Geschichte und Gegenwart einer interdisziplinären Forschungssymbiose“, Zentrum für Künste und Kulturtheorie, University of Zurich, Rämistrasse 71, May 17.
- “Serious Games vs. Gamifizierung: historische, systematische und anwendungsorientierte Aspekte“, Workshops “Zukunftskonzept LMUexcellent,” Ludwig-Maximilians-Universität Munich, Professor-Huber-Platz 2, Leihrturm, Raum W401, March 29.
- “Learning from Las Vegas ... about Video Games and Virtual Reality,” Workshop “Architectonics of Game Worlds—On Aesthetics and Mechanics, Spaces and Places, Rhythms and Philosophies,” University of Cologne, March 18

- 2018: "Non-Identical Twins. Similarities and Dissimilarities of Film and Games," FACT–Festival Arts Cinema Theatre, University of Film and Theatrical Arts, Budapest, February 3
- 2017: "Digital Games. A Very Short History." Shanghai Conservatory of Music, Shanghai, China, Part 1: October 26, Part 2: October 27
- "Vanishing Point VR: The Modern Desire for Audiovisual Immersion." Shanghai Theater Academy, China, Shanghai, October 25
- "Games and Literature. A Short History." California State University, Long Beach, CSULB German Club, September 5
- "Virtuelle Realitaet als Fluchtpunkt neuzeitlicher Audiovisualitaet." National Conference "Digitale Spielraeume im Wandel: Trends, Themen, Technologien," Technical University Cologne, June 12
- "Games und Literatur: eine transmediale Perspektive." Lecture Series "Subotron Arcademy Meets BuK," MuseumsQuartier, Vienna, Austria, January 20
- 2016: "Virtual Reality—Begriff, Geschichte und Kontextualisierung in der Geschichte neuzeitlicher Audiovisualitaet." Research Conference "7. Koelner Mediensymposium Cologne.Games.Law—Virtual Reality! Legal Reality?," Technical University Cologne, October 26
- "Camera Virtualis & Universalis: Die Game Engine als Medium prozeduraler Bildgenerierung." Conference "In, ueber, unter, jenseits und dazwischen—Ebenen digitaler Bilder," organized by prometheus—Das verteilte digitale Bildarchiv fuer Forschung & Lehre, University of Cologne, October 12
- "Transmedia: Geschichte und Theorie." Conference "DOK.forum," University of Television and Film Munich, May 9
- "Camera Virtualis & Universalis. Die Game Engine im Kontext neuzeitlicher Audiovisualitaet." Das digitale Bild, German Research Foundation (DFG), Bonn, February 26
- 2015: "Fehlstarts, Sonderwege, Lichtblicke. Zehn Thesen zur deutschen Games-Ausbildung." Conference "Games & Ausbildung," KOMED im MediaPark, Cologne, December 16
- "Historische Medientheorie des Spiels." Conference "Von Leitmedien, Sonderwegen und Kulturguetern," Museum of Applied Arts Cologne, November 28
- 2014: "Von Albertis Fensterblick zur Interaktion mit Real-Time 3D Engines: Die digitale Transformation des neuzeitlichen Bildraums." Conference "iii4—illusion, immersion, involvement," Kiel University of Applied Sciences, October 31
- "As We May Communicate: Media Imprints on the Techno-Social Construction of Future Culture." Conference "Cologne Futures—Annual Symposium on Media Evolution," Wallraf-Richartz-Museum, Cologne, October 7

“Übermenschbilder: Cyborgs und andere Visionen transhumanen Lebens.” Conference “MenschMaschine-Visionen: Technik, die unter die Haut geht,” Daimler and Benz Foundation, Berlin, June 4

“From Looking Through Alberti’s Window to Playing with Real-Time 3D Game Engines: The Digital Transformation of the Modern Image Space.” Conference “Design of Operative Images / Gestaltung operativer Bilder,” KISD, University of Applied Sciences Cologne, May 15

“Playing the Story: Seven Assumptions.” Conference “Clash of Realities—5th International Computer Game Conference Cologne,” University of Applied Sciences Cologne, May 8

2013

“Das doppelte Schisma der Game Studies: Geschichte und Konzeption einer neuen Disziplin.” Lecture Series “New Game+. Neue Perspektiven der Game Studies,” University of Cologne, November 26

“The Schisms of Game Studies—On the History and Conception of a New Discipline.” Guest Lecture, University of Klagenfurt, Austria, November 18

“Liebe, Hass und Gleichgültigkeit—Zum Verhältnis von Game Design und Game Studies.” Guest Lecture, Mediadesign University of Applied Sciences, Munich, September 13

“Artists and Audiences in Modern Times: What Mechanical and Industrial Culture Can Tell Us About the Emerging Digital Culture.” Torino Film Lab Alumni Meeting, Venice, Italy, September 6

“Game Studies und Game Design.” Lecture Series “Game Studies. Aktuelle Ansätze der Computerspielforschung.” Eberhard Karls University of Tuebingen, May 14

2012:

“Fernsehen 2020.” Conference “2. Evangelischer Medienkongress: Deutschland 2020—Nach welchen Werten wollen wir senden?,” ZDF Mainz, September 26

“The Big Bang of Digital Visuality: 3D, Touch & Gesture in the Context of Modern Media History.” 3D-Symposium “Beyond 2012,” ZKM Center for Art and Media, Karlsruhe, June 22

“Serious Games.” Conference “Exhibit Nature / Explain Science,” Senckenberg Naturmuseum, Frankfurt am Main, June 6

“People on Sunday—Deutsch-Amerikanisches Filmemachen.” Filmforum NRW, Cinema in Museum Ludwig, May 30

“Indie vs. Mainstream in the Perspective of Media History.” Conference “Clash of Realities—4th International Computer Game Conference Cologne,” University of Applied Sciences Cologne, May 24

“Vom Strassennetz zum Internet: Kommunikative Vernetzung als Basis audiovisuellen Erzählens.” Nell-Breuning-Symposium, Roedermark, February 25

- 2011: "Lost in L.A. Noire—Games und transmediales Storytelling." Conference "Marler Tage der Medienkultur 2011," Grimme Institute, Marl, December 9
- "Loving Las Vegas: Spiel/Räume." Lecture Series "Intermediale Lektionen," Filmforum NRW, Cinema of the Museum Ludwig, December 8
- "New Media, Crossmedia, Transmedia—Change and Challenges." Conference "Global Education on Creative Industries Shanghai 2011," Shanghai Theatre Academy, China, December 3
- "Die Emergenz des digitalen Bildraums—Von Separation und Rahmung zu Integration und Immersion." Guest Lecture, Munich Arts Research Centre (MARC), Ludwig Maximilian University of Munich, June 17
- 2011 "Die Emergenz des digitalen Bildraums—Von Separation und Rahmung zu Integration und Immersion." Guest Lecture, Munich Arts Research Centre (MARC), Ludwig Maximilian University of Munich, June 17
- "A New Global Cinema—Mission or Illusion." Conference "Global Village: Calamity or Chance," Embassy of Canada in Berlin, May 27
- "Movies and Games: Historical Changes in Audiovisual Story Telling and the Forming of a Digital Media Dispositive." Conference "New Skills for New Jobs, New Skills for Old Jobs: Exploring the Changing Audiovisual Landscape," organized by the University of Film and Theatre of Budapest, Hungary, May 4
- "Cross Media Storytelling." Conference "New Skills for New Jobs, New Skills for Old Jobs: Exploring the Changing Audiovisual Landscape," organized by the University of Film and Theatre of Budapest, Hungary, May 3
- 2010: "Movies and Games: The Forming of a Digital Media Dispositive." Conference "The Image Conference 2010," University of California, Los Angeles, December 27
- "Cinema in the Digital Age. Ten Assumptions." Conference "15th Europe Cinemas' Network Conference," Novotel Tour Eiffel Hotel, Paris, France, November 19
- "Der Big Bang digitaler Bildlichkeit: 3D & Touch im Kontext der neuzeitlichen Mediengeschichte." Guest Lecture, Ludwig Maximilian University of Munich, November 17
- "Design in der digitalen Epoche: Krise & Konsequenzen." Guest Lecture, Offenburg University of Applied Sciences, November 11
- "Jenseits der Linearperspektive—3D und die Zukunft der Audiovisualität." Conference "eDIT Film Lectures" of the eDIT Filmmaker's Festival, Frankfurt am Main, September 26
- "What Game-Education Can Learn from Film-Education (and Vice Versa)." (With Katharina Tillmanns), Conference "4th Vienna

Games Conference on the Future and Reality of Gaming," Vienna, Austria, September 25

"Design in der digitalen Epoche: Krise & Konsequenzen." Conference "Netz.Ökologien. Zur Ethik des Abfalls im Zeitalter digitaler Medialisierung," Hochschule der Bildenden Kuenste Saar—University of Art and Design, Voelklingen, July 2

"Games & Movies. Convergence vs. Complementarity: Towards a Theory of Audiovisuality in the Digital Age." Conference "Crossroads 2010," Lingnan University, Hong Kong, June 17

