

## Notes about authors

**Jakub Alejski** – Ph.D., assistant professor at the Faculty of Anthropology and Cultural Studies of Adam Mickiewicz University in Poznań, member of the Human/Art/Technology Research Center. Game researcher and designer. His scientific activities are devoted to environmental studies, in particular the analysis of the concept of synthetic ecologies. His interests also include the affective perspective on video games and the relationship between science, culture and art. ORCID 0000-0001-5828-1536.

**Miłosz Babecki** – Ph.D., assistant Professor at the Institute of Journalism and Social Communication of the University of Warmia and Mazury in Olsztyn, media researcher and social media manager, teacher of Polish as foreign language. Member of Serious Games Society and Polish Society for Film and Media Studies. He is particularly interested in the instrumentalization of serious games, since it is related to the possibility of using them for purposes other than ludic, and is therefore related to what goes beyond providing entertainment and what matched the context of communication understood as impact, interaction and a component of a social process. He also carries out research on the communication potential of web platforms, social networking services, as well as social applications, the visual layer of which attempts to achieve various aims, e.g. related to a negative transformation of someone's image using subversion-based strategies or so-called image poaching, i.e. classified as instrumentalization in the form of the so-called black pages and nasty bits. Author of: *Metaforyka polskich politycznych gier przeglądarkowych. Konteksty – porównania – analizy* [Metaphorics in Polish Political Browser Games: Contexts – comparisons – analyses] (2020), *Informacyjny i operacyjny potencjał poważnych gier internetowych w systemie komunikowania społecznego* [Informational

and Operational Potential of Serious Internet Games in the Social Communication System] (2016), *Strategie medialne w tekstach najnowszej dramaturgii polskiej* [Media Strategies in Texts by New Polish Drama Writers] (2010). Co-author of monographs on professionalization and instrumentalization of social media. ORCID 0000-0001-9749-9351.

**Magdalena Bednorz** – a philologist and sociologist by education, a game scholar by predominant research; a graduate teaching assistant at the Faculty of Humanities at the University of Silesia, where she conducts classes on topics ranging from digital storytelling, game design, new media, to English language studies; her research interests include game studies, especially the romance threads, and audience theories and research. ORCID 0000-0003-1354-750X.

**Krzysztof Czyżak** – MA in Film Studies, PhD student at Doctoral School of Languages and Literatures, associated with Institute of Film, Media and Audiovisual Arts at The Faculty of Polish and Classical Philology. His research interests include an evolution of film genres, media and animated series. His PhD thesis will focus on a theme of time travel in literature, film and video game. ORCID 0000-0001-8803-2223.

**Piotr Paweł Drozdowicz** – Ph.D., the graduate of the academy of fine arts in Poznan. In 1998 he received a diploma with distinguishing in the mural art. The grant holder of Minister of Culture and Art in Warsaw and French government. In 1998–1999 he took an artistic internship in l'Ecole des Beaux-Arts in Rennes in France. In 2014 he gained a doctorate on the University of Arts in Poznań. He is an assistant professor on the Faculty of Architecture in the Poznan University of Technology. He specializes in oil painting, watercolour and mural art. In his artistic work he seeks the Beauty and the harmony in the art. He believes in the continuity of painting traditions in spite and he looks for new forms and the painting tongue

simultaneously he refers to former painting techniques and exploits experience of the classical painting. Co-author of a book *Między muzeum i prezbiterium* [*Between the Museum and the Presbytery*] (2017) which received the main prize in the Łukasiewicz 'Poznaniana' Competition in 2017. He combines his artistic experiences with performing choral music. He is member of Poznań Philharmonic Choir 'Poznańskie Słowiki'. ORCID 0000-0002-2399-4453.

