About the Contributors

**Dana Ruggiero** is a senior lecturer in Learning Technology and award leader for the MA in Learning Technology at Bath Spa University, UK. She received her PhD in Learning Design and Technology at Purdue University and her MA in Education at Augsburg College. Her research focuses on persuasive game design, social action games, and learning design. She is currently developing two games using Bayesian models and open data from UNESCO, WHO, and UNICEF. Dr. Ruggiero is currently collaborating on several EU projects involving the creation of games based learning in higher education.

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**Maresa Bertolo** is assistant professor at Design Department of Politecnico di Milano, teacher of Computer Graphics Lab and Game Design Course at the School of Design. Her research deals with Communication Design, focusing on Games Studies and Game Design, with a particular interest on ludic activity as vehicle for communication, learning, and best practices.

**Wessel Bos**, by the design of, and studies for, the *Travelling Rose*, graduated at the faculty of Industrial Design Engineering at the Technical University Delft in 2013. Currently, Wessel is acquiring new visions and skills in several jobs and enterprises. He is working in multiple disciplines – including sailing, custom-made design, event planning, fashion, media, and consumer products. His ambition is to set up a socially responsible trading enterprise with a focus on durable goods and durable business relations.
Peter Christiansen is a PhD Student at the University of Utah where he teaches courses in Videogame Studies and New Media. He is an avid videogame player, prolific doodler, and occasional blogger whose research interests lie in videogame rhetoric, game design, and the Independent Games Movement. He has been making games professionally since 2005 and is currently the lead game developer for ASPIRE, the outreach program for the Utah High Energy Astrophysics Institute, where he creates educational Flash games to teach children about math and physics. In addition to his professional work, he has also worked on a number of independent projects, including a number of solo and collaborative entries for both local and global game jams.

Neil Dansey is a Senior Lecturer in Computer Games Technology at the University of Portsmouth, UK, where he recently received his PhD following a study on the emergent benefits of playing cross-media games. Since 2009, he has organised and coordinated a yearly international Game Jam event, bringing together over 300 students and staff from universities in the UK, France, USA, and Denmark. His recent research interests have included the use of ambiguity to promote creative interpretation in games, in particular to facilitate the “spookiness” that people feel when perceiving order in chaos. Going forward, he intends to investigate the development of simulated gaming companions for tabletop Role-Playing Games.

Teresa de la Hera is postdoctoral researcher and lecturer at Utrecht University, where she is member of the Center for the Study of Digital Games and Play. She started her academic career at the University of Santiago de Compostela in Spain in 2006, where she conducted research in the fields of new media and persuasive games. She was the first scholar at the USC to conduct research in the field of Game Studies and one of the first Spanish academics to study the field of Persuasive Games. In 2010, she was a visiting PhD Candidate at the University of Amsterdam, where she spent four months under the supervision of Professor Jan Simons. Later on, in 2011, she moved to The Netherlands, where she obtained an International PhD Fellowship to finish her PhD at Utrecht University. She has also taught courses and offered guest lectures on new media, persuasive games, and serious games.

Christophe Duret has a Master of Arts in Communication at Sherbrooke University (Canada), where he is currently a graduate student in French Studies. His research focuses on online role-playing games in both sociocritical and hermeneutical ways. In particular, he has interest for the processes of videogame adaptation from novels and in the strategies and tactics used by players in order to understand how they challenge or defend a specific doctrine in their role-play.
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**Micah Hrehovcsikis** a Senior Lecturer/Game Design Researcher at the HKU, University of Arts Utrecht. Previously, he worked in the wireless entertainment industry, where he worked on trademark titles (i.e. Teenage Mutant Ninja Turtles). Currently, he functions as the Creative Director of the HKU’s Games & Interaction studiolab, where he has designed serious games for the domains of health, safety, and education. His current game is being designed and developed for use in psychiatric healthcare environments.

**Linda Kaye** is a Senior Lecturer at Edge Hill University, UK. Her research focuses on the role of social contexts on digital gaming experiences and outcomes. In particular, she has an interest in the way in which digital games can promote positive psychosocial outcomes. Within her current research projects, she aims to study the way in which social identity operates for different gaming groups and the impact on self-esteem and psychological well-being. Additionally, she has interests in users’ self-presentation in different online contexts and the implications on personality judgements.

**Ilaria Mariani**, PhD Student at Politecnico di Milano, Department of Design, teacher fellow in Computer Graphics Lab, Game Design Course and Augmented Reality & Mobile Experience Course. Her research deals with the relation between Game Studies and socio-cultural aspects. The focus is on analyzing the game as a contemporary communication system for social innovation and best practices’ transmission, investigating the meaningful play experiences the game can stimulate and elicit.

**Victoria McArthur** is a PhD candidate in the Communication & Culture programme at York University, Canada. Her research interests include Human-Computer Interaction (HCI), Actor-Networks, Feminist Technoscience, and Identity Studies. Her current research investigates the role of interface affordances on self-representational practices in social virtual worlds and Massively-Multiplayer Online Games (MMOGs).
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**Ingrid Mulder**, PhD, is an Associate Professor of Design Techniques, Faculty of Industrial Design Engineering of Delft University of Technology, and a Research Professor in Social Innovation at Creating 010, a transdisciplinary design-inclusive research center at Rotterdam University of Applied Sciences. Before receiving her Master’s degree from the Faculty of Social Sciences, University of Tilburg, she joined KPMG Strategic Vision for studying group dynamics in strategic decision-making. This experience has evoked her research interest in linking people through design. She holds a PhD in human-to-human interaction design from the University of Twente, Faculty of Behavioural Sciences. While bridging art, design, and interactive media, her current research emphasizes transformative and social design; using making and co-creation to empower people; developing methods stressing human values and social impact; and crossing boundaries of urban design and open government.

