About the Contributors

**Christophe Duret** is a PhD candidate in French studies at the Université de Sherbrooke (Quebec, Canada). His research focuses on online role-playing games, using a sociocritical approach. He is the founder and editor of the Éditions de l’Infamince.

**Christian-Marie Pons** is a Full Professor in the Département des lettres et communications at the Université de Sherbrooke (Quebec, Canada). His teaching and research deal with the emergence of modern communications (XIXth century) and the current deployment of new digital technologies, focusing more specifically on the visual and narrative dimensions of media culture.

* * *

**Luke Arnott** (MA, Comparative Literature; PhD, Media Studies) is an Assistant Professor in the Faculty of Information and Media Studies at the University of Western Ontario. He teaches courses on representation, popular culture, and video games in FIMS’s Media, Information, and Technoculture program. Dr. Arnott’s current research is focused on genre theory and the epic, specifically its manifestation in new narrative contexts in media such as video games and comic books; he has also published widely on the relation of space to narrative form in such games as Braid and Metroid, and in comics such as Sin City.

**Kristin M.S. Bezio** is an Assistant Professor of Leadership Studies at the Jepson School of Leadership Studies at the University of Richmond in Virginia. She is the resident contributing games editor for *The Learned Fangirl: A Critical Take on Online Culture and Social Media* and has written opinion pieces on violence in games and GamerGate for a variety of news outlets, including the Christian Science Monitor and Seattle Times. Recent academic gaming publications include “Playing (with) the Villain: Critical Play and the Joker-as-Guide in Batman: Arkham Asylum (VG 2009)” in *The Joker: A Serious Study of the Clown Prince of Crime*, “Maker’s Breath: Religion, Spirituality, and the Godless World of Dragon Age II” in *Online: Heidelberg Journal of Religions on the Internet*, and “Friends & Rivals: Loyalty, Ethics, and Leadership in Dragon Age II” in *Identity and Leadership in Virtual Communities: Establishing Credibility and Influence*. Her work explores the intersection of popular media – games, film, television, theater, and literature – and questions of leadership and citizenship in both the early modern and contemporary eras.
**James Biddle** is Senior Lecturer at the Grady College of Journalism and Mass Communication at UGA. His teaching focuses on post-production, audio design and visual storytelling. He is also a certified instructor of Avid Media Composer, Final Cut Pro Ten (X), and Adobe Premiere.

**Jamie Burren** is a recent graduate of the University of Victoria’s teacher education program. Currently he is employed by the Greater Victoria School District as a middle and secondary level English Language Arts Teacher. He has for the past year been working towards my Masters Degree in the Department of Curriculum and Instruction. The current focus of his research is on youth, video games, and literacy.

**Daniel Dunne** is currently a PhD Candidate at the Swinburne University of Technology. His work focuses mainly upon the combination of both narrative and ludological elements to create a sense of story and place. Previously Daniel has presented on the intersection of narrative, including paratext, multimodality and ergodic literature.

**Mike Elrod** is a Library Instructor M.A. Media Studies/Design at The New School B.A. Theology from Mercer University Gender Studies Minor.

**Hernán David Espinosa-Medina** has a B.A. in music with emphasis in audio and production from Universidad de Los Andes, in Bogotá, Colombia, and an M.A. on Screenwriting and Audiovisual Development at Los Andes University, Santiago de Chile. He has taught courses and developed research on sound design, editing, and recording, multimedia product development, screenwriting, transmedia storytelling and cultural and audiovisual and market flows. Currently he is an assistant professor at the Faculty of Communication, Universidad de La Sabana in Chía, Colombia.

**Clara Fernández-Vara** is a game scholar, designer and writer. She is an Associate Arts Professor at the NYU Game Center. Her area of expertise is narrative in games and how it can integrate with game design, focusing on adventure games. She is particularly interested in applying methods from textual analysis and performance studies to the study of video games and transmedia artifacts. Clara’s videogame work is grounded in the humanities, informed by her background in literature, film and theatre. Before joining the NYU Game Center, Clara was a a researcher and game developer at the Massachusetts Institute of Technology (MIT). She holds a Ph.D. in Digital Media from the Georgia Institute of Technology and a Masters in Comparative Media Studies from MIT. Clara has presented her work at various international academic and industry conferences, such as DiGRA (Digital Games Research Association), and Foundations of Digital Games and the Game Developer’s Conference (GDC). She has worked both in games for research as well as in the commercial sphere. Her first book, Introduction to Game Analysis, has been published by Routledge.

