

## CURRICULUM VITAE

Dr. sc. (ETH Zurich) Steffen P. Walz

Professorial Research Fellow, Swinburne University of Technology (from 13/03/2017)  
Managing Director, gerenwa GmbH, Germany

Date of birth 19 November 1973  
Place of birth Böblingen, Germany  
Home address 44 Urquhart Street, Northcote 3070, Victoria, Australia  
Office AUS Swinburne University of Technology, Centre for Design Innovation (from 13/03/2017)  
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E-Mails spw@playbe.com, walz@gerenwa.com  
Citizenship German  
Marital status Married to Katrin Anna Schoebel  
Children Ida Luise Walz, born 22 November 2009 & Lilo Mathilde Walz, born 30 November 2013  
Languages German (native), English (fluent), French (reading), Latin (reading)

### OBJECTIVES

To bring out greatness in everyone, and to lead, facilitate for, curate, achieve and represent excellence and innovation in design technology strategy, foresight, research and innovation, as well as in related supervision and training, public outreach and in commercialization, to comprehend, support and frame digital transformation. To explore the potentials, and the limitations, of human-centric research methods rooted in game and experience design as well as in design and systems thinking, informed by architectural and urban practices, behavioral psychology and rhetoric, persuasive technology, human-computer interaction, ubiquitous, mobile, Virtual and Augmented Reality, Artificial Intelligence and other types of computing. To conduct and deliver world-class, applied and industry-close collaborations that contribute to address the urgent "big questions;" more specifically, how to improve health, wellbeing, mobility, education, urbanism, citizenship, leadership and entrepreneurship in a meaningful fashion; and how to design for social good in a digital age, thus helping to positively shape the future of aesthetics and lifestyles.

To engender passion for imagining, and for connecting the dots across disciplines, towards the pursuit of knowledge in students, staff and colleagues, and to mentor them to be open, team-spirited, humble, of integrity, and to be internationally minded, as well as to be continually embracing change as a positive, and to keep scrutinizing how we can create mindful, inspiring experiences in a digital society.

### EDUCATION

2004 – 2009 **ETH Zurich (CH)**  
Doctor of Science (Dr. sc. ETH Zurich)<sup>1</sup>  
Department of Architecture, Computer Aided Architectural Design (CAAD)  
Doctoral employment funded by the Swiss National Science Foundation,  
NCCR Mobile Information and Communication Systems ([www.mics.org](http://www.mics.org))  
  
Supervisor: Prof. Dr. Ludger Hovestadt, Chair for CAAD  
Co-supervisor: Prof. Dr. Drew Davidson, Director, Entertainment Technology Center,  
Carnegie Mellon University, Pittsburgh, PA (USA)  
Title of thesis: "Toward A Ludic Architecture: Framing the Space of Play and Games"

1993 – 2003 **University of Tübingen (DE)**  
Magister Artium (M.A.)<sup>2</sup>  
Empirische Kulturwissenschaft (maj.)  
Politikwissenschaft (min.)  
Allgemeine Rhetorik (min.)  
  
Supervisor: Prof. Dr. Bernd Jürgen Warneken  
Co-supervisor: Prof. Dr. Kaspar Maase  
Title of thesis: "On the Move between Proximate Distance and Distant Proximity"

1998 – 1999 **The University of Texas at Austin (USA)**  
Study year at the Advanced Communication Technologies Laboratory (ACTLab)  
Director: Prof. Allucquère Rosanne Stone, Ph.D.

<sup>1</sup> The ETH Zurich entitles doctorates on a Pass / Fail basis.

<sup>2</sup> Grade „Sehr Gut“ (Very Good, i.e. the highest grade)

## ACADEMIC & PROFESSIONAL EXPERIENCE

- 13/03/16 – **Professorial Research Fellow**  
Swinburne University of Technology, Centre for Design Innovation (AUS)
- 03/16 – 02/16 **Professor of Design/Art (continuing contract)**  
Curtin University, School of Design and Art (AUS)  
Responsible for (1) for leading and managing research within the School, across creative, digital design and art research practices, mentoring and supervising staff and postgraduate students; (2) related external activities and industry engagement; (3) co-leading curriculum initiatives such as the new Digital Design Major as well as for teaching e.g. in the Master of Design and Art program.
- 06/15 – **Managing Director**  
gerenwa GmbH, Karlsruhe (DE)  
Together with Adj. Prof. Dr. med. Wolfgang Renz, McGill University (CAN) and Prof. Dr. Ansgar Gerlicher, Stuttgart Media University (DE), co-founder of a consultancy and software development start-up at the intersection of eHealth & Wellbeing – Mobile Computing – Behavioral / Gameful Design. Clients include Deloitte Consulting Australia & Deloitte Centre for the Edge; University St. Gallen's Executive School (CH); Daimler (DE); Porsche (DE); BMW (DE); City of Karlsruhe (DE); Sportsbet (AUS); Code for Australia (AUS); Department of Education and Training Victoria (AUS) etc. gerenwa also distributes the FutureDeck®, my card game for ideating new technology ideas and to "tell stories from the future." In 2016, gerenwa co-organized and curated the renowned European Gamification Congress, bizplay, cf. [bizplay.org](http://bizplay.org).
- 01/13 – 02/16 **Associate Professor (continuing contract)**  
RMIT University, School of Media and Communication (AUS)
- 01/11 – 02/16 **Director and founder, Games & Experimental Entertainment Laboratory (GEElab, see [geelab.eu](http://geelab.eu))**  
**Director and founder, GEElab Europe, Karlsruhe, Germany (2012-2015)**  
RMIT University, School of Media and Communication (AUS)  
As part of Vice-Chancellor's Senior Research Fellowship (see below) and from scratch, linking two continents, established and oversaw GEElab's unique and unprecedented dual higher-degree-by-research laboratory infrastructure. Over five years, built and led team of 20 staff and doctoral students and acquired AU\$2.5Mio. in research income and working for clients such as Audi AG (DE), Novartis Pharma GmbH (DE & CH) and others. (Co-)authored 30+ credible publications, and co-edited a book edition for the eminent MIT Press. With public events and community servicing, including the Gamification Congress bizplay, built international public outreach and profile as a world-leading game / experience design research lab tackling real-world challenges. The GEElab is currently on hiatus – name rights belong to spw.
- 01/11 – 01/15 **Vice-Chancellor's Senior Research Fellow**  
RMIT University, Deputy Vice-Chancellery Research & Innovation and School of Media and Communication (AUS)
- 01/10 – 12/10 **Principal game industry consultant**, MFG Baden-Württemberg mbH, Public Innovation Agency for Information Technology and Media & the German state of Baden-Württemberg. Commissioned and achieved to grow a sustainable game industry and academic network in the state. Created an economic development and a (continuing) game education scheme; developed research and policy support methods to positively communicate game culture to the public in Germany. [self-employed, contractor: sreee GbR]
- 11/08 – 05/11 **Company co-founder and -owner, sreee GbR / Walz & Seibert Kollektivgesellschaft** with offices in Stuttgart (DE) and Zurich (CH). **Strategy IT consultant and conceptual designer** for clients such as United Nations Population Fund (USA); Premiermedia / Fox Television (AUS); RIST Research Institute for Science & Technology (SK); Musée des Arts & Métiers Paris (FR); MFG Baden-Württemberg mbH (DE); KulturRegion Stuttgart e.V. (DE); Flims Laax Falera Tourism (CH); CRB Swiss Agency for Building Rationalization (CH); Lenné3D GmbH, Berlin (DE). In addition, **development of own software IP**, having secured CHF100,000 of angel funding. IP sold to undisclosed organization.
- 11/08 – 05/09 **Senior researcher & project leader, sreee – Mobile Social Networking Game Scenarios**, ETH Zurich, Dept. of Architecture, CAAD group (CH) Acquired seed funding of CHF150,000 from Swiss National Science Foundation to start up company sreee for developing software IP around mobile social networking games. [pre-company funding, self-acquired, 80% post]
- 08/04 – 10/08 **Research scientist & doctoral student**, ETH Zurich, Dept. of Architecture, CAAD group (CH) [80% employment]
- 01/04 – 05/04 **Program director & co-founder of Game Design B.A. study program** (commenced October 2004), Zurich University for the Arts (CH) [self-employed, full time]