"Zwischen Konkurrenz, Konvergenz und Komplementaritaet: Zum aesthetischen Verhaeltnis von digitalem Film und digitalem Spiel." Lecture Series "Intermedialitaet. Spiel—Ritual—Performanz," University of Basel, Switzerland, April 27

2009: "Digitales Design." Symposium "Design Zoom," Roemer und Pelizaeus Museum, Hildesheim, November 13

"Spiel & Film." Lecture Series "Digitale Lektionen," Filmforum NRW, Cinema of the Museum Ludwig, May 6

"Fakten / Fiktionen / Faktionen: Gibt es Authentizitaet in digitalen Bildern?" Lecture Series "Digitale Lektionen," Filmforum NRW, Cinema of the Museum Ludwig, Cologne, February 4

2008: "The Power of Networks—Media and Copyright History." Conference "Innovation Journalism: Copyright and the Use of Creative Commons," organized by the European Journalism Centre, Maastricht, Belgium, November 13

"Edges & Nodes // Cities & Nets: The History and Theories of Networks and What They Tell Us About Urbanity in the Digital Age." Conference "Transcultural Spaces. Challenges of Urbanity, Ecology, and the Environment in the New Millennium," John F. Kennedy Institute for North American Studies, Free University of Berlin, November 1

"Netze & Nachrichten. Was sich aus der analogen Vergangenheit fuer die digitale Gegenwart und Zukunft lernen laesst." Conference "Was die Welt bewegt. Fernsehen und andere Informationsangebote," Grimme-Akademie, Medienwoche Berlin-Brandenburg, Berlin, September 2

"Thesen zu einer Theorie der Transmedialitaet." Lecture, Anhalt University of Applied Sciences, Dessau, May 26

"Thesen zu einer Theorie der Transmedialitaet." Colloquium "Kultur und Digitalisierung," L'arc Romainmôtier, Switzerland, April 18

"Film als Software." Conference "Zukunft Kino—The End of the Reel World," Academy of the Arts, Berlin, April 11

"Medien(r)evolution." Lecture Series "Kino als Ort—vom Wanderkino zum digitalen Datenstrom," Filmforum, NRW, Museum Ludwig, Cologne, April 2

- “Die Zukunft des Buchs in der digitalen Epoche.” Lecture, Peter Szondi Institute of Comparative Literature, Free University of Berlin, January 21
- 2007: “Die doppelte Zukunft des Buchs.” Annual Meeting of International Workgroup “Druck- und Mediengeschichte,” Museum fuer Kommunikation, Berlin, November 2
- “Zukunft er/finden: Designforschung in der digitalen Epoche.” Lecture Series “the science of fiction and the fiction of science,” Zurich University of the Arts, Switzerland, July 29
- “Das obskure Objekt digitaler Begierden—Buch 2.0.” Conference “4. Muenchner Typotag,” Munich, July 12
- “Games—Vom Pariah zum aesthetischen Vorbild?” Lecture “Medienforum NRW 2007,” June 20
- “Audiovisionen vor und nach dem Kino.” Lecture and Panel “Summer Academy of the Film Festival Mannheim-Heidelberg,” June 8
- “Designforschung morgen.” Lecture, Pforzheim University of Applied Sciences, February 7
- “Transmedialitaet.” Guest Lecture, Institute for German Literature, Humboldt University of Berlin, January 16
- 2006: “The Future of TV.” Guest Lecture, Shanghai Theatre Academy, China, December 6
- “Into the Digital Realm: Communication and the Arts in the Second Half of the Twentieth Century?” Guest Lecture, Shanghai Theatre Academy, China, December 5
- “From Mechanical Man to Virtual Man: Western Conceptions and Representations of Humanity from the Renaissance to the Digital Age.” Guest Lecture, Shanghai Theatre Academy, China, December 4
- “Koerperkult & Medien.” Conferencen “23rd Forum GMK,” German Hygiene Museum, Dresden, November 17
- “Journalism in the Digital Age.” Workshop “Innovation Journalism,” Crossmedia Week Picnic 06, Amsterdam, Netherlands, September 29
- “Die Zukunft der Reportage—Analoge Intermedialitaet vs. digitale Transmedialitaet.” Lecture, Institute for German Literature, Humboldt University of Berlin, July 10
- “Konsequenzen der Digitalisierung fuer die Wahrnehmung von Wirklichkeit.” Conference “Clash of Realities—Computerspiele und soziale Wirklichkeit,” University of Applied Sciences Cologne, March 23
- “Sex Degrees of Separation. Oder: Kann denn Liebe Seuche sein?” Conference “Dating21,” Salzburg University of Applied Sciences, Austria, March 25

- “Technikjournalismus.” Lecture, University of Applied Sciences Wuerzburg-Schweinfurt, Wuerzburg, January 27
- 2005: “Gewalt in den Medien als Thema in Wissenschaft und Öffentlichkeit.” Lecture, Stuttgart Media University, November 28
- “Theorie der visuellen Kommunikation.” Lecture, Zurich University of the Arts, Switzerland, November 17
- “Wozu brauchen wir Medienwissenschaft?” Lecture, Darmstadt University of Applied Sciences, July 11
- “Raum und Fernkommunikation in der Neuzeit.” Lecture, University of Basel, Switzerland, July 2
- “Koerperkult—der schoene Schein.” Lecture “Medienforum NRW 2005,” Cologne, July 4
- “Transmedialitaet—Theorie, Praxis, Potenzial.” Lecture, Berlin University of the Arts, July 1
- “Zur Poetik, Methodik und Didaktik des literarischen Schreibens im Kontext einer universitaeren Autorenausbildung.” Lecture, Leipzig University, May 25
- “Zivilisatorische Vernetzung.” Lecture Series “Metapher Netz,” Nietzsche-Kolleg, Weimar, May 6
- 2004: “Wo Wetware war, soll Software werden. Die Digitalisierung des Menschenbilds.” Lecture, ifs—international film school Cologne, July 16
- “Kommunikation und das Internet—Risiken und Chancen.” Lecture, Aachen University of Applied Sciences, June 14
- “Analoge Antizipation, digitale Determinierung. Vom Ursprung hyperrealistischer Kunst und Unterhaltung.” Lecture, John F. Kennedy Institute for North American Studies, Free University of Berlin, January 22
- 2003: “Wo Wetware war, soll Software werden—Die Digitalisierung des Menschenbilds.” Conference “fmx,” Stuttgart, May 3
- “Die neue Hack-Ordnung.” Lecture Series “Kritische Universitaet,” University of Kaiserslautern, January 23
- 2002: “Internet: Medialer Segen oder kulturelle Katastrophe.” Lecture Series “Medienkultur,” University of St. Gallen, Switzerland, June 27
- 1997: “On Adaptation.” Conference “International Symposium on Electronic Art—ISEA 97,” Chicago, September 25
- “The Net Is My Nest.” Guest Lecture, Goethe Institute, Toronto, Canada, April
- “Wer nicht traeuimt, wacht muede auf—Rede ueber die europaeische Zukunftsdeprivation.” Symposium “Die grosse Muedigkeit,” Lecture, Marstall, Munich, March 18
- 1996: “Cyberspace—der neue Wilde Westen.” Conference “Softmoderne,” Berlin, May 5

1993: "Neue Tendenzen im Kulturjournalismus / Kulturjournalismus als Literatur." Conference "25. Muenstereifeler Literaturgespraech," March 14

1985: "Haben Sie juengst ein kunterbuntes Chamaeleon gesehen? Rede ueber den Neuen Deutschen Journalismus." Conference "Grazer Autorentage," Vienna, Austria, November 2

INVITED PANELS

2018: Introduction of the Cologne Game Lab and participation in the panel "Next Level Creating Larger Research Units in Game Studies," organized by Frans Mäyrä, with Espen Aarseth, Jen Jensen, Mia Consalvo, Hiroshi Yoshida, DiGRA 2018—The 11th Digital Games Research Association Conference, University of Turin, Aula Magna, July 27

2017: "Virtual Reality / Augmented Reality: Was kommt nach dem Hype?" Frankfurt Book Fair, October 12

"Corporate Learning & Working Knowledge Bar: Gaming." Trade Fair "Zukunft Personal 2017," Koelnmesse, Cologne, September 19

"Was geht bei uns? Die Potentiale von Gamification am Standort." Future Zone Summit. "Gamification als Weltenretter," IHK Cologne, June 1

"Games und Literatur." Subotron, MuseumsQuartier, Vienna, Austria, January 20

2015: "Blut, Schweiß und Kreisch! Der Weg des Genrefilms zum Publikum." Symposium "Von Caligari bis ins finstere Tal: Der neue deutsche Genrefilm—Wunschdenken oder Realität?," Filmbuero NW & Filmforum NRW, Cinema of the Museum Ludwig, Cologne, December 10

"Game Zone Education Talks." "23rd Festival of Animated Film," Stuttgart, April 24

2012: "Computerspiele an der Schwelle zur Kunst." "Clash of Realities—4th International Computer Game Conference Cologne," University of Applied Science Cologne, May 2012