**Marek Hendrykowski** – full professor at the Institute of Film, Media and Audiovisual Arts at Adam Mickiewicz University, Poznań. A film and media expert, semiotician, researcher of contemporary culture. He is the author of numerous articles and books, most recently: *Semiotyka twarzy* [*Semiotics of Face*] (2017), *Drugie wejrzenie. Analizy i interpretacje* [*Second Sight. Analyses and Interpretations*] (2018), *Ogród Europy. Eseje z semiotyki i antropologii kultury Starego Kontynentu* [*The Garden of Europe. Essays on Semiotics and Anthropology of Culture of the Old Continent*] (2018), *Polska szkoła filmowa* [*Polish Film School*] (2018), *Short. Małe formy filmowe* [*Short. Small Film Forms*] (2019), *Narracja w filmie i ruchomych obrazach* [*Narrative in Films and Moving Images*] (2019). He is a founder and senior editor of the magazine "Images. The International Journal of Film, Performing Arts and Audiovisual Culture". He is also a member of the Polish Filmmakers Association, Polish Society of Authors and Composers ZAiKS, the Polish Film Academy and the European Film Academy (EFA). ORCID 0000-0002-7180-9902.

**Joanna Hoffmann** – professor at the Magdalena Abakanowicz University of the Arts in Poznań (UAP) and the head of the Studio of Transdisciplinary Projects and Research at the Faculty of Art Education and Curatorial Studies of the UAP. She runs the Art & Science Node / Art & Science Synergy Foundation. She works in the field of multimedia art and new technologies. She participates in many international

exhibitions, festivals, congresses and artistic residencies.

**Jadwiga Hučková** – Ph.D., professor UJ; she is interested in Central European documentary and fictional films. She is a lecturer at the Institute of Audiovisual Arts of the Jagiellonian University in Krakow. Since 1997 she has been working in the selection committee of the Krakow Film Festival and belongs to its Program Council. Jury member of over thirty international documentary film festivals. She took part in the Visegrad Documentary Film Library project in Prague. She published, inter alia, (also under the name of Jadwiga Głowa): *Dokument po przełomie. Film dokumentalny lat 90. w Europie Środkowo-Wschodniej / Zooming in on History's Turning points. Documentaries in the 1990s in Central and Eastern Europe* (1999), *Dokument filmowy epoki Havla* [*Film documentary of the Havel epoch*] (2005), *Český a polský dokumentární film v éře evropeizace / Czech and Polish documentary film in the times of Europeanization* (2015, co-editor). ORCID 0000-0002-6390-1207.

**Justyna Janik** – Ph.D., a researcher at the Faculty of Management and Social Communication at Jagiellonian University in Kraków, Poland, as well as a member of the Jagiellonian Game Studies Research Centre. Her research concerns the subject of the relationship between the player and the video game, with a focus on the posthuman and performative nature of this bond, as well as the ontology of the digital game object. ORCID 0000-0002-7395-4492.

**Filip Jankowski** – Master of Arts, PhD student at the Faculty of Management and Social Communication at the Jagiellonian University in Kraków. His interests include female presence in digital gaming industry, as well as French digital game history. He prepares a dissertation on the intersectional approach to digital games and the category of auteur. He wrote for such journals as "Games and Culture", "Game Studies", and "Homo Ludens". ORCID 0000-0001-5178-2549.

**Rafał Kochanowicz** – Ph.D., professor at the Institute of Polish Philology, Adam Mickiewicz University in Poznań. Author of *Fantastyka – klucz do wyobraźni* [*The Fantastic – Key to the Imagination*] (2001), *Fabularyzowane gry komputerowe w przestrzeni humanistycznej. Analizy, interpretacje i wnioski z pogranicza poetyki, aksjologii, dydaktyki literatury* [(*Narrative Computer Games in the Humanities: Analyses and Findings from the Intersection of Poetics, Axiology and Literary Pedagogy*)] (2012). He co-edited the volumes *Fantastyka w obliczu przemian* [*Fantasy in the Face of Transformation*] (2012), *Fantastyka. Pajdologia. Dydaktyka* [*Fantasy, Child Development, Pedagogy*] (2018). He is interested in expanding the categories of fantasy, computer games and pop culture. ORCID 0000-0003-0378-0455.