- 03/03 – 12/03 **Project lead and co-initiator / fund raiser**, Game Design program on behalf of the Swiss Ministry for Vocational Education and Technology, BBT (CH) and commissioned by Zurich University for the Arts, Study Program Interactiondesign (CH). Pitched, designed, conducted and authored an extensive feasibility study, involving 30+ national and international entertainment and media industry representatives, that led to funding and creation of one of the first Game Design study programs in mainland Europe and the first in German speaking countries [self-employed, full time]
- 10/02 – **Founder and director, playbe records** – a Creative Commons music label experimenting with alternative, game-like music distribution. The first world-wide service to let customers decide what to pay or swap in exchange for shipped CDs (principle of “Careware”), cf. [www.steffenstrom.de](http://www.steffenstrom.de) [self-employed, part-time]
- 09/02 – 01/03 **Principal consultant, feasibility study „Interactive Materials“** on behalf of the Swiss government committee for innovation and technology, KTI (CH) [self-employed, full-time]
- 2001 – 2002 **Co-head and curriculum developer**, Mobile Application Design postgraduate program, Zurich University for the Arts (CH) Co-led first study course on pioneering mobile media design and technologies program and designed curriculum [self-employed]
- 2001 – 2002 **Research assistant**, University of Stuttgart, High Performance Computing Center (HLRS), Dept. Visualization, Virtual Reality Lab / CAVE (DE) [employed, part-time]
- 04/00 – **Self-employed under the name of playbe** as digital / convergent business designer & consultant, for example for: Cadooz AG (DE); BMW Group (DE); Audi AG (DE); ZDF Television (DE); Deloitte Center for the Edge (AUS); Promotion Software GmbH (DE) [makers of the *Emergency* game series]; VIAG Interkom GmbH & Co.KG [today: O<sub>2</sub> Germany]; HypoVereinsbank AG (DE); IncaGold Games Ltd (UK); Pixelpark AG (DE); janglednerves GmbH (DE); 21Torr GmbH (DE); AGI Think Tank. Task Force. Agency GmbH (DE) [self-employed, part-time & full-time after graduation], cf. portfolio at <http://www.playbe.com>
- 08/99 – 04/00 **Head of Interaction Research & Development**, AGI Think Tank. Task Force. Agency GmbH, Stuttgart / Berlin / Munich (DE) [one of Germany's leading multimedia / Internet agencies – today: Dorten GmbH, Stuttgart] - supervised & conceptually designed Online and mobile services creation for clients such as DaimlerChrysler AG; Payback AG; Einhorn GmbH & Co. KG. etc. [employed]
- 01/99 – 07/99 **Short film producer / writer**, Captive Eye Entertainment LLC., Austin, TX (USA) [employed]
- 04/98 – 06/98 **Assistant to the director**, Dance and Theatre Studio Association, Ludwigsburg (DE) [self-employed]
- 03/98 – 04/98 **Internship: cultural management**, KulturRegion Stuttgart e.V. (DE)
- 05/97 – 07/98 **Project assistant**, Interkommunale Kulturförderung Region Stuttgart (DE)
- 1995 – 1998 **Freelance and employed satire TV journalist and producer**, PRO7, Munich, Germany; SCAN-TV, Berlin, Germany (3SAT, ORB, N3, ARTE); Attila Weidemann Fernsehproduktion GmbH, Berlin, Germany (DE) [self-employed]
- 1994 – 1996 **Fanzine co-editor**, „HARAKIRI“, Stuttgart (DE) [topics included indie/punk rock music, indie films, computer games, subculture – the magazine shipped with a VHS tape and an audio CD]

## PUBLICATIONS

### Books

- Walz, Steffen P. and Sebastian Deterding (eds.) (2015): **The Gameful World. Approaches, Issues, Applications.** Cambridge, MA: The MIT Press. 2015
- Walz, Steffen P. (2010): **Toward a Ludic Architecture. The Space of Play and Games.** Pittsburgh, PA: ETC Press. 2010
- Walz, Steffen P. (2010): **Analyse der Games-Branchenstruktur in Baden-Württemberg. Markt, Akteure, Interaktionen: Handlungsempfehlungen zur nachhaltigen wirtschaftspolitischen Unterstützung einer Zukunftsbranche.** Stuttgart: MFG Baden-Württemberg mbH & Staatsministerium des Landes Baden-Württemberg. [main author via own company sreee.].

[Engl. Analysis of the Structure of the Game Industry in Baden-Württemberg. Market, Actors, Interactions: Recommendations for Activities to Support a Future Branch Economically and Sustainably.]

2007

Walz, Steffen P. together with Friedrich von Borries and Matthias Böttger (eds.) (2007): **Space Time Play. Computer Games, Architecture and Urbanism: The Next Level.** Basel / Berlin / Boston: Birkhäuser Publishing.

Book chapters

2017

Walz, Steffen P. (2017): „**Foreword.**“ In: Nijholt, Anton (ed.) (2017): Playable Cities. The City as a Digital Playground. Singapore: Springer / Gaming Media and Social Effects Series. p. v-vi.

2016

Walz, Steffen P., Ballagas, Rafael and Jussi Holopainen (2016): „**REXplorer.**“ In: Göbel, Stefan et al. (eds.): Serious Games: Foundations, Concepts and Practice. Berlin: Springer. pp. 324-325.

2015

Walz, Steffen P. and Sebastian Deterding (2015): „**An Introduction to the Gameful World.**“ In: Walz, Steffen P. and Sebastian Deterding (eds.): The Gameful World. Approaches, Issues, Applications. Cambridge, MA: The MIT Press. pp. 1-13.

Walz, Steffen P. and Sebastian Deterding (2015): „**Approaches.**“ In: Walz, Steffen P. and Sebastian Deterding (eds.): The Gameful World. Approaches, Issues, Applications. Cambridge, MA: The MIT Press. pp. 15-18.

Walz, Steffen P. and Sebastian Deterding (2015): „**Issues.**“ In: Walz, Steffen P. and Sebastian Deterding (eds.): The Gameful World. Approaches, Issues, Applications. Cambridge, MA: The MIT Press. pp. 273-276.

Walz, Steffen P. and Sebastian Deterding (2015): „**Applications.**“ In: Walz, Steffen P. and Sebastian Deterding (eds.): The Gameful World. Approaches, Issues, Applications. Cambridge, MA: The MIT Press. pp. 409-414.