2010: "Feature Film meets Games." eDIT Filmmaker's Festival, Frankfurt am Main, September 27

"On 3D." eDIT Filmmaker's Festival, Frankfurt am Main, September 26

"Die Dritte Dimension." Kinemathek, Bonn, September 8

"Medienkonvergenz." AV-Gruenderzentrum, Gamescom, Cologne, August 20

"Next Generation TV—Die Migration des Contents von der Fernsehtruhe zum Laptop." Conference "Creative Business Convention," Cologne, June 24

- “Kulturtechnik Gaming—Ein Dialog.” Conference “Next Level,” Cologne, April 21
- 2009: “Gesundheit! Serious Games.” Medienforum NRW 2009, Cologne, June 24
- 2008: “Digitalisierung des Alltags—Mehrwert oder Zeitverschwendung?” Zukunftswerkstatt, Hamburg, November 24
- “Mobile Spielewelten.” Conference “Mobile Content Cologne,” Cinema of the Museum Ludwig, November 14
- “Entertainment Business fuer Long Tail, Luftgitarre und Mensch 3.0.” dma Rheinau Summer Academy 2008, August 14
- “Kino als sozialer Ort.” Conference “Internationale Medienstrategietage,” Hamburg, June 3
- “Mehr als Kino?” Filmforum NRW, Cinema of the Museum Ludwig, Cologne, April 16
- 2006: “Journalism in the Digital Age.” Workshop “Innovation Journalism,” Crossmedia Week Picnic 06, Amsterdam, Netherlands, September 29

CAMPUS TALKS & PANELS

- 2022 Presentation „Spiel/en: Audiovisualität in der Neuzeit“, Lecture Series „Promovieren? Forschungsperspektiven in den Kulturwissenschaften,“ TH Köln, Fakultät für Kulturwissenschaften, Ubierring 40, 50678 Cologne
- 2019: Presentation “Spielendes Lernen: Serious Games vs. Gamification,” TH Koeln, Campus Deutz, September 20
- 2018: Presentation “Digitale Spiele und Künstliche Intelligenz. Geschichte und Gegenwart einer interdisziplinären Forschungssymbiose,” DAAD-Stipendiatentreffen, TH Koeln, June 8
- 2017: Presentation “Non-Identical Twins. Similarities and Dissimilarities of Film and Games.” Opening of the joint media campus of the Cologne Game Lab and ifs international film school Cologne, Lecture Hall/Cinema of CGL and ifs, November 6
- “Workshop discussion with director Johannes F. Sievert on ,Offene Wunde Deutscher Film.” Lecture Hall/Cinema of CGL and ifs, April 13. Organizer and Moderator
- “Workshop Discussion with director Ildiko Enyedi on ‘On Body and Soul.’” Lecture Hall/Cinema of CGL and ifs, March 13. Organizer and Co-moderator (with Simone Stewens)
- 2009: Presentation “Spiel & Film: Konkurrenz, Kooperation, Komplementarität.” Meeting of the board of trustees of ifs international film school Cologne, April 24
- Panel “Vergleich von Aesthetik und Produktionsbedingungen im Film- und Games-Business.” Further Education Summit Mobile Animation Content, ifs international film school Cologne, March 18

- 2007: Presentation “Kurzfilme Online.” 1st Alumni Day of ifs international film school Cologne, November 30
- Presentation “Mensch 3.0—Das vernetzte Individuum und seine Beduerfnisse.” Further Education workshop “Mobile Animation Content,” ifs international film school, Cinema of the Museum Ludwig, Cologne, October 26
- Presentation “Webvideo und Clip-Kultur.” Meeting of the Presidents of German film schools, ifs international film school Cologne, June 18
- 2006: Presentation “Angewandte Medienwissenschaften—ein innovatives Konzept.” Meeting of the board of trustees of ifs international film school Cologne, December 1
- Presentation “Wissensarbeit und der Wandel des Menschenbilds.” ifs international film school Cologne, April 21

7) RESEARCH GRANTS

- 2022 “Opus Magnum,” granted bei Volkswagen Foundation, ca. 120 000 Euro
- “Clash of Realities 2022—13th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, ca. 70 000 Euro
- “Play! An Interdisciplinary Conference on Digital Games in Museums,” granted by Film and Media Board NRW, ca. 30 000 Euro
- 2021 “Clash of Realities 2021—12th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, City of Cologne; ca. 30,000 Euro
- “BorderZone”—Academic and Artistic Research Project on Pervasive Gaming in a Historical and Museal Environment; with Stiftung Preußische Schlösser und Gärten Berlin-Brandenburg; granted by BKM (The Federal Government and its Commission for Culture and Media); ca. 400,000 Euro
- Non-Linear Storytelling in and with Digital Media (“Nicht-lineares Erzählen in und mit digitalen Medien”)—Academic and Artistic Research Project; with Prof. Dr. Michael Staiger (University of Cologne); granted by Rheinenergie, ca. 60,000 Euro
- 2020-2021: “Clash of Realities 2020—11th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, City of Cologne; ca. 110,000 Euro
- 2020-2021: LDS—Literality of Game(s): Playful Mediation of Media Competence in the Field of Analog, Digital and Hybrid Games (“LDS—Literalitaet des Spiel(en)s: Spielerische Vermittlung von Medienkompetenz im Bereich analoger, digitaler und hybrider

- Spiele”)—Academic and Artistic Research Project; with Prof. Benjamin Beil, Ph.D. (University of Cologne); extension granted to the project of 2018-2020; by RheinEnergie Foundation; ca. 70,000 Euro
- 2019-2021: Development and Use of Virtual Reality Techniques in a Museum Context (“Entwicklung und Einsatz von Techniken der Virtuellen Realität im musealen Kontext”)—Academic and Artistic Research Project; with Prof. Bartholdy et al.; granted by Deutsches Museum; ca. 200,000 Euro
- 2018-2020: LDS—Literality of Game(s): Playful Mediation of Media Competence in the Field of Analog, Digital and Hybrid Games (“LDS—Literalität des Spiel(en)s: Spielerische Vermittlung von Medienkompetenz im Bereich analoger, digitaler und hybrider Spiele”)—Academic and Artistic Research Project; granted by RheinEnergie Foundation; ca. 100,000 Euro
- 2019: “Clash of Realities 2019—10th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, City of Cologne, NRW State Chancellery; ca. 120,000 Euro
- 2018: “Clash of Realities 2018—9th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, City of Cologne, NRW State Chancellery; ca. 120,000 Euro
- 2017: “Clash of Realities 2017—8th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, City of Cologne, NRW State Chancellery, Ford Europe; ca. 130,000 Euro
- 2016: “Clash of Realities 2016—7th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, City of Cologne, Ford Europe; ca. 115,000 Euro
- 2015: “Clash of Realities 2015—6th International Conference on the Art, Technology, and Theory of Digital Games”; with Prof. Bartholdy; granted by Film and Media Board NRW, Electronic Arts, Technical University Cologne; ca. 90,000 Euro
- 2014: Summit Game Studies of Research Conference “Clash of Realities 2014”; granted by Film and Media Board NRW; ca. 25,000 Euro
- 2014-2016: The Tele-Visionary (“Der Televisionaer”)—Research and Publication Project on the German Script Writer and TV pioneer Wolfgang Menge; with Prof. Lisa Gotto, Ph.D.; granted by Film and Media Board NRW; ca. 28,000 Euro
- 2012: Summit Game Studies of Research Conference “Clash of Realities 2012”; granted by Film and Media Board NRW; ca. 25,000 Euro
- 2010-2013: Sporty Playful Learning (“Sportlich Spielend Lernen”)—Research and Publication Project on exergames; with Prof. Dominik Wessely;

granted by Create.NRW (80%) and ifs—international film school Cologne (20%); ca. 50,000 Euro

2010-2013: “Cologne Game Lab”— Research Project on Games Education, including the development of the Further Education Master “Game Development and Research”; with Prof. Bartholdy, granted by Create.NRW (80%) and Technical University Cologne (20%); ca. 400,000 Euro

8) TEACHING AND INDIVIDUAL STUDENT GUIDANCE

a) COURSES TAUGHT

COLOGNE GAME LAB, TECHNICAL UNIVERSITY COLOGNE

—UNDERGRADUATE: BA DIGITAL GAMES

Semester 1: Basic Media and Game Studies I. Introduction to Academic Work and Media and Game Studies (Winter Term 2021/22, 2020/21, 2019/20, 2018/19, 2017/18, 2016/17, 2015/16)

Semester 1: Project Ludic Games (Co-Lead, Winter Term 2021/22, 2020/21, 2019/20, 2018/19, 2017/18, 2016/17, 2015/16)

Semester 2: Basic Media and Game Studies II. Visual and Audiovisual Media in Mechanical and Industrial Culture (Summer Term 2022, 2021, 2020, 2019; 2018; 2017; 2016; 2015)

Semester 2: Project Narrative Games (Co-Lead, Summer Term 2022, 2021, 2020, 2019, 2018, 2017, 2016, 2015)