**Claudio Pires Franco** is a digital media research professional who works with game developers, media and creative businesses and the public sector by using research to inform the development of digital products and services. Claudio is also finishing a practice-based study towards a Professional Doctorate, which contributes to the UNESCO Chair project Crossing Media Boundaries: New Media Forms of the Book, led by Professor Alexis Weedon at the University of Bedfordshire. Claudio researches
digital storytelling in its various shapes, cross-media adaptation, intertextuality, and audience research and participation. His focus is currently on studying the digital book landscape, and the relationships of games with wider media ecosystems.

**Michael Fuchs** was awarded a doctorate degree in American Studies from the University of Graz in the spring of 2012. Michael has co-edited three books (most recently *ConFiguring America: Iconic Figures, Visuality, and the American Identity*, 2013) and written more than a dozen journal articles and book chapters on adult and horror cinema, American television, and video games. Currently, he is working on three monograph projects on different topics related to horror cinema and in the early stages of co-editing three books, one on video games & intermediality, one on American urban spaces, and one on cityscapes in science fiction & fantasy.

**Flávia Garcia de Carvalho** was hired as a scientific and artistic illustrator by Oswaldo Cruz Foundation (FIOCRUZ) in 2008. Since 2014 she participates in the research groups “Games and Health” and “Communication and Health” from Brazilian National Council for Scientific and Technological Development (CNPq). She writes and teaches on themes of game studies, game analysis, game culture, graphic design and presentation techniques. In 2016, she received her MS in Sciences from the Institute of Scientific and Technological Communication and Information in Health (ICICT) from Oswaldo Cruz Foundation, researching the meanings of health in digital games. Her research interests are Game Studies, Discourse Analysis and Public Health.

**Timothy Frank Hopper** is an associate professor in the School of EPHE, Faculty of Education. He received his Masters and PhD from the University of Alberta. Dr. Hopper’s scholarly work focuses on teacher education in physical education. His research explores the use of complexity thinking as a theoretical frame. He is currently involved in two externally funded research grants with Dr Kathy Sanford, (1) Electronic-portfolio development in three professional programs, and (2) Youth Civic Engagement: Real Life Learning through Virtual Games Environments.

**Maria Katsaridou** is a Ph.D. candidate at the Aristotle University of Thessaloniki, Greece. Her fields of study include semiotics, narratology, adaptation theory, animation theory, film and video games. She has participated in various international conferences and has published many articles in academic journals. She has also worked for production companies in the fields of screenwriting and animation.

**Julien Lalu**, History PhD Student, CRIHAM. In charge of the course “History of the European construction” (University of Poitiers) and president of the A-Kira association.

**Andréeane Morin-Simard** is a doctoral student in film studies at Université de Montréal. Her research focuses on the interaction between popular music and audio-visual media and the effects of intertextuality and interference on the cinematic, televisual and video gaming experience. She has been involved in various research projects on videogame genres within the research team LUDOV (formerly Ludiciné) from Université de Montréal. She is also on the editorial board of the online academic journal Kinephanos, which addresses issues related to popular media.
Theo Plothe is Assistant Professor of Communication at Walsh University. His research investigates the impact of digital media and technologies on communication and culture.

Chris Richardson’s research explores representations of crime in contemporary popular culture. He holds a Ph.D. in media studies from Western University, a master of arts in interdisciplinary studies of popular culture from Brock University, and a bachelor of journalism from Ryerson University. Dr. Richardson’s work focuses on how media professionals can improve the impact and accuracy of crime coverage by reassessing how they choose sources, establish metaphorical language and reproduce popular crime narratives. He is an executive member of the Popular Culture Association of Canada, a faculty advisor for Lambda Pi Eta, The National Communication Association’s undergraduate honors society and the founder and supervisor of the YHC Media Studies Research Collective. His research has appeared in journals such as Popular Music and Society, The Canadian Journal of Criminology and Criminal Justice, and The British Journal of Canadian Studies. In 2012, he published Habitus of the Hood with Dr. Hans Skott-Myhre, interrogating intersections of street culture and popular media.

Kathy Sanford is a Professor in the Faculty of Education at the University of Victoria. Her research interests include teacher education, nonformal and informal adult education, ePortfolios as alternative forms of learning/assessment, gender pedagogy, and multiliteracies. She is currently working on research focused on learning in professional programs, video games and youth civic engagement, museum/library education, and E-Portfolios development in three professional programs.