2014

Walz, Steffen P. (2014): „**Go Go!": Interacción Simbiótica. Un Experimento De Pensamiento Crítico Sobre La Omnipresente Interacción Persona-Computadora.**“ In: Figueroa Sarriera, Heidi J., López, Ángel Gordo and Javier de Rivera (eds.): Teknokultura Entre Dos Siglos. Tecnociencia, Arte Y Política. Madrid: Catarata. pp. 19-30.

2012

Wahl, Daniel and Steffen P. Walz (2012): „**Urban Flow and Happiness.**“ In: Langner, Anne-Kristin and Mathias Mertens (eds.): Flow aus Spielen. Optimale Erfahrungen durch Computerspiele. Salzhemmendorf: Blumenkamp Verlag. pp. 17-24.

2010

Walz, Steffen P. (2010): „**Das ganze Leben ist ein Spiel: wie die Veralltäglicung von Games die Gesellschaft verändert**“ In Selke, Stefan and Ullrich Dittler (eds.): Postmediale Wirklichkeiten aus interdisziplinärer Perspektive: Wie Zukunftsmedien die Gesellschaft verändern. Hannover: Heise / telepolis. pp. 205-222.

Walz, Steffen P. (2010): „**Enterveillance? Surveiltainment! Imagining the game generation world.**“ In: Davidson, Drew (ed.): *Cross-Media Communications: An Introduction to the Art of Creating Integrated Media Experiences.* Pittsburgh, PA: ETC Press / Carnegie Mellon University. pp. 153-155.

2009

Walz, Steffen P. (2009): „**Approaches to Space in Game Design Research.**“ In: Günzel, Stephan (ed.): Philosophy of Computer Games Lectures. Potsdam: Zentrum für Computerspielforschung DIGAREC & Universitätsverlag Potsdam.

Walz, Steffen P. (2009): „**Bildung - Erlebnis - Game.**“ In: Sohns, Jan-Arne and Rüdiger Utikal (eds.): Popkultur trifft Schule. Bausteine für eine neue Medienerziehung. Weinheim: Beltz. pp. 199-221.

Ballagas, Rafael and Steffen P. Walz (2009): „**Case K: REXplorer.**“ In: Montola, Markus, Stenros, Jaako and Annika Waern (eds.): *Pervasive Games: Theory and Design. Experiences on the Boundary Between Life and Play.* San Francisco, CA: Morgan Kaufmann Publishers. pp. 215-218.

2007

Walz, Steffen P. (2007): „**Pervasive Persuasive Play: Rhetorical Game Design for the Ubicomp World.**“ In: Fogg, B.J. and Dean Eckles / Stanford University Persuasive Technology Lab (ed.): *Mobile Persuasion: 20 Perspectives on the Future of Behavior Change.* Palo Alto, CA: Stanford Captology Media. pp. 101-108.

Ballagas, Rafael and Steffen P. Walz, (2007): „**REXplorer: Using Player-Centered Iterative Design Techniques for Pervasive Game Development.**“ In: Magerkurth, Carsten and Carsten Röcker (eds.): *Pervasive Gaming Applications – A Reader for Pervasive Gaming Research vol. 2.* Aachen: Shaker. pp. 255-284.

2006

Walz, Steffen P. and Odilo Schoch (2006): „**Pervasive Game Design as an Architectural Teaching and Research Method.**“ In: Gibson, David, Aldrich, Clark, and Marc Prensky (eds.): *Games and Simulations in Online Learning: Research and Development Frameworks.* Hershey, PA: Idea Group Publishing. pp. 236-249.

2005

Walz, Steffen P. (2005): „**Extreme Game Design: Spielrhetorische Ueberlegungen zur Methodik des Grauens.**“ In: Nohr, Rolf F., Bopp, Matthias, and Britta Neitzel (Eds.): „*See? I'm Real...*“ *Multidisziplinäre Zugänge zum Computerspiel am Beispiel von 'Silent Hill'.* Münster: LIT. pp. 145-156.

Walz, Steffen P. (2005): „**Constituents of Hybrid Reality: Cultural Anthropological Elaborations and a Serious Game Design Experiment merging Mobility, Media, and Computing.**“ In: Buurman, Gerhard M. (Ed.): *Total Interaction. Theory and Practice of a New Paradigm for the Design Disciplines.* Basel: Birkhäuser. pp. 122-141.

2002

Walz, Steffen P. (2002): „**Public Class In The State Of Mobility.**“ In: Gerritzen, Mieke and Geert Lovink (Eds.): *Mobile Minded.* Amsterdam and San Francisco: BIS / Ginkgo Press. pp. 126-127.

Walz, Steffen P. (2002): „**On the Move: Challenges and Chances of Mobile Human-Computer Interaction**“ In: Petric, Mirko and Inga Tomic-Koludrovic (Eds.): *DESIGN Education: A Dialogue across Cultures.* Split: Arts Academy Press. p. 26.

2001

Walz, Steffen P. and Isabel Zundel (2001): „**Madness & Virtuality – An Approximation.**“ In: Riegler, Alexander et al. (Eds.): *Virtual Reality. Cognitive Foundations, Technological Issues & Philosophical Implications.* Frankfurt/Main: Lang. pp. 63-74.

2000

Walz, Steffen P. (2000): „**Symbiotic interface contingency: The reciprocal emergence of use and abuse.**“ In: Sudweeks, Fay and Charles Ess (Eds.): *Cultural Attitudes towards Technology and Communication.* Perth: Murdoch University Press. pp. 125-144.

1998

Staudenmaier, Ellen and Steffen P. Walz (1998): „**Körper, Kids und Kreativität.**“ In: Bechdolf, Ute et al. (Eds.): *Tanzlust. Empirische Untersuchungen zu Formen alltäglichen Tanzvergnügens.* Tübingen: TVV Verlag.

#### Journal publications

2016

Walz, Steffen P. with Höchsmann, Christoph, Schäfer, Juliane, Holopainen, Jussi, Hanssen, Henner and Arno Schmidt-Trucksäss: „**Mobile Exergaming for Health: Effects of a serious game application for smartphones on physical activity and exercise adherence in type 2 diabetes mellitus - study protocol of a randomized controlled trial.**“ In: *Trials Journal* (BioMed Central). [Accepted]

2012

Walz, Steffen P. with Dongyoun Shin, Sungah Kim and Thomas Seibert (2012): „**Playfully Integrating Energy Monitoring and Visualization: A System for the Ubiquitous Ecology City EnerISS Solution.**“ In: Journal for Automation in Construction.

2006

Walz, Steffen P. with Friedrich von Borries, Friedrich and Matthias Böttger (2006): **„Ausweitung der Schiesszone. Computerspiele und ihr Einfluss auf die Stadtplanung.“** In: *archithese. Zeitschrift und Schriftenreihe für Architektur*, Issue "CAAD" / 4.2006. pp. 40-43.

2005

Walz, Steffen P. (2005): **„Delightful Identification & Persuasion: Towards an Analytical and Applied Rhetoric of Digital Games.“** In: McAllister, Ken and Ryan Moeller (eds.): *Works and Days. Capitalizing on Play: The Politics of Computer Gaming*. Vol 22, Nr. 43/44. Indiana, PA: Indiana University of Pennsylvania. pp. 185-200.