Semester 3: Basic Media and Game Studies III: Visual and Audiovisual Media in Digital Culture (Winter Term 2021/22, 2020/21, 2019/20; 2018/19; 2017/18, 2016/17, 2015/16)

Semester 3: Project Serious Games (Co-Lead, Winter Term 2015/16)

Semester 4: Intermediate Media and Game Studies I: Elements of a Metaverse (Summer Term 2022)

Semester 4: Intermediate Media and Game Studies I. Adaptation and Transmedia (Summer Term 2021, 2020, 2019, 2018, 2017, 2016)

Semester 6: Intermediate Media and Game Studies II. Contemporary Media Practices and Theories: Serious Games, VR, AI (Summer Term 2022, 2021, 2020, 2019, 2018, 2017)

Semester 7: Bachelor Thesis Colloquium (Winter Term 2020/21, 2019/20, 2018/19, 2017/18)

—POSTGRADUATE: MA GAME DEVELOPMENT AND RESEARCH

Semester 1: Media & Games—History & Theory I. Introduction to Modern Audiovisuality and Game Studies (Winter Term 2022/23, 2021/22, 2020/21, 2019/20, 2018/19, 2017/18, 2016/17, 2014/15, 2011/12, 2010/11)

- Semester 1, Project Bootcamp (Winter Term 2011/12 with Richard Wetzel; Winter Term 2010/11)
- Semester 1: Project Playing with Theater (Winter Term 2013/14 with Philipp Steimel)
- Semester 2: Media & Games—History & Theory II. Serious Games and Adaptation (Summer Term 2023, 2022, 2021, 2020, 2019, 2018, 2017, 2016, 2015, 2013, 2011, 2010)
- Semester 2: Project Nonlinear Adaptation: 39 Steps (Summer Term 2020 with Björn Bartholdy and Hartmut Koenitz; Summer Term 2011 with Martin Gantefoehr)
- Semester 2: Project Nonlinear Adaptation: Frankenstein (Summer Term 2012, with Martin Gantefoehr)
- Semester 3: Media & Games—History & Theory III. Current Theories in Game Studies (Winter Term 2020/21, 2019/20, 2018/19, 2017/18, 2016/17, 2013/14, 2011/12, 2010/11)
- Semester 3: Master Thesis Prep (Winter Term 2021/22, 2020/21, 2019/20, 2018/19, 2017/18, 2016/17, 2013/14, 2012/13, 2011/12)
- Semester 4: MA Colloquium (Winter Term 2018/19; Summer Term 2013; Winter Term 2012/13)

—POSTGRADUATE: MA DIGITAL GAMES

- Semester 1: Advanced Media and Game Studies I—The Future in Games (Winter Term 2021/22, 2020/21, 2019/20, 2018/19)
- Semester 1: MA Colloquium (Winter Term 2021/22, 2020/21, 2019/20, 2018/19)
- Semester 2: Advanced Media and Game Studies II—Reflecting the State of Games (Summer Term 2022, 2021, 2020, 2019)
- Semester 2: MA Colloquium (Summer Term 2022, 2021, 2020, 2019)

—POSTGRADUATE: MA 3D ANIMATION FOR FILM AND GAMES

- Semester 1: Media Studies I—Into the Digital Realm (Winter Term 2022/23, 2021/22, 2020/21, 2019/20, 2018/19)
- Semester 2: Media Studies II—Principles and Procedures of Storytelling in Fiction and Non-Fiction (Summer Term 2022, 2021, 2020, 2019)
- Semester 3: Media Studies III—Academic and Artistic Research: History, Theory, and Practice (Winter Term 2019/20)

IFS—INTERNATIONAL FILM SCHOOL COLOGNE

—UNDERGRADUATE: BA FILM

- Semester 1: Audiovisuelle Kunst und Kommunikation in der digitalen Epoche (Winter Term 2022; Summer Term 2019, 2017, 2015, Winter Term 2012/13, 2010/11, 2008/09, 2006/07; Summer Term 2006, 2005)

- Semester 2: Geschichte und Theorien der analogen Kuenste (Summer Term 2022; Winter Term 2019/20, 2017/18, 2015/16; Summer Term 2013, 2011, 2009, 2007)
- Semester 2: Grundlagen der Medientheorie (Summer Term 2006)
- Semester 3: Geschichte und Theorien der digitalen Kuenste (Winter Term 2022/23; Summer Term 2020, 2018, 2016; Winter Term 2013/14, 2011/12, 2009/10, 2007/08; Summer Term 2005)
- Semester 3: Kleine Geschichte des Sehens (Winter Term 2005/06)
- Semester 3: Nonfiktionales Schreiben: Essay und Reflexion (Winter Term 2012/13, 2010/11, 2008/09)
- Semester 4: Adaptation—Geschichte, Theorie, Praktiken (Summer Term 2023, Winter Term 2020/21, 2018/19, 2016/17; Summer Term 2014, 2012, 2010; Winter Term 2008/09, 2006/07)
- Semester 4: Theming Las Vegas: Konstruktionsprinzipien hyperrealistischer Handlungsraeume (Summer Term 2005)
- Semester 5: Fact-Fiction-Faction (Summer Term 2021, 2019, 2017; Winter Term 2015/16, 2012/13, 2010/11; Summer Term 2008, 2005/06)
- Semester 5: Mediale Transkulturalitaet: Europaeisierung / Amerikanisierung / Globalisierung (Winter Term 2005/06)
- Semester 6: DAF—Deutsch-Amerikanisches Filmemachen (Winter Term 2021/22, 2019/20, 2017/18)
- Semester 6: Neuzeitliche Menschenbilder (Summer Term 2013, 2011, 2009; Winter Term 2006/07, Summer Term 2005)
- Semester 6: Bachelor Kolloquium I (Summer Term 2015)
- Semester 7: Bachelor Kolloquium II (Winter Term 2015/16)

—**POSTGRADUATE: MA DIGITAL NARRATIVES**

- Semester 1: Introduction to Digital Culture (Winter Term 2020/21, 2016/17)
- Semester 1: Artists and Audiences in Modern Times (Winter Term 2022/23, 2020/21, 2018/19)
- Semester 2: Digital Culture 2: The Future in Media (Summer Term 2023, 2021)

—**POSTGRADUATE: MA SERIAL STORYTELLING**

- Semester 1: Audiovisual Storytelling in a Network Culture (Winter Term 2015/16, 2013/14)
- Semester 1: Artists and Audiences in Modern Times (Winter Term 2018/19)
- Semester 2: Into the Digital Realm—Technology and Aesthetics (Summer Term 2022, 2020)
- Semester 2: Comparative Media Studies: Digital Games, VR, Transmedia (Summer Term 2018)

—POSTGRADUATE: MA ENTERTAINMENT PRODUCING

Semester 2: Into the Digital Realm—Technology and Aesthetics (Summer Term 2022)

FREE UNIVERSITY OF BERLIN**—UNDERGRADUATE**

Schule des Sehens: Bild- und Blickkonstruktionen von der Renaissance bis in die Gegenwart (Winter Term 2005/06)

Kulturindustrie: Die Entstehung des Begriffs bei T. W. Adorno und Max Horkheimer (Summer Term 1989)

Der unheimische Westen: Kalifornien-Romane der 1930er und 1940er Jahre (Summer Term 1989)

Theorie der Kurzgeschichte (Winter Term 1988/89)

Hans Magnus Enzensberger (Winter Term 1988/89)

Erzaehlformen des New Journalism: Zum Verhaeltnis von Fiktion und Faktenbericht in den literarischen Reportagen von Truman Capote, Joan Didion, Hunter S. Thompson und Tom Wolfe (Summer Term 1988)

Geschichte und Theorie der literarischen Reportage II: Barnes, Hemingway, Isherwood, Kisch, Kracauer, Roth (Winter Term 1987/88)

Geschichte und Theorie der literarischen Reportage I: Seume, Boerne, Heine, Twain (Winter Term 1987/88)

Formale Aspekte der literarischen Reportage (Winter Term 1987/88)

Einfuehrung in die Allgemeine und Vergleichende Literaturwissenschaft (Winter Term 1986/87)

Verfilmung von Romanliteratur (Winter Term 1985/86)

Peter Szondis *Theorie des modernen Dramas* (Summer Term 1985)

—POSTGRADUATE

Theorie, Geschichte und Praxis der Reportage (Winter Term 2005/06)

Das Andere Deutschland II: Geisteswissenschaftliches Exil in den USA; with Eberhard Laemmert (Summer Term 1986)

Das Andere Deutschland I: Literarisches Exil in den USA; with Eberhard Laemmert (Winter Term 1985/86)

b) INDIVIDUAL STUDENT GUIDANCE**PH.D. (CONCLUDED)**

Ph.D. Co-Adviser and Committee Member, Curtis L. Maughan (2016–2021; chair Prof. Lutz Koepnick, Ph.D., Vanderbilt University); dissertation: “Return of the Flaneur? Walter Benjamin’s Conception of Flanerie and its Implications for the Digital Age”