Marcelo Simão de Vasconcellos is a graphic designer and Communications researcher at Oswaldo Cruz Foundation, the oldest and most important public health institution in Brazil. He holds a PhD in Sciences from the Institute of Scientific and Technological Communication and Information in Health (ICICT) from Oswaldo Cruz Foundation, focusing on the potential of online games for public health communication in Brazil. He is publications chair of the Brazilian Symposium of Games and Digital Entertainment (SBGAMES) and one of the leaders of the research group “Games and Health” from Brazilian National Council for Scientific and Technological Development (CNPq). He also teaches game design disciplines and coordinates a game design team aiming to develop games for health communication. His main research interests are Game Studies, social participation, game design and collective health.

Inesita Soares de Araujo is a senior researcher at Oswaldo Cruz Foundation, working in the Laboratory of Communication and Health (LACES / ICICT), researching Communications and Public Policy. She holds a PhD in Communication and Culture from the Federal University of Rio de Janeiro (UFRJ) and a postdoctoral at the University of Coimbra. She implemented and coordinated the Specialization Course in Communication and Health (2003-2008) and the Graduate Program in Information and Communication in Health (2009–2012) at Oswaldo Cruz Foundation, where she currently teaches and advises PhD students. She also leads the research groups “Games and Health” and “Communication and Health” from Brazilian National Council for Scientific and Technological Development (CNPq) and coordinates the working group “Comunicación y Salud” from Asociación Latinoamericana de Investigadores de la Comunicación (ALAIC). She has two published books: “The reconversion of looking: discursive practices and production of meanings” and “Communication and Health”.

About the Contributors
\textbf{Jan Švelch} is a Ph.D. candidate at the Institute of Communication Studies and Journalism at Charles University in Prague. He received his B.A. and M.A. in Journalism and Media Studies, respectively. His research focuses on video game paratextuality, glitches, fan communities and fan cultures. His thesis explores the reception of paratextuality in the textual systems of analog and digital games. Besides research, he works as a freelance journalist covering video games for various Czech magazines.

\textbf{Mattia Thibault} is a Ph.D. Candidate in Semiotics at Turin University, in Italy. He is part of CIRCe (the Interdepartmental Centre for Research on Communication) and is enrolled in the SEMKNOW program - the first pan-European doctoral program in Semiotics. For this reason he also spent a semester at Tartu University, in Estonia, in 2014. His main interests are play, games, gamification/ludification, toys, playful behaviours on the Internet and Internet memes. He graduated with an MA thesis on intertextual connections between games and literature in the High Fantasy Genre. He has presented his works during conferences in six different countries and he has published several articles in international academic journals. He is currently editing a book due in 2016 on Urban Gamification. He also has been head or member of the organising committee of several national and international conferences on games, raising the necessary funds for one of them. He designed a few board and card games and has a blog: #Semionerd.

\textbf{Chris Totten}, American University Game Artist in residence, is an independent game developer and founder of Pie For Breakfast Studios. He is also the chair of the Washington DC chapter of the International Game Developers Association. Totten has had articles featured in IGDA Perspectives, GameCareerGuide, and Gamasutra and has written two books on game design: Game Character Creation in Blender and Unity (Wiley 2012) and An Architectural Approach to Level Design (CRC, 2014.) He has also spoken at GDC China, Dakota State University’s Workshop on Integrated Design in Games, East Coast Game Conference, Digital Games Research Association (DiGRA) conference, Foundations of Digital Games (FDG), and Games For Change. He has a Masters Degree in Architecture from The Catholic University of America in Washington, DC.

\textbf{Enrique Uribe-Jongbloed} holds a B.A. in Film and Television production from Universidad Nacional de Colombia, an M.A. in World Heritage studies from BTU Cottbus and a Ph.D. in Theater, Film and TV studies from Aberystwyth University. He is currently assistant professor at the Department of Social Communication at Universidad del Norte in Barranquilla, Colombia. He was formerly an associate professor at the Faculty of Communication, Universidad de La Sabana. His research focuses on Cultural Transduction in audiovisual products, including localization, adaptation and translation.

\textbf{Matthieu Weisser} is a Musicology PhD Student, CRIHAN and vice-president of the A-Kira association.

\textbf{Mehdi Debbabi Zourgani}, Paris 5 Descartes (mzourgani@gmail.com) Professor/Tutor in psychology Also in charge of the course “Videogames and Culture, videogames and culture” for the third grade students at Eurasiam (http://www.eurasiam.com/). Interdisciplinary course is based on various fields (from Roland Barthes, Frans Mayra, to Ian Bogost). Same goes for the invited speakers and their specialty (arts, litterature, game design, psychology, etc.).