About the Contributors

Stephen Schafer’s interest is on communications research relating to media influence on cultural transformation. He has been developing a theoretical analog between cognitive models and video game structure. The analog is based on a multidimensional common denominator—narrative-metaphorical linguistic structure—that operates as an affective transducer between conscious and unconscious cognitive dimensions. Accordingly, a genre of drama-based video games (DBG) may be used as a research instrument to access robust data relative to unconscious cognitive states. Schafer is Principal Lecturer and Past Chairman of the Humanities & Social Sciences Department at Digipen Institute of Technology where he taught from 2000 to 2015. In addition to teaching at several colleges and universities, he has twenty-five years of experience that includes senior management in both the public and private sectors, social and environmental activism, marketing, and journalism. The unusual breadth and depth of his practical experience supports his research on the media dynamics of cultural evolution. Conference presentations and professional affiliations include such events as PAX 2009, GDC Austin 2008 & 2009, Toward a Science of Consciousness 2008 & 2009, Social Approaches to Consciousness, Game Education Summit (GES) North America 2009, GES North America 2010, and GES Europe 2010. He was invited to co-organize an international invitational workshop on Meaningful Media at the Asia Festival 2009, is a Senior Fellow of the Video Games & Human Values Initiative, an invited member of The Society of Industry Leaders, a member of the Immersive Education Initiative (MediaGrid), The C. G. Jung Foundation, and others. He teaches an array of classes that emphasize mythology, symbolism, and Jungian psychological dynamics of dream interpretation in order to train game-story writers to apply the principles to interactive narrative.

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Chris Broodryk, PhD, teaches Drama and Film Studies at the University of Pretoria. He is working towards his PhD in Film Studies at the University of Cape Town.

Doug Emory has been the Dean of Academics at Lake Washington Institute of Technology since 1997. He is also an active mountaineer who has climbed well over 200 different peaks in the United States and Mexico.

Jayne I. Gackenbach received her Ph.D. in 1978 in Experimental Psychology from Virginia Commonwealth University. She is currently an Associate Professor at MacEwan University. She has taught at the post-secondary level both in the US and in Canada for over 30 years. As well as being a past-president
of the International Association for the Study of Dreams, she has numerous professional publications on dreams and in the last decade on video game play. Dr. Gackenbach is editor of “Sleep and Dreams: A Sourcebook” (1986) for Garland Publishers. She co-edited “Conscious Mind, Sleeping Brain: Perspectives on Lucid Dreaming” (1988) for Plenum Publishers; “Dream Imagery: A Call to Mental Arms” (1991) for Baywood Publishers. Her first authored book is “Control Your Dreams” (1989; 2012) for Harper-Collins. She was invited in 1992 to present her work on lucid dreaming to the Dalai Lama at a conference on sleeping, dreaming, and dying. Dr. Gackenbach’s interests have shifted to computer-mediated communications. In this regard she has edited a book from Academic Press (1998; 2007), “Psychology and the Internet: Intrapersonal, Interpersonal, and Transpersonal Implications” and co-wrote a book called “cyber.rules” for Norton publishers (2007) with examines healthy and unhealthy internet use. Dr. Gackenbach’s most recent research interest combines her dream and technology interests examining the dreams of video game players. She has released two related books. One was co-written with her gamer son, Teace Snyder, on the effects of video game play, “Play Reality”. She also has an edited book “Video Game Play and Consciousness” from NOVA publishers. Both books came out in 2012. She has pursued an active research program into gaming and dreams expanding it in recent years to include social media usage. Over her 35 year career she has 46 peer reviewed articles, 26 book chapters and nine books with two translated into Chinese, one into German and one into Arabic.

Sarkis Hakopdjanian is an honors student in psychology at MacEwan University working in the video game and dreams laboratory under the direction of Dr. Gackenbach. He previously received a bachelor’s degree at the University of Alberta.

Claudia Hall is a PhD candidate at California Institute of Integral Studies, Transformative Studies Department. Her areas of interest include interfaith religion and spirituality, the integration of sexuality and spirituality, polyamory and the family, Tabletop Role-Playing Games, and the interplay between social construction theory and depth psychology. She lives in St. Louis with her family.

Rollin McCraty, Ph.D. is Director of Research of the HeartMath Research Center at the Institute of HeartMath. He is also a Professor at Florida Atlantic University. A psychophysioligist, Dr. McCraty’s research interests include the physiology of emotion, with a focus on the mechanisms by which emotions influence cognitive processes, behavior, and health as well as the global interconnectivity between people and the earth’s energetic systems. Findings from this research have been applied to the development of simple, user-friendly mental and emotional self-regulation tools and techniques that people of all ages and cultures can use in the moment to relieve stress and break through to greater levels of personal balance, stability, creativity, intuitive insight and fulfillment. Dr. McCraty has acted as Principal Investigator in numerous research studies examining the effects of emotions on heart–brain interactions and on autonomic, cardiovascular, hormonal, and immune system function. He is a member of the American Autonomic Society, the Pavlovian Society, National Association for Psychological Science, the Association for Applied Psychophysiology and Biofeedback, and Society for Scientific Exploration. His research team regularly participate in collaborative studies with U.S. and international scientific, medical and educational institutions; they have worked in joint partnership with research groups at Stanford University, Claremont Graduate University, Dalhousie University (Halifax, Nova Scotia), Prince Sultan Cardiac Center (Saudi Arabia), University of Lithuania, among many others. Dr. McCraty has been interviewed for numerous feature articles in publications such as Prevention, Natural
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Health, Men’s Fitness and American Health magazines, and has appeared on television segments for CNN-Headline News, ABC-World News Tonight, ABC-Good Morning America, NBC-Today Show, PBS-Body & Soul and Discovery Channel- and has been featured in a number of documentary films such as I am, The Truth, The Joy of Sox move, The Power of the Heart, Solar Revolution, and The Living Matrix among many others.


Susan Marie Savett, PhD, Pacifica Graduate Institute. Dr. Susan M. Savett is an Archetypal Psychology consultant and researcher focusing on the application of Jungian and archetypal theories to the field of game studies. Her work focuses on game developers design processes and the unconscious influences present on game developers, archetypal transference to game mechanics, and the realm of play as a vessel for players’ conscious and unconscious content. Dr. Savett is certified in Embodied Imagination and Dream Therapy, a therapeutic and creative form of working with dreams, imagination, and creative process. Working with its founder, Jungian analyst Robert Bosnak, she is researching the role of embodied imagination within game design and virtual reality.

Beat Suter received his Ph.D. in Literature from the University of Zurich in 2000. In 2004 he was hired to found a curriculum for Game Design at the University of the Arts Zurich, Switzerland. He currently works there as a lecturer and researcher for game design and he manages the GameLab together with René Bauer. He has been working as publisher and independent scholar of electronic literature, storytelling and game design. He is founding member of the art group AND-OR, specializing in media art and game art. Over the years the group has been able to show its media art and artgames worldwide. He is chairman of gameZfestival, an annual festival for the game design and game culture community.