Ph.D. Co-Adviser, Dario D’Ambra (2017–2020; with Prof. Stephane Natkin, Ph.D.; CNAM–Ecole nationale du jeu et des medias interactifs numeriques); dissertation: “A Narrative Videogame Language” (Mr. D’Ambra sadly died)

Ph.D. Defense Committee Member, Philipp Bojahr (2019; University of Cologne); dissertation “Visuelle Montageformen des Computerspiels” (magna cum laude)

Ph.D. Co-Adviser and Committee Member, Federico Alvarez Igarzábal (2016-2018; with Prof. Benjamin Beil, Ph.D.; University of Cologne); dissertation: “Time and Space in Video Games” (summa cum laude)

PH.D. (IN PROGRESS)

Ph.D. Co-Adviser, Wendy Isabel Zelling (2022–; with Prof. Dr. Ute Dettmar, Goethe University Frankfurt); dissertation: “Videospiele als Verhandlungsmedium von Adoleszenz”

Ph.D. Co-Adviser, Rüdiger Brandis (2020–; with Prof. Stefan Haas, Ph.D., University of Goettingen); dissertation: “Historische Simulakren im digitalen Raum”

Ph.D. Co-Adviser, Katja Aller (2020–; with Prof. Stephan Packard, Ph.D., University of Cologne); dissertation: “Story Matters—A Narrative Study of Things and Spaces in Simulator Games”

Ph.D. Co-Adviser, Marian Bruchholz (2020–; with Prof. Jochen Koubek, Ph.D., University of Bayreuth); dissertation: “Evolution linearer Audiovisionen durch Adaptation der zentralen narrativen Elemente ‘Raum’ und ‘Interaktion’ der multilinear-interaktiven Audiovisionen“

Ph.D. Co-Adviser, Jürgen Redecker (2019–; with Prof. Uwe Sander, Ph.D.; University of Bielefeld); dissertation: “Press Play—Das Grenzgängermedium Computerspiel und seine Klangwelten”

Ph.D. Co-Adviser, Youngju Kim (2018–; with Prof. Stephane Natkin, Ph.D.; CNAM–Ecole nationale du jeu et des medias interactifs numeriques); dissertation: “Self-Reflexivity in Video Games”

Ph.D. Co-Adviser, Jürgen Hiesinger (2018–; with Prof. Justus Fetscher, Ph.D.; University of Mannheim); dissertation: “Immersion, Entgrenzung und Realitätsverständnis: Analyse des Entgrenzungspotentials von virtuellen Realitäten”

Ph.D. Co-Adviser, Chae Won Lee (2018–; with Prof. Øyvind Eide, Ph.D.; University of Cologne); dissertation: “How Do Film, Photography and Painting Co-Evolve and Intersect With One Another Through Digital Technology?”

Ph.D. Co-Adviser, Prof. Sylke Rene Meyer (2017–; with Prof. Benjamin Beil, Ph.D.; University of Cologne); dissertation: “The World Is But a Game: Spatial Story Design for Interactive Narrative.”

Ph.D. Co-Adviser, Johannes F. Sievert (2017–; with Prof. Benjamin Beil, Ph.D.; University of Cologne); dissertation: “Leuchtfeuer – eine Archäologie des anderen deutschen Films”

Ph.D. Co-Adviser, Katharina Tillmanns (2016–; with Prof. Benjamin Beil, Ph.D.; University of Cologne); dissertation: “Blending Realities—Techno-Aesthetic Interventions in the Age of Immersive Interactive Media.”

M.A.

Chair, Digital Games M.A. committee, Giovanni Tagliamonte, “Akihabara: Virtualization of a Hyperreal Space and the Final Levels of the Game ‘Fey—Distant Daydream’” (2023)

Chair, 3D Animation for Film and Games M.A. committee, Maria Paula Nieto Quintero, “The Presence of Two Different Aesthetics in Latin American Music Videos and Their Implication on the Global Ecological Crisis” (2023)

Chair, Games Development and Research M.A. committee, Meike Hedderich, “Staging the Player: Toward a Directing Perspective on Game Design and Artistic Research for the Game ‘The Story of Wilhelm and Carl’” (2023)

Chair, Games Development and Research M.A. committee, Casilda de Zulueta Álvarez, “Of Paintings and Video Games—The Reproduction of Paintings and Pictorial Movements in Video Game Graphics and a -Playable Demo of the First-Person Horror Game ‘13 Rosas’ (2022)

Chair, Games Development and Research M.A. committee, Muhammad Abdullah Khalid, “Generating Procedural Myths for the Denizens of Procedurally Generated Game Worlds: Theoretical Investigation and Practical Application (2022)

Chair, Games Development and Research M.A. committee, Su-Jin Song (2022), “The Representation of Women: Examining Images of Mother Figures and the Mother-Daughter Relationship in Contemporary South Korean Films and Series and the Game *Swan Song*.”

Member, Games Development and Research M.A. committee, Huy Ta Quang (2022), “Propaganda in Games, and Game Design to Serve Propaganda.”

Chair, Games Development and Research M.A. committee, Cordula Heithausen (2022), “Being a Child Again Through Gameplay.”

Chair, Games Development and Research M.A. committee, Alina Menten (2022), “How Videogames Represent the Past and What Game Developers Can Learn from It—An Analysis of 9th Century Norway in Assassin’s Creed *Valhalla*, as well as the Graphic Realization of the Game Concept *The Migration Game*.”

Chair, Games Development and Research M.A. committee, Georgi Georgiev (2022), “Character Development in Computer Games: Basic Psychological Archetypes in Modern Commercial Games.”

Chair, Games Development and Research M.A. committee, Arda Özel (2022), “Searching for Indie: How the Definition of Indie Expanded in the Past Decade.”

- Chair, Games Development and Research M.A. committee, Karen Barbosa (2021), “The Communication Between the Protagonist and Her Mentor in VR-Storytelling, and Using the Gained Insights for Designing a First Aid App.”
- Chair, Games Development and Research M.A. committee, Mona Brandt, (2021), “Games as a Medium for Holocaust Memory: Videogame Narrative Based on Real-Life Stories & Biographies.”
- Chair, Games Development and Research M.A. committee, Avag Akopov, (2021), “An Investigation into. Playful Interaction in Complex Systems, specifically Cellular Automata, and the Application of the Research Results in the Design and Creation of a Stress-Reducing Digital Experience
- Chair, Games Development and Research M.A. committee, Leonie Wolf, (2021), “An Investigation into the Relevance of Visual Healing and Art Therapy for Digital Mental Health Care and the Application of the Research Results in the Design and Creation of a Stress-Reducing Digital Experience.”
- Chair, Games Development and Research M.A. committee, Lars Loebbecke (2021), “The Beauty and the Game—Preliminary Studies of an Aesthetic Theory of Video Games and Interactivity.”
- Chair, Games Development and Research M.A. committee, Alexandra Petrus (2021), “Dialectical Games: Applying Devices of Epic Theatre to Digital Games Portraying Historical Narratives.”
- Chair, Games Development and Research M.A. committee, Sebastian Stricker (2021), “Theoretical and Practical Research on Creating ‘Well-Rounded Characters’ Using Gameplay Elements; Including a Design Example.”
- Chair, Games Development and Research M.A. committee, Evgenii Puzankov (2021), “Absurd Games through the Lenses of Theater, Visual Art, Cinema, and Literature.”
- Member, 3D Animation Committee, Sven Rexrodt (2021), “Creation of an Abstract 3D character and Prototyping of a Holographic Live Mocap Stage Projection in Combination with a Theoretical Investigation of the Human Interest in Holographic Avatars.”
- Chair, Games Development and Research M.A. committee, Francisco Campos (2020), “Using a Digital Game to Present a Music Genre—A Case Study of the Brazilian 19th Century Music style Choro.”
- Chair, Digital Games M.A. committee, Manuel Berlinger (2020), Game Dialogue and Its Role in Our Perception of and Social Bonding with Characters – Criteria for the Composition, Structuring, and Presentation of Dialogue for Improved Player Engagement.”
- Chair, Games Development and Research M.A. committee, Martin Pieck (2020); Thesis: “Brandschutzerziehung für Kinder im Grundschulalter durch digitale Spiele: eine theoretische und praktische Analyse”