2001

Walz, Steffen P. (2001): **„Symbiotic Interaction a Go Go! Mobility, Interface, (Wo)Man.“** In: *Teknokultura* 1 Vol. 1. August. Published Online by the University of Puerto Rico at [http://teknokultura.rrp.upr.edu/teknosfera/symbiotic\\_interaction.htm](http://teknokultura.rrp.upr.edu/teknosfera/symbiotic_interaction.htm).

Peer reviewed conference and workshop papers

2016

Krome, S., Walz, S.P., and S. Greuter (2016): **„Contextual Inquiry of Future Commuting in Autonomous Cars.“** In *Proceedings of the 34th Annual ACM Conference on Human Factors in Computing Systems*. ACM Press [Accepted]

2015

Krome, S., Goddard, W., Greuter, S., Walz, S.P. and A. Gerlicher (2015): **„A Context-Based Design Process for Future Use Cases of Autonomous Driving: Prototyping AutoGym.“** In: *Proceedings of the 7th ACM International Conference on Automotive User Interfaces and Interactive Vehicular Applications (AutomotiveUI'15)*, Nottingham, United Kingdom, 1 – 3 September 2015, ACM Press.

Al Aamri, F., Greuter, S., and S.P. Walz (2015). **„Children Intrinsic Reading Motivation and Playful Applications: Investigating the Relationship.“** In *Proceedings of the International Conference on Interactive Technologies and Games (iTAG)*, Nottingham, United Kingdom, 22 – 23 October 2015.

Al Aamri, F., Greuter, S., and S.P. Walz (2015). **„Trees of Tales: Designing Playful Interactions to Enhance Reading Experiences.“** In *Proceedings of International Conference on Interactive Technologies and Games (iTAG)*, Nottingham, United Kingdom, 22 – 23 October 2015.

Raftopoulos, M., Walz, S. P. and S. Greuter (2015): **„Towards a Taxonomy for Enterprise Gamification.“** In *Proceedings of DiGRA 2015*, Lüneburg, Germany, 14 – 17 May 2015. Available Online at [http://projects.digital-cultures.net/digra2015/files/2014/09/DiGRA2015\\_program.pdf](http://projects.digital-cultures.net/digra2015/files/2014/09/DiGRA2015_program.pdf).

Raftopoulos, M. and S.P. Walz (2015): **„It's complicated: The ethics of gamified labour.“** Position Paper for the *33rd Annual ACM Human Factors in Computing Systems 2015 Workshop 'Researching Gamification'*, 18 – 23 April 2015, Seoul, South Korea. Available Online at [http://gamification-research.org/wp-content/uploads/2014/11/GAMICHI15\\_raftopoulos\\_walz.pdf](http://gamification-research.org/wp-content/uploads/2014/11/GAMICHI15_raftopoulos_walz.pdf).

Deterding, S., Lucero A., Holopainen J., Min, C., Cheok, A., Waern, A., and S.P. Walz. (2015): **„Embarrassing Interactions.“** In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems*, 18 – 23 April 2015, Seoul, South Korea. pp. 2365-2368. ACM Press.

2014

Krome, S., Greuter, S., Walz, S. P., Gerlicher, A., and M. Schleeauf (2014). **„Exergaming in the Car: Preliminary Results of an Experimental Setup.“** In *Proceedings of the 10th Australasian Conference on Interactive Entertainment*, Newcastle, Australia, 2 – 3 December 2014. Available Online at <http://dl.acm.org/citation.cfm?id=2677758>.

Krome, S., Holopainen, J., Greuter, S., Walz, S. P., Gerlicher, A. and M. Schleeauf (2014). **„Exploring Game Ideas for Stresslessness in the Automotive Domain.“** In *Proceedings of the 10th Australasian Conference on Interactive Entertainment*, Newcastle, Australia, 2 – 3 December 2014. 2 – 3 December 2014.

Krome, S., Holopainen, J., and S. P. Walz (2014). **„Approaching A Design Space For Gameful Interactions In The Context Of Piloted Driving.“** In: *Proceedings of the 6th ACM International Conference on Automotive User Interfaces and Interactive Vehicular Applications (AutomotiveUI'14)*. ACM Press.

Al Aamri, F., Greuter, S., and S.P. Walz (2014): „**Using Mise-en-scène to Foster Reading Comprehension in Children E-books.**” In: *Proceedings of the Second Workshop on Interactive e-Books for Children IBooC 2014 (IDC14)*. Aarhus, Denmark, 17 – 20 June 2014.

Al Aamri, F., Greuter, S. and S.P. Walz (2014): „**Trees of Tales: A Playful Reading Application for Arabic Children.**” In: *Proceedings of the International Conference on Entertainment Computing ICIC 2014*. Sydney, Australia, 1 – 3 October 2014. See program at <http://icec2014.info/program.php>.

Ferro, L., Walz, S.P. and S. Greuter (2014): „**Gamicards - An Alternative Method For Paper-Prototyping The Design Of Gamified Systems.**” In: *Proceedings of the International Conference on Entertainment Computing ICIC 2014*. Sydney, Australia, 1 – 3 October 2014. See program at <http://icec2014.info/program.php>.

2013

Krome, S., Holopainen, J. and S.P. Walz (2013): „**Enjoyable Stress Reduction: Approaching A Design Space For The Piloted Driving Context.**” In: *Adjunct Proceedings of the 5th International Conference on Automotive User Interfaces and Interactive Vehicular Applications (AutomotiveUI'13)*. Eindhoven, NL.

Stober, J.M., Walz, S.P. and J. Holopainen (2013): „**Hacking as a Playful Strategy for Designing Artistic Games.**” In: *Context Matters! Exploring and Reframing Games in Context. Proceedings of the Vienna Games Conference 2013*. New Academic Press, Vienna.

Ferro, L.S., Walz, S.P. and S. Greuter (2013): „**Towards personalised, gamified systems: an investigation into game design, personality and player typologies.**” In: *Proceedings of the Interactive Entertainment 2013 conference*.

Stampfl, D. and S.P. Walz (2013): „**Gameful Urban Mobility. A Top-Down Approach Towards Increasing Enjoyment and Livability in Cities.**” In: *Proceedings of the MobileHCI 2013 workshop Entertainment Technology in Transportation against Frustration, Aggression and Irrationality*.

Krome, S. and S.P. Walz (2013): In: „**Pleasurable Passenger Experience: Toward a Design Space For Rear-Seat Stresslessness.**” In: *Proceedings of the MobileHCI 2013 workshop Entertainment Technology in Transportation against Frustration, Aggression and Irrationality*.

Al Aamri, F., Greuter, S. and S.P. Walz (2013): „**Guiding Principles for Designing a Social, Game-based and Enculturated Reading Application for Omani Children.**” In: *Proceedings of the ACM SIGCHI 2013 workshop Designing and Evaluating Sociability in Online Video Games Workshop*.

Ferro, L. and S.P. Walz (2013): „**Like this: How game elements in social media and collaboration are changing the flow of information.**” In: *Proceedings of the ACM SIGCHI 2013 workshop Designing Gamification*.

Raftopoulos, M. and S.P. Walz (2013): „**Designing Events as Gameful and Playful Experiences.**” In: *Proceedings of the ACM SIGCHI 2013 workshop Designing Gamification*.