**Raine Koskimaa** – works as a professor of contemporary culture studies at the University of Jyväskylä, Finland. He conducts research in the fields of digital textuality, programmable media, and game studies. He has published widely around the issues of digital literature, game studies, and narratology. He is the co-founder and co-editor of the “Cybertext Yearbook”, and is a member of the Literary Advisory Board for the Electronic Literature Organization, and the Review Board for *Game Studies*. ORCID 0000-0002-1492-4074.

**Krzysztof M. Maj** – PhD; expert in game studies as well as fantasy, science fiction & world-building studies; Assistant Professor at the Department of IT & Media Studies at the AGH University of Science & Technology, Faculty of Humanities; author of two Polish books, *Allotopie. Topografia światów fikcjonalnych* [*Allotopie. Towards the Topography of Fictional Storyworlds*] (2015) and *Światotwórstwo w fantastyce. Od przedstawienia do zamieszkiwania* [*World-building in the Fantastic. From Representation to Inhabitation*] (2019); co-editor of *More After More. Essays Commemorating the Five-Hundredth Anniversary of Thomas More's Utopia* (2016), *Narracje fantastyczne* [*Fantastic Narratives*] (2017), *Kse-*

*nologie* [*Xenologies*] (2018), and *Dyskursy gier wideo* [*Video Game Discourses*] (2019). ORCID 0000-0001-9799-8409.

**Katarzyna Marak** – Ph.D., is an Assistant Professor in the Department of Cultural Studies at Nicolaus Copernicus University in Torun, Poland; she is the author of *Japanese and American Horror: A Comparative Study of Film, Fiction, Graphic Novels and Video Games* (2015) and the co-author of the monograph *Aspekty funkcjonowania gier cyfrowych we współczesnej kulturze: studia przypadków* (2016) and *Gameplay, Emotions and Narrative: Independent Games Experienced* (2019) as well as a number of papers and chapters about independent games, game mechanics, player experience, the storytelling aspects of games and audience reception, as well as comparative analysis of fiction (film and literature). Her research interests concern game studies, with particular emphasis on independent game texts, horror fiction, testimonies of reception, and various aspects of American and Japanese popular culture. ORCID 0000-0003-4073-8889.

**Miłosz Margański** – doctor of fine arts, a lecturer, a graduate of the Academy of Fine Arts in Poznań and an animator. On a daily basis, he deals with the implementation of research and artistic projects in the field of interactive media and virtual reality. He conducts numerous workshops for future adepts of animated films. He is the Head of the Department of Animation at the Faculty of Animation and Intermedia of the Magdalena Abakanowicz University of the Arts Poznan.

**Michał Mochocki** – Ph.D., works as an assistant professor at the Department of Anglophone Literatures at Kazimierz Wielki University in Bydgoszcz, Poland. His primary research interests are role-playing games, which he approaches from the angles of narratology and heritage studies. He is a co-founder of the Games Research Association of Poland, a reviewer for *Homo Ludens*, and an academic board member for the Game Industry Conference. He recently published the

monograph *Role-Play as a Heritage Practice: Historical Larp, Tabletop RPG and Reenactment* (Routledge 2021). ORCID 0000-0001-5679-9219.

**Sidey Myoo** – from 2007 the scientific pseudonym of prof. dr hab. Michał Ostrowicki, the philosopher and theorist of art. Sidey Myoo works in Department of Aesthetics in the Institute of Philosophy at the Jagiellonian University, and in the Department of Theory of Media Art in Faculty of Intermedia at the Fine Arts in Kraków. He interests in aesthetics, treated as the theory of art, mainly in relation to contemporary art, including a new media art. In 2006 he used the notion of virtual *realis* (later: electronic *realis*), which has become a basis for ontoelectronics, which is the ontology focused on the analysis of electronic (virtual) reality, treated as a sphere of being. It's assumed here that the electronic environment is a kind of alternative reality to which man increasingly moves its activity, gaining network identity. Sidey Myoo is the author of several articles, monographs and edited works on philosophy and arts. He has participated in many international scientific conferences and congresses. He is a co-editor of the multimedia magazine "Mdiałica. Multimedia Studies in Humanities" and the scientific journal "Kultura i Historia". In 2007 he founded the Academia Electronica ([www.academia-electronica.net](http://www.academia-electronica.net)) – virtual part of Jagiellonian University, acting on the model of university in the virtual world Second Life, where are carried out official academic courses and conference's presentations. ORCID 0000-0001-6163-4742.