- Chair, Games Development and Research M.A. committee, Can Bozkurt (with Ruediger Brandis; 2019); Thesis: "Simulating Migration and Integration in Digital Games: A Theoretical and Practical Exploration of Governmentality in an Audience Gaming Setting"
- Chair, Games Development and Research M.A. committee, Ruediger Brandis (with Can Bozkurt; 2019); Thesis: "Simulating Migration and Integration in Digital Games: A Theoretical and Practical Exploration of Governmentality in an Audience Gaming Setting"
- Chair, Games Development and Research M.A. committee, Ohana Tozato Escola (2019); Thesis: "An Analysis of Environmental Storytelling and Its Application."
- Chair, Games Development and Research M.A. committee, Yashar Kiani (2019); Thesis: "Game Design Elements for Creating Memorable Experiences in a First-Person Adventure Game."
- Chair, Games Development and Research M.A. committee, Charlotte Knorr (2019); Thesis: "Musical Semantics in Dynamic Game Music."
- Chair, Games Development and Research M.A. committee, Nina Kiel (2018); Thesis: "Digital Games and Sexual Education: A Review of the Literature and Conceptualization of a Game Project."
- Member, Games Development and Research M.A. committee, Rodolfo Magallón Martínez (2018)
- Chair, Games Development and Research M.A. committee, Gerald Schenke (2018); Thesis: "The Design Space of Interactive Live Stream Gaming: A Theoretical and Practical Investigation."
- Chair, Games Development and Research M.A. committee, Dario D'Ambra (2018); Thesis: "The Theatrical Lens: Narrative Game Design and Theater."
- Chair, Games Development and Research M.A. committee, Youngju Kim (2017); Thesis: "Playing with Multiple Camera Perspectives as Video Game Mechanics: Theoretical Analysis and Artistic Design."
- Chair, Games Development and Research M.A. committee, Milan Pingel (2017); Thesis: "Imprisoned Speech-Dialog Systems in Video Games: Theoretical Analysis and Practical Design."
- Chair, Games Development and Research M.A. committee, Jevgenijs Danilins (2017); Thesis: "Adapting History in Games: History of Eighteen Century North America in Video Games."
- Member, Games Development and Research M.A. committee, Harshit Rawal (2017)
- Member, Games Development and Research M.A. committee, Pablo López Soriano (2017)
- Chair, Games Development and Research M.A. committee, Tanya Katherine Romero Avila (2016); Thesis: "Implementation of 'Soul Pieces,' a Platform-Action-Adventure-Big Puzzle Game, and an Analysis of the Game within the Context of the Theory of Flow."

- Chair, Games Development and Research M.A. committee, Aleksandra Zarichin (2016); Thesis: "Space Debris: History, Analysis, and Implementation of a Web-Based Visualization System."
- Member, Games Development and Research M.A. committee, Fee Bonny (2016)
- Member, Games Development and Research M.A. committee, Frederik Schirra (2016)
- Chair, Games Development and Research M.A. committee, Corrado Mariani (2016); Thesis: "Playing with Senses: How Games with Minimal Graphics Can Trigger Player Imagination."
- Chair, Games Development and Research M.A. committee, Sebnem Kurt (2016); Thesis: "On Adapting H. P. Lovecraft's Novella 'At the Mountains of Madness': Theoretical Analysis and Practical Exploration Through Rapid Prototyping."
- Chair, Games Development and Research M.A. committee, Carmen Johann (2016); Thesis: "The Role of Empathic Design in Serious Games – A designers Perspective on the Serious Game Design Process."
- Chair, Games Development and Research M.A. committee, Fabian Pohl (2015); Thesis: "Hybridisierungsansätze von MMORPG- und Sandbox-Systemen"
- Member, Games Development and Research M.A. committee, Roman Jungblut (2015)
- Member, Games Development and Research M.A. committee, Claus Daniel Herrmann (2015)
- Chair, Games Development and Research M.A. committee, Maren Keitel (2013); Thesis: "Konzeption und Entwicklung einer interaktiven Mutmachgeschichte für Kinder im Alter von drei bis sechs Jahren als Bilderbuch-App für Tablet PCs"
- Chair, Games Development and Research M.A. committee, Katharina Tillmanns (2013); Thesis: "Making It Personal: Towards a Personalized Experience for Impact Games."
- Chair, Games Development and Research M.A. committee, Kuai Shen Auso (2013); Thesis: "Playing with Ants & Other Insects: An Introduction to Insect Mimicry in Games."
- Member, Games Development and Research M.A. committee, Tobias Kreter (2013)
- Member, Games Development and Research M.A. committee, Jack Hoefnagel (2013)
- Member, Games Development and Research M.A. committee, Benjamin Goegge (2013)
- Chair, Games Development and Research M.A. committee, Linda Kruse (2012); Thesis: "Konzeption und Entwicklung eines Lernspiels zum Fremdsprachenerwerb durch Vorschulkinder auf Touchscreen Devices"
- Chair, Games Development and Research M.A. committee, Marcus Bösch (2012); Thesis: "Game of Drones. Warum wir im anbrechenden Drohnenzeitalter Spiele zur kritischen Reflexion brauchen"
- Chair, Games Development and Research M.A. committee Achim Fell (2012). Thesis: "Hörspiel vs. Audiogame: Neue Formen auditiver Narration für Mobile Devices"

9) COMMUNITY INVOLVEMENT: JURIES, PUBLIC TALKS, NON-ACADEMIC PUBLICATIONS

a) JURIES, NON-ACADEMIC COMMITTEES, ETC.

- 2019 to present: Member of the competence group "GameTalents," Berlin
- 2018 to present: Member of the advisory board of the "Cologne Game Incubator," Cologne
- 2019 to 2021: Member of the jury of the subsidy program for "Digital Games and Interactive Content," Media and Film Board NRW, Duesseldorf
- 2015 to 2018: Member of the jury of the German Computer Games Award, Berlin
- 2011 to 2018: Chair of the advisory panel for the subsidy program "Innovative Audiovisual Media Contents," Media and Film Board NRW, Duesseldorf
- 2009 to 2011: Member of the jury of the film subsidy program, Media and Film Board NRW, Duesseldorf
- 2009: Member of the jury of the "KunstFilmBiennale 2009," Cologne
- 2008 to 2010: Member of the jury of the German Film Innovation Award, Berlin

b) PUBLIC TALKS

- 2021
Talk "Games in NRW: Industrie und Ausbildung" and panel "Kreativwirtschaft," "Schlaglicht," organized by the FDP parliamentary group of the NRW state parliament, June 01 (online).
Talk "Dual Use im Gaming," Workshop "Digitales Gaming als Kulturgut: Videospiele und Gesellschaft im 21. Jahrhundert," Friedrich Naumann Stiftung, February 21 (online).
- 2020
"Serious Games vs. Gamifizierung: historische, systematische und anwendungsorientierte Aspekte," Workshop "Digital Officer & Data Science im Kultursektor," Pausanio Academy, Gateway start-up service, University of Cologne, September 14.
- 2019
"Serious Games vs. Gamifizierung: historische, systematische und anwendungsorientierte Aspekte," Workshop "Digital Officer & Data Science im Kultursektor," Pausanio Academy, Gateway start-up service, University of Cologne, September 16.
"Geschichte digitaler Spiele und Serious Games vs. Gamifizierung: historische, systematische und anwendungsorientierte Aspekte," Workshop "Digital Officer & Data Science im Kultursektor," Pausanio Academy, Gateway start-up service, University of Cologne, March 14.
- 2018
"Mediale Immersion. Eine kurze Geschichte," Der Große Immersive Day, Film Festival Cologne, Auditorium Cologne Game Lab, TH Koeln, Schanzenstr. 28, October 10
"Games Education at State Universities in North-Rhine Westphalia," Games Summit, State Chancellery, Duesseldorf, May 9

- 2017: "Serious Games vs. Gamification. Was ist was und was ist besser." Annual Meeting of the German Workgroup Diversity, Cologne, November 30
- "Is the AI Apocalypse Near. An Introduction to High Hopes, Even Greater Fears, and Scientific Reality in AI Research." Bayer Academy, Cologne, November 29
- "Serious Games vs. Gamification. What Is What and What Is Better?" Bayer Academy, Cologne, November 29
- "Is the AI Apocalypse Near? High Hopes, Even Greater Fears, and Scientific Reality in AI Research." Trade Fair "Zukunft Personal," Koelnmesse, Cologne, September 20
- "Gamification versus Serious Games: Was ist was und was ist besser?" Trade Fair "Zukunft Personal," Koelnmesse, Cologne, September 19
- Reading "Der Visionaer." (The Tele-Visionary) Traumathek, Cologne, January 27
- 2015: "Menschmaschinenbilder: Roboter und Cyborgs in Film, Fernsehen und Games." DASA Special Exhibition "Die Roboter—Eine Ausstellung zum Verhaeltnis von Mensch und Maschine," Dortmund, November 26
- "Die Welt als Datenbank. Zum historischen Potential des 3D-Drucks." BKS Bank, Casino Helden, Kaernten, Austria, October 12
- "Der Koerper im Dorf, das halbe Leben woanders. Verortung und Entortung in der digitalen Kultur." IBA Forum Stadtland, Bauhaus University, Weimar, October 2
- "Games-Kultur: Das neue Medium fuer Musik, Film, Theater, Literatur und Bildende Kunst." Cologne Conference "Der Grosse Culture Day 2015," WDR, Cologne, September 29
- "Die Welt als Datenbank. Zum historischen Potential des 3-D-Drucks: Kultur, Gesellschaft, Wirtschaft, Medizin." Sindelfingen Clinics, Sindelfingen, September 15
- 2014: Panel "Interaktive Medien als Jobmotor: Welche neuen Beschaeftigungspotentiale ergeben sich fuer Kreative?" Arbeitsmarktkonferenz "Medien und Kultur," Cologne, January 29
- 2013: "Transmediales Storytelling in der Unternehmenskommunikation." Conference "Visuelle Bilanz 2013," Hamburg, October 24
- "Autorenschaft und Urheberrecht: Konsequenzen des Uebergangs von der industriellen zur digitalen Kultur aus medienhistorischer Perspektive." Koelner Forum Medienrecht, Cologne, March 6
- 2012: "Open-Source-Praxis und partizipatorische Kultur: Serious Games und Gamification." SUBOTRON electric Meeting "Theorie von Computerspielen 2012," Vienna, Austria, September 28