2012

Berry, C.M. and S.P. Walz (2012): „**Passengers: The Forgotten Players.**” In: Position paper for the MobileHCI 2012 workshop The Car as an Arena for Gaming. Available Online at <http://www.workshops.icts.sbg.ac.at/mobilehci2012/index.html>.

2010

Shin, D., Seibert, T., S.P. Walz, C. Yoon and S.A. Kim: „**Energy Monitoring and Visualization System for U-ECO City. Designing a Spatial Information Model for Energy Monitoring in the Context of Large Amount Data Management on a Web Based Platform, Applying Game Mechanics.**” In: *Proceedings of eCAADe 2010 - Conference on education and research in computer aided architectural design in Europe (=eCAADe 28)*, September 15-18, 2010, ETH Zurich, Switzerland.

2008

Ballagas, R., Walz, S.P. and A. Kuntze (2008): „**Gaming Tourism. Lessons from Evaluating REXplorer, a Pervasive Game for Tourists.**” In: *Proceedings of PERVASIVE 2008 - The 6th International Conference on Pervasive Computing*, May 19-22, 2008, Sydney, Australia. pp. 245-258.



2007

Walz, S.P. and R. Ballagas (2007): „**Pervasive Persuasive: A Rhetorical Design Approach to a Location-Based Spell-Casting Game for Tourists.**” In: *Proceedings of Situated Play. DiGRA 2007 - The 3rd International Digital Games Research Conference*, Tokyo, September 24-28, 2007. pp. 489-497.

Ballagas, R., Walz, S.P., Kratz, S., Fuhr, C., Yu, E., Tann, M., Borchers, J., and L. Hovestadt: „**REXplorer: A Mobile, Pervasive Spell-Casting Game for Tourists.**” In: *CHI '07 extended abstracts on Human factors in computing systems*, San Jose, CA, USA, 2007. New York: ACM Press.

2006

Walz, S.P., Ballagas, R., Borchers, J., Mendoza, J., Kratz, S., Wartmann, C., Hameed, B., and L. Bardos (2006): „**Cell Spell-Casting: Designing a Locative Gesture Recognition Smartphone Game for Tourists.**” In: *Proceedings of PerGames 2006*, held in conjunction with the 4th Intl. Conference on Pervasive Computing, Dublin, 7 May 06. Berlin: Springer LNCS.

Ballagas, R., Walz, S.P., and J. Borchers (2006): „**REXplorer: A Pervasive Spell-Casting Game for Tourists as Social Software.**” Position paper submitted to the CHI 2006 Workshop on Mobile Social Software, Montréal, Canada, April. Available Online at <http://media.informatik.rwth-aachen.de/materials/publications/ballagas2006a.pdf>.

Walz, S.P. (2006): „**A Spatio-Ludic Rhetoric: Serious Pervasive Game Design for Sentient Architectures**”. In: *Proceedings of game set and match II. International Conference 2006 on Computer Games, Advanced Geometries and Digital Technologies*, TU Delft. Rotterdam: Episode Publishers. pp. 50-56.

Brezinka, V. and S.P. Walz (2006): „**Computerspiele in der Psychotherapie - den Teufel mit dem Beelzebub austreiben?**” In: *Proceedings of the 16. Kongress für Klinische Psychologie, Psychotherapie und Beratung*, 3.-7. März 2006, Berlin.

2005

Walz, S.P., Schoch, O., Ochsendorf, M., and T. Spindler (2005): „**Serious Fun. Pervasive Game Design as a CAAD Teaching and Research Method.**” In: *Proceedings of eCAADe 2005 - Conference on education and research in computer aided architectural design in Europe (=eCAADe 23)*, September 21-24, 2005, Technical University of Lisbon, Portugal. pp. 279-286.

2004

Walz, S.P., Buurman, G.M., Wartmann, C., Schirm, S., Moravanszky, A., and R. Vuillemin (2004): „**Carpliation - A Rhetorical Study Information Racer.**” In: *Proceedings of the ACM SIGCHI International Conference on Advances in Computer Entertainment Technology ACE 2004*. New York: ACM Press.

2003

Walz, S.P. (2003): „**Delightful Identification & Persuasion: Towards an Analytical and Applied Rhetoric of Digital Games.**” In: Copier, Marinka and Jost Raessens (Eds.): *Level Up. Proceedings of the 1st International Digital Games Research Conference*. Utrecht: University of Utrecht Press. pp. 194-207.

2002

Walz, S.P., Poultney, C., and T. Wörner (2002): „**Container Love: Preforming the Body Electric.**” In: *Proceedings of the 2nd Conference on Computational Semiotics for Games and New Media (COSIGN 2002)*. Augsburg: Universität Augsburg. 90-95. Available for download Online at <http://cosignconference.org/cosign2002/papers/Walz.pdf>

Wössner, U., Schulze, J.P., Walz, S.P., and U. Lang (2002): „**Evaluation of a Collaborative Volume Rendering Application in a Distributed Virtual Environment.**” In: *Proceedings of Eighth Eurographics Workshop on Virtual Environments (EGVE)*, May 2002. New York: ACM Press. pp. 113-122. Available Online at: <http://www.hlrs.de/people/schulze/publications/Woessner02.pdf>

2001

Walz, S.P. and I. Zundel (2001): „**Introducing Interrelations of Madness & Virtuality.**” In: *Proceedings of the Conference on Computational Semiotics for Games and New Media*. Amsterdam: CWI Press. pp. 100-107.

Schulze-Döbold, J., Wössner, U., Walz, S.P., and U. Lang (2001): „**Volume Rendering in a Virtual Environment.**“ In: Fröhlich, B., Deisinger, J., Bullinger, H.-J. (Eds.): *Immersive Projection Technology and Virtual Environments*. Vienna and New York: Springer. Available Online at: <http://www.hlrs.de/people/schulze/publications/Schulze01a.pdf>

## Posters

Walz, S.P., Schoch, O., Schaerer, P., Gmelin, S., Bonwetsch, T., Hillner, B., Schmidt, R.G., Mermans, B., Przerwa, J., and A. Schlueter (2005): „**Serious Bioplay: A Computer Integrated Building Service Game applying Psychophysiological Input.**“ (poster) In: *Extended Proceedings of UbiComp 2005 - The 7th International Conference on Ubiquitous Computing*, Tokyo, Japan. 2005

Brezinka, V. and S.P. Walz (2005): „**Computerspiele in der Psychotherapie von Kindern und Jugendlichen.**“ (poster) In: Deutsche Gesellschaft für Psychologie, 4. *Fachtagung der Fachgruppe Medienpsychologie, Schwerpunkt-Thema "Kinder und Medien"*, September 7-9, Universität Erfurt. Cf. <http://www.uni-erfurt.de/LLBZ/fgt2005/>

Walz, S.P. and L. Hovestadt (2005): „**Serious Pervasive Game Design for Sentient Architectures.**“ (poster) In: *Online Proceedings of the MICS Scientific Conference 2005*, Loewenberg, Switzerland, September 21-32. Available Online <http://www.mics.org>

Zundel, I., Walz, S.P., and S. Miller (2002): „**Pitch-Bend: A Collaborative Sound and Space Composition World for Immersive Virtual Environments.**“ (Poster) In: *CD-ROM Proceedings of the World Congress of Architecture's Poster Exhibition*. Available through <http://www.uia-berlin2002.com> 2002