**Anna Nacher** – Ph.D., associate professor at the Jagiellonian University. Her research interests include digital culture, cultural theory, media art, sound studies, and e-literature. Author of three books in Polish; the latest, published in 2016, focuses on locative media imagery. Her recent publications include articles in journals ("European Journal of Women's Studies", "Hyperrhiz", "Electronic Book Review", "communication +1") and chapters in edited volumes, among them *VR – the Culture of (Non) Par-*

*ticipation? Reframing the Participative Edge of Virtual Reality in: Cultures of Participation: Arts, Digital Media and Cultural Institutions* (2019). In 2019, she was a Fulbright Scholar-in-Residence in the Creative Digital Media programme at Winona State University. She is an editor of EBR (*Electronic Book Review*), and an editor-in-chief of "Przegląd Kulturoznawczy" (Arts & Cultural Studies Review). A member of Board of Directors of the Electronic Literature Organization. Her website (and full list of publications) is available at: <http://postdigitality.net>. ORCID: 0000-0002-3192-2724.

**Marcin Pigulak** – MA in History and Film Studies, PhD student at the Institute of Film, Media and Audiovisual Arts AMU. His research interests are focused primarily on audiovisual and digital expressions of historical culture, philosophy of history in context of cinematography, the issue of history in video games, and the discourse analysis of collective memory. ORCID 0000-0001-8950-6937.

**Andrzej Pitrus** – Ph.D., a professor at the Institute of Audiovisual Arts, Jagiellonian University, Cracow. He writes about cinema, media and contemporary art. He is the author of a monograph on Bill Viola, a well-known American media artist, and more than 20 other books (as an author or editor), including a collection of essays on video games. He lives in Toreveja, Spain. In 2019, he published his first novel, *Marieke naga [Marieke Naked]*. ORCID 0000-0002-5381-3377.

**Piotr Słomczewski** – works in the area of interactive multimedia installations and new technologies. An important part of his creative activity is also artistic and educational workshops. He is currently employed as an assistant at the Studio of Transdisciplinary Projects and Research at the Faculty of Artistic Education and Curatorial Studies of the UAP.

**Klaudia Srul** – second year MA student of Film and Media at the Institute of Film, Media and

Audiovisual Arts on Adam Mickiewicz University in Poznań. Her academic interests are focused on issues related to comic books and their movie adaptations as well as images of female characters in popular culture. ORCID <https://orcid.org/0000-0002-2199-4417>.

**Mark J.P. Wolf** – a Professor in the Communication Department at Concordia University Wisconsin and the author of many books, among others, *The Medium of the Video Game* (2001), *The Video Game Theory Reader* (2003), *The Video Game Explosion: A History from PONG to PlayStation and Beyond* (2007), *The Video Game Theory Reader 2* (2008), the two-volume *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming* (2012), *Building Imaginary Worlds: The Theory and History of Subcreation* (2012), the four-volume *Video Games and Gaming Cultures* (2016), *Revisiting Imaginary Worlds: A Subcreation Studies Anthology* (2017),

*The Routledge Companion to Imaginary Worlds* (2017), and *The Routledge Companion to Media History and Obsolescence* (2018). He is also founder and co-editor of the Landmark Video Game book series from University of Michigan Press, founder and editor of the Imaginary Worlds book series from Routledge, and founder of the Video Game Studies Scholarly Interest Group and the Transmedia Studies Special Interest Group within the Society of Cinema and Media Studies.

**Michał Dawid Źmuda** – Ph.D., an assistant professor at the University of Rzeszow in Poland. He is a Fulbright graduate; he worked as a Ph.D. visiting scholar in Comparative Media/Writing Department at MIT and in the Center for Computer Games Research at the IT University of Copenhagen. He is currently interested in graphical user interfaces and interactive narrations as products and elements of concrete discourse networks. ORCID 0000-0001-9647-6510.