- “Wie die digitalen Medien unser Leben veraendern.” Rotary Club, Bad Homburg, September 12
- “Laudatio auf Volker Schloendorff.” Kulturpreisverleihung der Otmar-Alt-Stiftung, Hamm, February 5
- 2011: “Cyborgs—Transhumane Visionen von der Ueberwindung der menschlichen Natur.” Evangelisches Forum Kassel, February 10
- 2010: “Transmedialisierung & ihre Konsequenzen: Konkurrenz, Konvergenz, Komplementaritaet.” A/V-Gruenderzentrum NRW GmbH, Cologne, July 7
- “Fernsehen und Spiel: Wie sich die Spielregeln fiktionalen Erzaehlens veraendern.” ZDF “Trendtag,” Mainz, May 4
- “Phoenix, Arizona: Der kuehle Kult der Kryonik.” Reading at the book presentation of Hilmar Schmundt / Milos Vec / Hildegard Westphal (eds.), *Mekkas der Moderne. Pilgerstaetten der Wissensgesellschaft*, Museum fuer Naturkunde, Berlin, April 29
- “Schule des Sehens: Neuzeitliche Menschenbilder.” Lecture Series “Leitmetapher Bild,” Katholische Akademie Hamburg, January 26
- 2009: “Transmedialisierung & ihre Konsequenzen: Konkurrenz, Konvergenz, Komplementaritaet.” A/V-Gruenderzentrum NRW GmbH, Cologne, December 4
- “Netze & Neuigkeiten. Was sich aus der analogen Vergangenheit fuer die Kunst & Unterhaltung der digitalen Gegenwart lernen laesst.” A/V-Gruenderzentrum NRW GmbH, Cologne, September 25
- “Das Cologne Game Lab: Ausbildung, Weiterbildung, Forschung.” G.A.M.E. Academic & Education Summit Germany 2009, Conference “Quo Vadis—Die Entwicklerkonferenz,” Berlin, April 22
- 2008: “Medien(r)evolution: Krise & Umbruch der Medien zu Beginn des 21. Jahrhunderts.” Workshop “Fiktionales Erzaehlen—Online I,” ZDF, Mainz, November 19
- “Konkurrenz & Kollaboration: Zum kreativen Verhaeltnis von Film und Games.” Open Games Academy, World Cyber Games, Koelnmesse, Cologne, November 6
- “Netze & Neuigkeiten. Was sich aus der analogen Vergangenheit fuer die Kunst & Unterhaltung der digitalen Gegenwart lernen laesst.” AV-Gruenderzentrum NRW GmbH, Cologne, September 25
- “Fakten—Fiktionen—Faktionen // Authentizitaet in den Bildern der digitalen Epoche.” Haus am Dom, Frankfurt am Main, May 19
- “Fernsehen Online.” ZDF-Seminar HR Fernsehspiel / Onlineklausur, Oppenheim, January 15
- 2007: “Cyborgisierung—Visionen transhumanen Lebens.” Conference “Wenn Computer und Gehirn verschmelzen ... Wie weit darf die Technisierung des Menschen gehen?” Evangelische Akademie, Iserlohn, December 7

“Transmedialisierung und ihre Konsequenzen fuer Hoerfunk, Fernsehen und Online-Angebote.” AG Digitalstrategie des Mitteldeutschen Rundfunks, Leipzig, October 16

“Kunst als Kompass—Warum und wie aesthetische Wahrnehmung Wegweisung in Richtung Zukunft geben kann.” 14. Hoerspielforum NRW, “Kristallkugel, Kaffeersatz, Kartenlegen?—Wer sagt uns die Zukunft voraus,” WDR, Cologne, October 2

“Arbeit & Identitaet—Vom Individuum zum Multividuum.” 1st Salon d’Innovation of IAK, Cologne, April 19

“zdf.de von aussen.” Klausurtagung der HR Neue Medien des ZDF, Bad Kreuznach, April 18

“Those Unforgettable Next Ten Years.” Conference “Berlinale Keynotes,” Berlinale, Berlin, February 13

2006: “Medien(r)evolution.” WDR-Fernsehforum, Cologne, November 30
 “Wo Hardware war, soll Software werden—die Virtualisierung der Bilder & Blicke.” Exhibiton “Soul Surfer“ by Theresa Froehlich, Freihaus Muenster, May 12

2001: “Open Source: Die Aufhebung des Taylorismus und die Selbstermaechtigung der Konsumenten.” Conference “Internationale Handelstagung,” Gottfried-Duttweiler-Institut, Zurich, Switzerland, September 10

1998: “Das Visionen-Ding. Versuch, deutschen Fuehrungskraeften die amerikanische High-Tech-Kultur zu erklaren.” Meeting of the Board of Landesbank Rheinland-Pfalz, Wiesbaden, March 23

c) NON-ACADEMIC PUBLICATIONS

2023: “Wer hat Angst vor Sydney?” (On the Cyborgization of Authorship). In: *Freitag*, April 20, p. 18

2022: “Vom Beta- zum Metaversum.” In: *Rotary Magazin*, March, pp. 46-49

2020: “Wir treffen uns im Datenraum.” In: *ZeitWissen*, May/June 2020, pp. 96-97

2016: “KO oder OK. Das Endspiel um die kuenstliche Intelligenz hat begonnen.” In: *Rotary Magazin*, August, pp. 36-39

2015: “Heimat im globalen Dazwischen.” In: *Rotary Magazin*, October, pp. 56-59

“Dinge werden zu Daten—und Daten zu Dingen.” In: *Rotary Magazin*, April, pp. 40-42

2014: “Geisterstunden. Deutsche Intellektuelle und die digitale Kultur.” In: *Rotary Magazin*, July, pp. 50-54; Online in *Telepolis*, July, 13

2012: “Abschied vom Fernsehen. Bekenntnisse eines Ex-Zuschauers.” In: *Rotary Magazin*, May, pp. 37-40

- 2011: “Die Intensitaet ging an die Seele.’ Der Schauspieler Juergen Prochnow im Gespraech.” In: Booklet *Das Boot—Steelbook Edition*, Eurovideo: Munich, pp. 26-29
- “Wir waren relativ naiv.’ Der Produzent Guenter Rohrbach im Gespraech.” In: Booklet *Das Boot—Steelbook Edition*, Eurovideo: Munich, pp. 30-35
- “Etwas, das mit Hollywood nichts zu tun hat.’ Der Kameramann Jost Vacano im Gespraech.” In: Booklet *Das Boot—Steelbook Edition*, Eurovideo: Munich, pp. 36-41
- “Director’s Cut: Der Goldene Schnitt. Der Produzent Ortwin Freyermuth im Gespraech.” In: Booklet *Das Boot—Steelbook Edition*, Eurovideo: Munich, pp. 46-49
- “Das Boot nach Hollywood. Wolfgang Petersen im Gespraech.” In: *Schnitt. Das Filmmagazin*, #63, 03/2011. Reprint in: Booklet *Das Boot—Steelbook Edition*, Eurovideo: Munich, pp. 18-25
- “Wir Cyborgs. Die Mensch-Computer-Symbiose war eine beliebte Vision. Wirklichkeit wurde sie ganz unerwartet—durch das Handy.” In: *NZZ Folio* 08/11, pp. 42-43
- 2010: “iPadologie II: Hardware(r)evolution.” In: www.carta.info, May 26
- “iPadologie I: Medien(r)evolution.” In: www.carta.info, May 19
- “Trojanischer Transfer. Frank Schirrmachers Bestseller *Payback* und seine Bedeutung im digitalen Kulturkampf.” In: *Rotary Magazin*, March, pp. 32-36; online: www.carta.info, March 15
- 2008: “Senden Sie sich selbst!” In: *NZZ Folio*, June, pp. 24-25
- “Wie Video ins Internet kam.” In: *NZZ Folio*, June, pp. 25
- 2007: “Wenn ich einmal gross bin, werde ich ein Computer sein.” In: *Schweizer Monatshefte*, June
- 2006: “The Future Hasn’t Started Yet / Die Zukunft hat noch nicht begonnen.” In: *Parapluie*, August 23
- “Die Kunst des Verlierens.” In: *Der Spiegel*, January 16, pp. 148-151
- 2005: “Der Gouvernator.” In: *NZZ Folio*, June, pp. 60-64
- “Digitale Geschaefstkommunikation.” In: *Zeitschrift fuer Personalfuehrung*, February, pp. 44-49
- “Krieg Version 3.0.” In: *NZZ Folio*, January, pp. 34-37
- 2004: “Es gibt Schlimmeres als George W.” In: *Spiegel Online*, November 16
- “MacTrek—Die erste Generation.” In: *c’t—Magazin fuer Computertechnik*, January 26, pp. 204-209
- 2003: “Die Geburt des PC aus dem Geiste des Protests: Eine kleine Kulturgeschichte.” In: *c’t—Magazin fuer Computertechnik*, November 17, pp. 271-276