## Varia (magazine articles, project proposals, feasibility studies, reports, etc.)

Walz, S.P. **Various internal reports, feasibility and business plans etc. around the establishing and the sustainability of the GEElab and the GEElab Europe.** *RMIT University*. 2011 – 2016

Hartkopf, V., Walz, S.P., Davidson, D., and C. Klug (2005): „**The Energy Game: Towards deep learning of effective energy production, distribution, and consumption with serious interactive entertainment.**“ *Joint Research Proposal to the U.S. Department of Energy*, October. 2005

Walz, S.P. and L. Hovestadt (2005): „**Serious Game Applications for Sensor and Computer Integrated Buildings and Building Complexes.**“ *Research Proposal for NCCR MICS2 submitted to the SNF Panel Review*, EPF Lausanne, March. (internal)

Götz, U. and S.P. Walz (2004). "**Level-Design - eine Nische für Architekten?**". Email-Interview mit Ulrich Götz und Steffen P. Walz nach Fragen von Friedrich v. Borries und Ulrich Brinkmann. In: *Bauwelt*. 95. Jg., Nr. 30 (06.08.04). pp. 26-27. 2004

Walz, S.P. (2004): "**Experimental Games. An Interview with Jonathan Blow. co-organizer of the Game Developers Conference 2004 / Experimental Gameplay Workshop.**" In: *Game Face. Kulturelles Computer- und Videospieldmagazin*. Mai/Juni 2004. Vol 2. pp. 40-41.

Walz, S-P. and G.M. Buurman (2003): **gamehouse. Machbarkeitsstudie zur Einrichtung eines pionierhaften Studienganges Digital Game Design (B.A.).** Commissioned by the Swiss Bundesamt für Berufsbildung und Technologie (BBT), Bern, and published by HGKZ – School for Art and Design Zurich. [Feasibility study for Game Design program] 2003

Walz, S.P. (2003): „**Quo Vadis Mobile Entertainment? Ein Aufruf zu globalem und konvergentem Mobile Game Design**“ In: *Game Face. Kulturelles Computer- und Videospieldmagazin*. August/September 2003. Vol. 1. pp. 16-18.

Walz, S.P. (2003): „**Paradigame: Computerspiele als wissenschaftliches Paradigma. Ein Kommentar zur Level Up-Konferenz.**“ In: *Game Face. Kulturelles Computer- und Videospielemagazin*. Dezember/Januar 2003/04. Vol. 1/2.

Walz, Steffen P. (2002): **On the Move between Proximate Distance and Distant Proximity**. Study published Online by Department of Mobile Application Design, University for Art, Media and Design Zurich (HGKZ), Switzerland at <http://www.madcountdown.com> [=Master's thesis at the University of Tübingen] 2002

### ACQUIRED FUNDING FOR ACADEMIC PURPOSES<sup>3</sup>

Sponsor: Audi Electronic Ventures GmbH (DE)  
Title: **Audi-O: A Contextual, Location-Based and Virtual Reality Game in a Car Investigating Motion Sickness Relief**  
Duration: 2015-2016  
Role: Chief investigator  
Amount: **AU\$ 34,500**

Sponsor: Uniting Care Victoria (AU)  
Title: **Ideation Workshop Towards Activating Underprivileged Teenagers In Remote Victoria**  
Duration: 2015  
Role: Co-Chief investigator  
Amount: **AU\$ 10,000**

Sponsor: Novartis Pharma Deutschland GmbH (DE)  
Title: **Diabetes Type II Gameful Prevention and Correction**  
Duration: 2014  
Role: Chief investigator  
Amount: **AU\$ 905,074**

Sponsor: Novartis Pharma Deutschland GmbH (DE)  
Title: **Diabetes Type II Gameful Prevention and Correction**  
Duration: 2013  
Role: Chief investigator  
Amount: **AU\$ 872,258**

Sponsor: University of Sydney, School of Medical Sciences (Prof. P. Poronnik) and RMIT University, Deputy Vice-Chancellery Research & Innovation (AU)  
Title: **DIAMate – An Early Game Prototype for Diabetes Management**  
Duration: 2013  
Role: Chief investigator  
Amount: **AU\$ 50,000**

Sponsor: RMIT University, Deputy Vice-Chancellery Research & Innovation (AU)  
Title: **Games for Change Australia–New Zealand**  
Duration: 2012  
Role: Chief investigator  
Amount: **AU\$ 120,000**

Sponsor: RMIT University, Deputy Vice-Chancellery Research & Innovation (AU)  
Title: **RMIT GEELab Europe**  
Duration: 2012 – 2015  
Role: Chief investigator  
Amount: **AU\$ 280,000 p.a.**

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<sup>3</sup> Funding acquired for commercial and/or undisclosed projects is not being listed here. Sums are net values.

Sponsor: Audi Electronic Ventures GmbH (DE)  
Title: **PhD Project "Rear Seat Human-Computer Interactions"**  
Duration: 2011 – 2014  
Role: Chief investigator  
Amount: **AU\$ 378,937**

Sponsor: RMIT University, Deputy Vice-Chancellery Research & Innovation (AU)  
Title: **PhD Project "Rear Seat Human-Computer Interactions" (hardware funding)**  
Duration: 2011 – 2014  
Role: Chief investigator  
Amount: **AU\$ 71,000**

Sponsor: LG Display, South Korea, Merck KG & Stylepark AG, Germany (SK & DE)  
Title: **Research Project "Displaying Futures: Next Generation Display Applications"**  
Duration: 2011  
Role: Chief investigator  
Amount: **AU\$ 30'000**

Sponsor: Audi AG (DE)  
Title: **Research Project "Audi Urban Future Initiative: Flowing In The City"**  
Duration: 2011  
Role: Chief investigator  
Amount: **AU\$ 20'000**

Sponsor: Swiss National Science Foundation, National Competence Center in Research (NCCR)  
Mobile Information and Communication Systems (MICS), Phase 3 (CH)  
Title: **Research Project "sreee! - Mobile & Location-Based Social Networking Games."**  
Duration: 2008 – 2009  
Role: Chief investigator, submitted together with project co-lead Thomas Seibert. Hosted by the ETH Zurich, Dept. of Architecture, CAAD Group  
Amount: **CHF 120'000 <-> EUR 80'000** research project budget for two researchers over seven months including freelancer payment, material and expenditures

Sponsor: Nokia Research Center Tampere (FI)  
Title: **Pervasive tourist game research project REXplorer**  
Duration: 2006 – 2008  
Role: Acquired sponsorship for Symbian S60 software licences as well as for 30x N70 smartphone devices.  
Amount: **EUR 30'000**

Sponsor: Forum Nokia / Nokia Corp (FI)  
Title: **Forum Nokia University PRO membership**  
Duration: 2007 – 2009  
Role: Acquired FN University Pro membership for the ETH Zurich and represented the school during three years. Worked closely with and consulted to FN and other Nokia parties concerning new research fields. Participated in regular research networking events with other members as well as in Nokia marketing meetings and developer conferences  
Amount: Annually ca. **EUR 15'000 in-kind for devices, software licences, support, conference participation, travels**

Sponsor: Swiss National Science Foundation, National Competence Center in Research (NCCR)  
Mobile Information and Communication Systems (MICS), Phase 2  
Title: **"Serious Game Design for Sensor and Computer Integrated Buildings and Building Complexes."**  
Duration: 2005 – 2009  
Role: Authored proposal, which had then been appended to the "Serious Building Games" research network proposal for MICS phase 2 – Principal Investigator  
Amount: **CHF 1'180'000 <-> EUR 775'000** subproject budget for three part-time researchers and engineers, material, and expenditures over 48 months

