About the Contributors

Jonathan Bishop is an information technology executive, researcher and writer. He is the founder of the companies that form part of the Crocals Community Media Group, and founded the Centre for Research into Online Communities and E-Learning Systems in 2005 from which the group is named. Jonathan’s research generally falls within human-computer interaction, and he has numerous publications in this area, such as on Internet trolling, gamification, Classroom 2.0, and multimedia forensics. In addition to his BSc(Hons) in Multimedia Studies and various postgraduate degrees, including in law, economics and computing, Jonathan has served in local government as a councillor and school governor, as well as having contested numerous elections. He is also a fellow of numerous learned bodies, including BCS - The Chartered Institute for IT, the Royal Anthropological Institute, and the Royal Society of Arts. Jonathan has won prizes for his literary skills and been a finalist in national and local competitions for his environmental, community and equality work, which often form part of action research studies. In his spare time Jonathan enjoys listening to music, swimming and chess.

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Bahadir Bozoglan works at the department of psychological counselling and guidance in Education Faculty at Suleyman Demirel University as faculty staff. He is a psycyhoterapist and family therapist. Bozoglan has articles on Internet addiction and works on family issues and retirement process.

Wynford Compton lives in Wales in the United Kingdom with his wife and two children and is a Customer Support Manager for Northern & Eastern Europe The Middle East, Africa and Russia for SPTS Technologies a global solutions provider for micro- electric device manufacture. He holds a Degree in Electronics & Instrumentation Systems and a Masters in Business Administration. He has a keen interest in online poker and theorem which he has played since 2001 and in the Corporate Social Responsibility of the online operator’s which he based his dissertation on. He is involved in SPTS’ corporate social programs in the local community regenerating civic and private amenities and also volunteers as a Beaver Scout’s leader during his spare time.

Veysel Demirer works at the department of Computer Education and Instructional Technologies at the education faculty, Suleyman Demirel University as a faculty staff. He has articles on Internet addiction, educational technology and teacher education.

**Mark M. H. Goode** is Professor of Marketing, Director of the Executive MBA and Chair of the ‘Marketing and Retailing’ field group at Cardiff School of Management at Cardiff Metropolitan University. He also has two degrees in Economics and a PhD in Marketing. His past research has looked at the effect on the gaming environment on human behaviour and the effect online environments have on factors such as trust, perceived risk and behavioural intentions. Mark holds a distinguished teaching award from Swansea University and has also held posts at Cardiff University (Lecturer in Quantitative Methods and Lecturer in Operations Management), Swansea University (Senior Lecturer in Marketing and later Reader in Marketing). Mark has over 25 years teaching experience in Welsh Universities and has taught over 20,000 university students.

**Mark Griffiths** is a Chartered Psychologist and Professor of Gambling Studies at the Nottingham Trent University, and Director of the International Gaming Research Unit. He is internationally known for his work into gambling and gaming addictions. He has won 14 national and/or international prizes for his research and has published over 450 refereed research papers, three books, over 120 book chapters and over 1200 other articles.

**Daria Kuss** is a Chartered Psychologist and Senior Lecturer in Psychology at Nottingham Trent University, UK. She has developed an interest in addictive Internet use whilst working with clients seeking help for their behaviours at a specialised treatment centre in Germany. This has allowed her to understand what clients need from therapy and what works to change their maladaptive behaviours. Daria has researched Internet use and addiction for many years and has been interested in Internet gaming use, associated psychopathology, behaviours and personality dimensions. She has presented her findings to the public, academia, and the media across Europe. She has published prolifically in peer-reviewed journals and books, allowing her to gain an international reputation as Internet addiction expert.

**Mario Lehenbauer-Baum** is a Visiting Postdoctoral Research Fellow at the Vanderbilt University in Nashville/Tennessee, and a Postdoctoral Research Fellow at the Sigmund Freud University in Vienna/Austria. He studied Psychology at the University of Vienna/Austria, and specialized in Clinical Psychology with his dissertation thesis about online-based interventions. He is a Clinical Psychologist and Health Psychologist as well as a passionate gamer who uses new technology frequently. His research work combines (Clinical) Psychology and new technology (e.g. online-based social skills trainings) as well as the “side effects” of using new technologies, such as Internet Gaming Disorder.