- “Cyborg’,” “Denglisch’,” “Echtzeit’,” “Erreichbarkeit”. In: *Du*, September, No. 739, pp. 20f., p. 22, p. 26, p. 27f
- “Denglisch 4 U.” In: *c’t—Magazin fuer Computertechnik*, April 7, pp. 228-234
- 2001: “Die digitale Wanderung.” In: *c’t—Magazin fuer Computertechnik*, December 31, pp. 202-208. Partial reprint: “Globalisierung von unten.” In: *Gdimpuls* 4/01, pp. 68-71. Reprint in *Zeitschrift fuer Personalfuehrung*, 03/2002
- “Die neue Hackordnung. Aus der Open-Source-Geschichte lernen.” Part II. In: *c’t—Magazin fuer Computertechnik*, October 8, pp. 270-277
- “Offene Geheimnisse. Aus der Open-Source-Geschichte lernen.” Part I. In: *c’t—Magazin fuer Computertechnik*, September 24, pp. 176-183. Partial reprint: “Offene Geheimnisse.” In: *Gdimpuls* 2/01, pp. 20-26
- “Das Prinzip Zufall.” In: *c’t—Magazin fuer Computertechnik*, 5. May, pp. 246-251. Partial reprint: “Ich war als Hoergeraet gedacht.” In: *Financial Times Deutschland*, June 29, Weekend, p. 1
- “Es lebe das Chaos. Am Beispiel Bibliothek: Wie in Zeiten des Internet alles seinen festen Platz im System verliert.” In: *Literarische Welt / Welt*, April 28
- “Die Besteigung des Mount Evernet.” In: *c’t—Magazin fuer Computertechnik*, 12. March, pp. 158-168. Partial reprint: “Die Besteigung des Mount Evernet.” In: *Gdimpuls* 1/01, pp. 64-67. Partial reprint “Die Besteigung des Mt. Evernet.” In: *Die Woche*, December 14, p. 26
- “Revolution im Rueckspiegel. Wie Multimedia-PCs und das WWW die Welt veraenderten.” In: *c’t—Magazin fuer Computertechnik*, February 26, pp. 254-259
- 2000: “Die Zukunft der Unterhaltung.” In: *Spiegelreporter*, January, pp. 90-97
- “Neue Bourgeoisie.” In: *Financial Times Deutschland*, December 29, Weekend, p. 1
- “Realitaetskontrolle 2.0: Europa funktelefoniert, waehrend anderswo laengst eine verdatete Wirklichkeit entsteht.” In: *Gdimpuls* 4/00, pp. 60-63
- “Der Mensch muss weg.” In: *Literarische Welt / Welt*, November 4, pp. 1/7
- “Die andere Revolution. Warum das 20. Jahrhundert schon vor zehn Jahren zu Ende gegangen ist.” In: *Literarische Welt / Welt*, September 30, p. 1
- “Wieder stirbt das Kino, um neu zu erstehen.” In: *Die Welt*, September 22, p. 39

- “Gespraech—ehrlich, ruppig, ohne Frack. E-mail veraendert den Alltag.” In: *Die Welt*, September 6, p. 33. Partial reprint: “Die zehn goldenen Gebote fuer E-Mails.” In: *Markt—Materialien aus der Presse* (Goethe Institut), 21/01, p. 13
- “Mann unter Woelfen.” In: *Die Welt*, September 5, p. 33
- “Der Ritt in die Zukunft.” In: *NZZ Folio*, August, pp. 54-57
- “Digitales Tempo.” In: *c’t—Magazin fuer Computertechnik*, July 3, pp. 74-81. Partial reprint: “Amerikanisches Tempo.” In: *Gdimpuls* 2/00, pp. 65-67. Partial reprint: “Digitale Echtzeiten.” In: *Literarische Welt / Welt*, July 22, pp. 11. Partial reprint: “Traeumen macht schneller.” In: *Financial Times Deutschland*, September 8, Weekend, p. 1
- “Realitaetskontrolle 1.0.” In: *Gdimpuls* 3/00, pp. 61-63
- “Stadttheater.” In: *Financial Times Deutschland*, July 14, Weekend, p. 1
- “Bei Anruf: fort.” In: *Frankfurter Rundschau*, June 27
- “Kommunikette.” In: *c’t—Magazin fuer Computertechnik*, June 5, pp. 92-97
- “Die Optimierung des Menschen geht weiter.” In: *Literarische Welt / Welt*, May 27, p. 4
- “Wir werden Gott ersetzen.” In: *Literarische Welt / Welt*, April 22, pp. 1 & 3
- “Vegas, Virtuelle Stadt.” In: *Telepolis*. March 9. Partial reprint: “Vegas, Virtuelle Stadt.” In: *c’t—Magazin fuer Computertechnik*, April 25, pp. 248-254. Partial reprint: “Venedig in der Wueste.” In: *Die Welt*, May 4, p. 33. Partial reprint: “Venedig 2.0.” In: *Zeitung zum Sonntag*, May 14, p. 31
- “Mit Gott rechnen.” In: *c’t—Magazin fuer Computertechnik*, January 17, pp. 90-95. Partial reprint: “Der Geist aus der Maschine.” In: *Gdimpuls* 1/00, pp. 65-67. Partial reprint: “Das weltweite Gehirn.” In: *Zeitung zum Sonntag*, January 30, p. 31. Partial reprint: “Mit Gott Rechnen.” In: *Financial Times Deutschland*, May 5, Weekend, p. 1
- 1999: “Das Ende der Medien ist ihr Anfang.” In: *Die Welt*, December 30, “Die Welt 2000,” p. 5
- “Im Unruhestand.” In: *c’t—Magazin fuer Computertechnik* (25/99), December 6, pp. 90-95. Reprint in: *Zeitschrift fuer Personalfuehrung* 06/2002. Partial reprint: “Neuer Trend: Arbeiten bis 100.” In: *Suedwestpresse*, March 8, 2000. Partial reprint: “Unruhestand.” In: *Financial Times Deutschland*, March 31, 2000, Weekend, p. 1. Partial reprint: “Der neue Unruhestand.” In: *Gdimpuls* 4/99, pp. 60-62
- “Globaler Nahverkehr.” In: *Du* Dez. 1999 / Jan. 2000, pp. 58-60
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- Sanel Rihic, "Videospiele als Kunst," Radio Kölncampus, April 12 (Interview)
- Bastian Bender on the 25th anniversary of Charles Bukowski's death, Radio Bremen 2, March 9 (Interview)

- Wolfgang Otto, "NRW soll Gamerland werden," WDR Westblick, February 9 (Interview)
- 2018: Josef Schnelle, "Lange Nacht Billy Wilder," Deutschlandfunk, August 4 (Interview)
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- N.N., "Film und Game." WDR 3 Mosaik, November 15 (Interview)
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c) FILM/TELEVISION

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- Markus Lanz, "ChatGPT," ZDF, March 9 (Interview Clip)
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- Anja Backhaus, "Games-Kultur." WestArt, WDR 5, September 24 (Interview)
- Christoph Mathieu, "Slapstick, Kunst und Videogames." Broadview TV, March 9 (Interview)
- 2014: Anja Backhaus, "Wir brauchen positive Utopien." West-Art, WDR5 October 7 (Interview)

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- N.N., "Newsgames." In: "Shift—Leben in der digitalen Welt," Deutsche Welle, June 30 (Interview)
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- 2011: N.N., "Wir muessen neu sehen lernen," edit Filmmakers Festival, February 16 (Interview)
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- 2007: N.N., "Fernsehen der Zukunft." In: "Kulturzeit," 3Sat, July 20 (Interview)
- N.N., "So tun als ob—Second Life." In: "Kulturzeit," 3Sat, January 30 (Interview)
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- 2005: N.N., "Das Ende des Kinos." In: "Kulturzeit," 3Sat, December 15 (Interview)
- N.N., "Gegenwart und Zukunft des Computerspiels." In: "Kulturzeit," 3Sat, December 6 (Interview)
- 2004: Talk Show "ZDF-Nachtstudio: Die Rueckkehr der Utopien"—with Prof. Antonio Negri, Prof. Heinz Bude, Prof. Herfried Muenkler," ZDF, February 2 (TV discussion)
- 2002: Talk Show "ZDF-Nachtstudio: Koerper, Geist, Maschine—Braucht das Denken einen Leib?"—with Prof. Rolf Pfeifer, Prof. Gunter Gebauer," ZDF, June 23 (TV discussion)
- 2001: Talk Show "ZDF-Nachtstudio: Verschwörungstheorien"—with Prof. Dieter Groh, Andreas von Buelow, Eva Horn) (TV discussion)
- 2000: N.N., "Vom Homo sapiens zum Cyborg." TV documentary, NDR, spring 2001 (Interview)
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