Sponsors: ETH Zurich  
Zurich University for the Arts (CH)

Title: **Edited book "Space Time Play. Computer Games, Architecture and Urbanism: The Next Level", published by Birkhäuser / Springer**

Duration: 2005 – 2007

Role: Co-edited book and raised funding from several sources at two universities to partially sponsor book publisher's production costs

Amount: **CHF 30'000,- <-> EUR 20'000,-**

  

Sponsor: Swiss Ministry for Vocational Education and Technology (BBT), Zurich Universities of Applied Sciences (CH)

Title: **Game Design B.A. program feasibility study and program launch, Zurich University for the Arts.**

Duration: 2003 – 2004

Role: Co-Chief Investigator – came up with study program idea, wrote proposals, authored an extensive feasibility study, developed a prototypical curriculum & business plan etc.. Co-founded Game Design B.A. program in the summer of 2004, program commenced fall 2004 as the first Game Design program at a state university in German speaking countries

Amount: **CHF 750'000,- <-> EUR 500'000,-** for program development and launch budget

## ACADEMIC SUPERVISION & EXAMINATIONS

2016 External Doctoral Examiner for Dr. Martin Kracheel  
Viva Voce for the Degree of Doctor of Psychology  
University of Luxemburg, The Faculty of Language and Literature, Humanities, Arts and Education (LU)  
**Doctoral thesis: Changing Commuter Behaviour Through Gamification**  
*Completed and degree conferred.*

2016 External Doctoral Examiner for Dr. Jamie Lack  
Griffith University, Queensland College of Art  
**Doctoral thesis: Indeterminacy, Coherence and Other Implications of Dewey's Theory of Inquiry for the Design and Development of Video Games**  
*Completed and degree conferred.*

2015 – Doctoral Co-Supervisor for Timothy Ryan  
RMIT University, School of Media and Communication, GEELab  
**Doctoral project: E2K-Reality – Broadcast Style Sports Commentary for Public Basketball Play Spaces**  
*Passed mid candidature seminar. Continuing as co-supervisor from 03/2016.  
Expected completion: 2017*

2015 – 2016 External Co-Supervisor for Michael Kreuzer  
Media University Stuttgart, Mobile Media Study Program (DE)  
**Master project: Development of a Digital Detox App**  
*Completed and degree conferred.*

2015 – 2016 External Co-Supervisor for Alexander Dercho  
Media University Stuttgart, Mobile Media Study Program (DE)  
**Bachelor project: Digitization of Card Games on basis of the FutureDeck**  
*Completed and degree conferred.*

2015 – 2016 External Co-Supervisor for Tobias Stricker  
Media University Stuttgart, Mobile Media Study Program (DE)  
**Bachelor project: Translating the FutureDeck into a Mobile App**  
*Completed and degree conferred.*

2015 External Examiner for Brad Power  
Murdoch University, Perth (AUS)  
**Honours project: Machines for Play: Functionality, Context, and Performance In Video Game Spaces**  
*Completed and degree conferred.*

2015 Doctoral Co-Supervisor for Gerhard Molin  
RMIT University, School of Media and Communication, GEELab  
**Doctoral exegesis: Educational Alternate Reality Games**  
*Suspended by candidate.*

- 2014 External Co-Supervisor for Riko Schmidt  
Media University Stuttgart, Mobile Media Study Program (DE)  
**Bachelor project: Traffic Congestion and Red Light Detection with the iPhone 5s**  
*Completed and degree conferred.*
- 2014 External Co-Supervisor for Markus Schleeauf  
Media University Stuttgart, Mobile Media Study Program (DE)  
**Bachelor project: Gamification in Cars: Infrastructure for User Interaction Concept**  
*Completed and degree conferred.*
- 2014 – Doctoral Co-Supervisor for Christoph Höchsmann  
University of Basel, Faculty of Medicine, Department of Sport, Exercise and Health (CH)  
**Tentative dissertation title: Interactive Mobile Exergaming in Type 2 Diabetes Mellitus Patients – an innovative mean to overcome physical inactivity and increase cardiorespiratory fitness**  
*Expected completion: 2017*
- 2014 External Doctoral Co-Supervisor and Examiner for Dr. Bobby Schweizer  
Georgia Institute of Technology, School of Literature, Media and Communication (USA)  
**Doctoral Thesis: Videogame Cities in Motion**  
*Completed and degree conferred.*
- 2014 – 2016 Doctoral Supervisor for William Owen  
RMIT University, School of Media and Communication, GEELab  
**Doctoral exegesis: Objects Of Play**  
*Discontinued supervision due to leaving RMIT University.*
- 2013 – 2016 Doctoral Supervisor for Lauren Stacey Ferro  
RMIT University, School of Media and Communication, GEELab  
**Doctoral thesis: Massively Multiplayer Games As Blueprints For Corporate Learning**  
*Discontinued supervision due to leaving RMIT University.*
- 2013 – 2016 Doctoral Supervisor for Alexander Muscat  
RMIT University, School of Media and Communication, GEELab  
**Doctoral thesis: Game Design To Innovate Storytelling**  
*Discontinued supervision due to leaving RMIT University.*
- 2013 – Doctoral Supervisor for Sven Krome  
RMIT University, School of Media and Communication, GEELab  
**Doctoral exegesis: Enjoyable Human-Computer Interaction on the Car's Rear Seat**  
*Continuing as co-supervisor from 03/2016. Exegesis submitted for examination.  
Expected completion: 2017*
- 2012 External Doctoral Examiner for Dr. Kate Joanne Lund  
Viva Voce for the Degree of Doctor of Philosophy  
Lancaster University, School of Computing and Communication (UK)  
**Doctoral thesis: Bridging the Gap between Physical and Digital Worlds through Physical and Contextual Anchors**  
*Completed with minor amendments and degree conferred.*
- 2012 External Doctoral Committee Member for Dr. Soraia Ferreira  
University of Porto (PT)  
**Doctoral thesis: Location-Based Transmedia Storytelling: Enhancing the Tourism Experience**  
*Passed.*
- 2012 – Doctoral Supervisor for Dominik Stampfl  
RMIT University, School of Media and Communication, GEELab  
**Doctoral exegesis: Gameful Urban Mobility**  
*Passed completion seminar. Continuing as co-supervisor from 03/2016.  
Exegesis accepted subject to minor amendments, in-progress. Completion in 01/2017.*
- 2012 – Doctoral Supervisor for Jens Moritz Stober  
RMIT University, School of Media and Communication, GEELab  
**Doctoral exegesis: Hacking As A Game Design Method**  
*Passed mid candidature seminar. Continuing as co-supervisor from 03/2016.  
Exegesis submitted. Expected completion: Q1/2017*