**Dino M. Minoli** is a Senior Lecturer in the Cardiff School of Management, Cardiff Metropolitan University, Cardiff, Wales, UK. He is also an Independent Sustainability Advisor and Accredited Verifier, Golf Environment Organisation. His research interests are on the role and significance of voluntary environmental programmes in sport, leisure and tourism, with a special focus on golf within positive behavioural change for sustainability. He has a PhD in insurance, environmental management systems and pollution risks, Imperial College London and a Master Degree in Environmental Policy and Regulation, Lancaster University. In addition, he has first-hand experience of the gambling industry, gained from his time spent in helping manage the family’s small chain of betting offices in Wales, UK.
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**Katharina Mittlböck** has degrees in Educational Science & Special Education, University of Vienna and Educational Technology, Danube University Krems. Lectureships include University of Vienna, Danube University Krems, University College of Teacher Education Vienna/Krems. Project participation: Educational Standards for Vocational Training on behalf of the Austrian Federal Ministry of Education. Conception: Master’s programm EduGaming4Prevention for the University College of Teacher Education Vienna/Krems & Danube University Krems. Freelancer in the field of Online Didactics, teacher training. Several publications in the fields of Game Studies & Personality Development, PhD candidate.

**Thomas Photiadis** is currently a PhD candidate, in the 2nd year, placed at the Cyprus Interaction Lab of the Department of Multimedia and Graphic Arts at Cyprus University of Technology under the supervision of Dr. Panayiotis Zaphiris. His research topic is on the affection of aesthetic experience in 3D environments. It specializes on how user-experience affects aesthetics through 3D avatars by using HCI (Human-Computer Interaction) methodologies. In other words, he is examining the influences that aesthetic experience has on individual behavior through the procedure of designing and interaction with 3D avatars. During his studies he has also held the position of research assistant, investigating typography and subtitling via eye tracker equipment. The purpose of the first part of the research was to find out the most readable Greek fonts on screen, analyzing the user’s gaze. The second part was related to open titles movies and subtitling, in order to focus on the user’s concentration point when s/he is watching a movie with subtitles, and when an intro is displayed. Both his Undergraduate and Masters Degrees were on Product and Industrial design, particularly on promoting Online Brand Identity using HCI (Human – Computer Interaction) methodologies.

**Halley M. Pontes** is a clinical psychologist with specific research interest in the development of standardized psychometric tools for behavioral addictions such as internet gaming disorder and generalized internet addiction. Halley M. Pontes is actively publishing and researching at the International Gaming Research Unit (IGRU) at Nottingham Trent University, United Kingdom.

**Ashu M. G. Solo** is an interdisciplinary researcher and developer, electrical engineer, computer engineer, intelligent systems engineer, political and public policy engineer, mathematician, political writer, public policy analyst, political operative, engineering entrepreneur, former infantry platoon commander understudy, and progressive activist. Solo has over 550 research and political commentary publications. He is the creator of multidimensional matrix mathematics and its subsets, multidimensional matrix algebra and multidimensional matrix calculus, all of which are published. Solo is the originator of public policy engineering, computational public policy, political engineering, computational politics, and network politics, all of which are published. He co-developed some of the best published methods for maintaining power flow in and multiobjective optimization of radial power distribution system operations using intelligent systems. Solo is the principal of Maverick Technologies America Inc. and Trailblazer Intelligent Systems, Inc. He previously worked in nine different research and development labs in universities and companies. He has served on 212 international program committees for research conferences. Solo is a fellow of the British Computer Society. He won two Outstanding Achievement Awards, two Distinguished Service Awards, and three Achievement Awards from research conferences. He is listed in Who’s Who in the World 2013, Who’s Who in America 2013, 2000 Outstanding Intel-

**Nicos Souleles** holds a Doctorate in educational research from the University of Lancaster, a Postgraduate Certificate in Higher Education from KvB Institute of Technology (Sydney), a Master’s degree in Digital Design from the University of Western Sydney and an undergraduate degree (Honours) in Humanities from the University of New South Wales (Sydney). He is working in Higher Education since 1995, and has taught at: University of Western Sydney, Liverpool College of Further Education (Sydney), KvB Institute of Technology (Sydney), Cumbria Institute of the Arts (England), University of Sharjah (United Arab Emirates) and Cyprus University of Technology. He developed undergraduate and postgraduate programs, he referred articles for the academic and was external examiner at the University of East London, Department of Innovation Studies, BSc Multimedia Studies (2001-2004), and the International Centre for Digital Content (ICDC), Liverpool John Moore’s University (2005-2008). Currently he co-ordinates the research lab ‘e-learning in art and design’ (www.elearningartdesign.org).

**Shefali Virkar**, Department of Politics and International Relations, University of Oxford (UK). Shefali Virkar is research student at the University of Oxford, UK, currently reading for a D.Phil. in Politics. Her doctoral research seeks to explore the growing use of Information and Communication Technologies (ICTs) to promote better governance in the developing world, with special focus on the political and institutional impacts of ICTs on local public administration reform in India. Shefali holds an M.A. in Globalisation, Governance and Development from the University of Warwick, UK. Her Master’s thesis analysed the concept of the Digital Divide in a globalising world, its impact developing countries and the ensuing policy implications. At Oxford, Shefali is a member of Keble College.