**Rick Prins**, PhD, worked on this project as a postdoctoral researcher at the Department of Public Health of the Erasmus Medical Center, Rotterdam, The Netherlands. His research interests include social and physical environmental influences on physical activity behaviour, the interplay between individual and environmental factors in shaping physical activity behaviour and understanding the effects of environmental interventions on physical activity behaviour. Currently, Rick is appointed as a Career Development Fellow at the UKCRC Centre for Diet and Activity Research (CEDAR) and the MRC Epidemiology Unit of the University of Cambridge.

**Paschalina Skamnioti** is a PhD Candidate at the Hochschule of Bremen in Germany, studying Ethics and Values Education in the design of Games for Change. Previously, she studied Cultural Informatics (Msc) and Applied Informatics (Bsc), and she also worked for 8 years as a high-school teacher of Digital Media in Greece. Believing in the educational power of games, what she calls “serious fun,” she has designed games herself for children and teens. Being a member of the Gangs of Bremen, and the Mobile Game Lab, she is creating local game events, while elaborating new playful projects and research ideas for social, political, and environmental awareness (ludalina.wordpress.com).
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**Hester Stubbe** joined TNO as a researcher and technical consultant in the department of Training & Performance Innovations. Her research focuses on self-directed learning, work-based learning, experiential learning, and the development of innovative learning solutions needed to achieve that. Hester works with the creative industry for optimal learning solutions. Currently, she is working on projects with primary schools, secondary schools, out-of-school children in Sudan, small- and medium-sized enterprises, and in the safety and security domain. Hester studied Educational Sciences at the University of Utrecht. Hester has a wide experience in the field of training and education.

**Mattias Svahn** is a PhD from the Stockholm School of Economics Institute of Research. He has, in collaboration with The Interactive Institute Swedish ICT, researched the media psychology of pervasive games, in particular consumers’/players’ experiences and reactions, when exposed to persuasive pervasive games for learning and advertising, and consults to large Scandinavian media houses. He has published and presented at many international conferences on the consumer psychology of ambient media and pervasive advertising. His work bridges consumer behaviour sciences, game design sciences, and play theory. He was also senior coordinator and research leader for business development of pervasive games at the EU IST Framework Programme 6 project IPerG that developed prototype pervasive games and ambient media (see www.svahn.se).

**Ben Tran** received his Doctor of Psychology (PsyD) in Organizational Consulting/Organizational Psychology from California School of Professional Psychology at Alliant International University in San Francisco, California, United States of America. Dr. Tran’s research interests include domestic and expatriate recruitment, selection, retention, evaluation and training, CSR, business and organizational ethics, organizational/international organizational behavior, knowledge management, and minorities in multinational corporations. Dr. Tran has presented articles on topics of business and management ethics and expatriate and gender and minorities in multinational corporations at the Academy of Management, Society for the Advancement of Management, and International Standing Conference on Organizational Symbolism. Dr. Tran has also published articles and book chapters with the *Social Responsibility Journal*, *Journal of International Trade Law and Policy*, *Journal of Economics, Finance and Administrative Science*, Financial Management Institute of Canada, and IGI Global.
Josine van de Ven has worked at TNO since 2004. Dr van de Ven is a program manager at the department of Training & Performance Innovations. She earned her PhD in Cognitive Science at the University of Nijmegen, The Netherlands. Her expertise is professionals in complex information environments. This includes topics like information management, complex decision making, and training support within the crisis management domain. Serious or applied games are an important enabler for new training programs on these topics. Experience is an important factor in dealing with incidents, but experience is hard to get in this domain. Applied games can support first responders and other professionals in this domain, like mayors, to learn effective and efficient crisis management. Together with a team of specialists, Dr van de Ven explores new possibilities for applied games in crisis management and cyber security.

Valentijn Visch works as assistant professor at the faculty of Industrial Design at the Technical University Delft. He conducts and coordinates persuasive game design research, and is project leader of the Economic Affairs granted CRISP G-Motiv project (2011-2015) and the NWO granted NextLevel project (2013-2017). Both research projects contain research – as well as industry- and user-partners. Valentijn has a background in Literature (MA), Art theory (MA – Postgraduate Jan van Eijckacademy), Animation (Postgraduate NIAF Tilburg), Cultural Sciences and film studies (PhD – VU), and experimental emotion research (Geneva).

Annika Waern is professor in HCI at the University of Uppsala dept. of Informatics and Media. Annika has done research in the design and use of mobile technology with a strong focus on physical and pervasive games. Annika was formerly founder and research leader at the Mobile Life Institute in Stockholm. See more at http://annikawaern.wordpress.com/.

Andrew Wilson is a senior lecturer and programme leader for the BSc (Hons) Computer Games Technology at Birmingham City University. His interests revolve around the use of technology to support issues relating to long-term medical conditions, for example musculoskeletal disease. He is currently researching how computer games may be used to support healthcare issues in this field. He is also interested in how human and psychological factors affect the use and adoption of technology in healthcare settings.