- 2012 – 2016     Doctoral Supervisor for Dr. Marigo Raftopoulos  
RMIT University, School of Media and Communication, GEELab  
**Doctoral thesis: Corporate Flow – Gameful Methods of Enterprise Innovation**  
*Continuing as co-supervisor from 03/2016.*  
*Completed in Q3/2016 and degree conferred.*
- 2012 – 2016     Doctoral Co-Supervisor for Dr. Fatma Al Aamri  
RMIT University, School of Media and Communication, GEELab  
**Doctoral thesis: Effects of a 3D Virtual Library on Elementary School Students in Oman**  
*Continuing as co-supervisor from 03/2016.*  
*Completed in Q3/2016 and degree conferred.*
- 2008 – 2013     External Co-Supervisor for Dr.-Ing. Martin Knöll – now Juniorprofessor at TU Darmstadt (DE)  
University of Stuttgart, Dept. Architecture & Urban Planning  
Prof. Dr. Gerd de Bruyn, Institute of Modern Architecture Theory and Design (DE)  
**Doctoral dissertation: Health in the City – Mobile Games for Urban Fitness**  
*Completed and degree conferred.*
- 2007             External Co-supervisor for Johannes Kollmer & Cyril Kajnar  
University of Stuttgart, Dept. Architecture & Urban Planning  
**Dipl.-Ing. Arch. Project: Pillars – Architecting Level Design**  
*Completed and degree conferred.*
- 2007             External Co-supervisor for James Portnow  
Carnegie Mellon University, Entertainment Technology Center  
**Semester project: Global Warming Game**
- 05/2007         External Co-examiner for Johannes Kollmer and Cyril Kajnar  
"Pillars" (total conversion mod for Doom 3) design project, cf. [www.pillars.de](http://www.pillars.de)  
University of Stuttgart, Dept. Architecture & Urban Planning  
**Design studio / seminar**
- 2006 – 2007     External Co-supervisor for Martin Nerurkar  
University of Stuttgart, Dept. Architecture & Urban Planning  
**Dipl.-Ing. Arch. Project: Evolution of Digital Game Space**
- 2006 – 2007     External supervisor for André Kuntze  
RWTH Aachen, Lehrstuhl Informatik X  
**MA thesis: Evaluation Methodologies for Pervasive and Mobile Games**  
*Completed and degree conferred.*
- 2006             External Co-supervisor for Martin Budzinski & Henrik Isermann  
University of Stuttgart, Dept. Architecture & Urban Planning  
**Dipl.-Ing. Arch. project: Entzwei (media installation)**  
*Completed and degree conferred.*
- 2006             External Co-supervisor for Robin Wenk, University of Stuttgart  
**Dipl.-Ing. Arch. project: Game Engine Based Shopping: Cybaverse**  
*Completed and degree conferred.*
- 03/2005         External examiner for "Gaming: Games" - Lecturer: Prof. Dr. Gerd de Bruyn  
University of Stuttgart, Dept. Architecture & Urban Planning  
Institute of Modern Architecture Theory and Design (DE)  
**Design studio / seminar**
- 03/2005         Guest examiner for "Gaming: Games" - Lecturer: Prof. Dr. Gerd de Bruyn  
University of Stuttgart, Dept. Architecture & Urban Planning  
Institute of Modern Architecture Theory and Design (DE)  
**Design studio / seminar**

## TEACHING EXPERIENCE (SEE ALSO SUPERVISION WORK)

- Spring 2016 Co-Development of novel Digital Design Major curriculum for launch in AUS Spring 2017 semester.  
**Curtin University, School of Design and Art (AUS)**
- Spring 2016 Diverse lectures on project pitching, media rhetoric, gameful design, serious game design  
**Curtin University, School of Design and Art (AUS)**
- Fall 2015 Diverse lectures on gameful design / serious game design  
**RMIT University, School of Media and Communication, BA Games & Animation program**
- Fall 2013 Co-Leader, Semester 1 & 2 Elective, "Wicked Mobilities: Gameful Approaches To Solving City Challenges"  
**RMIT University, School of Architecture (with Prof Tom Kovac and Associate Prof Jose Alfonso)**
- 01/2009 Lecture series, "Evolution of Human-Computer Interaction Spaces: From Ops Room Into the City"  
**Film Academy Baden-Württemberg, Interactive Media and TV study program, Ludwigsburg (DE)**
- 11/2008 Workshop, "Pervasive Games for Environmental Education"  
**University for Applied Sciences Zurich, Center for Environmental Education, Wädenswil (CH)**
- 04/2008 Workshop, "Magical Fluctuation: Spaces Between Orientation and Disorientation"  
**Zurich University for the Arts, Institute for Design Research, postgraduate program Design2context / 'Des-Orientation' series**
- 01/2008 Workshop, "Pervasive Games and TV: Cross-Media Design Between Fiction and Reality"  
**Film Academy Baden-Württemberg, Interactive Media and TV study program, Ludwigsburg (DE)**
- 02-03/2007 Visiting researcher with Prof. Dr. Drew Davidson (one month stay)  
**Carnegie Mellon University, Entertainment Technology Center (USA)**
- 01/2007 Design atelier co-lectureship, "Serious Pervasive Game Design", invited one week workshop together with Rafael Ballagas (RWTH Aachen) and Zhao Chen Ding (Tsinghua University Beijing)  
**Tsinghua University, Academy of Arts and Design, Information Art and Design program, Beijing (PR of China)**
- 01/2007 Design atelier co-lectureship, "Serious Pervasive Game Design", invited one week workshop together with Rafael Ballagas (RWTH Aachen) and Zhao Chen Ding (Tsinghua University Beijing)  
**Shih Chien University, Institute of Fashion and Communications Design, Taipei (TW)**
- Summer 2006 Lectureship, CAAD MAS Postgrad Program 2005/06: Design studio concerning the construction of a pervasive game controller shell and interface surface for the pervasive and mobile tourist sightseeing game REXplorer  
**ETH Zurich, Chair for CAAD (CH)**  
Web: <http://wiki.arch.ethz.ch/twiki/bin/view/MAS0506/MAS0506Module06alt>
- 07/2006 Lecture, "Spezielle Benutzerschnittstellen: Spiele",  
**University for Applied Sciences Winterthur, Inst. for Applied Information Science (CH)**
- Winter 2005/06 Co-lectureship, "Application of Computer Games for Psychotherapy" seminar together with Dr. Dr. Veronika Brezinka and University for Art, Media and Design Zurich – Game Design Program, carried out at:  
**University of Zurich, Center for Child and Adolescent Psychiatry (CH)**
- 09-10/2005 Visiting researcher with Prof. Dr. Drew Davidson (one month stay)  
**Carnegie Mellon University, Entertainment Technology Center (USA)**
- 08-09/2005 Invited lectures, on behalf of Prof. Sungah Kim, Ph.D.  
**Sungkyunkwan University, Faculty of Architecture, Seoul (South Korea)** and other South Korean institutions
- Summer 2005 Lectureship, "Serious Fun: Game Design as Architectural Drafting Method", design studio class, together with PD Dr. Erwin Herzberger  
**University of Stuttgart Dept. of Architecture and Urban Planning  
Institute of Presentation and Design 1 (DE)**  
Detailed web documentation: <http://wiki.arch.ethz.ch/twiki/bin/view/Game05>



- Summer 2005 Lectureship, CAAD Postgraduate Study Program 2004/05: "Bioplay", design studio concerning biofeedback input based computer integrated spaces, with Dipl. Arch. Philipp Schaeerer  
**ETH Zurich, Chair for CAAD (CH)**  
Web: <http://wiki.arch.ethz.ch/twiki/bin/view/NDS0405/Nds0405module05>
- Summer 2005 Co-lectureship, "Application of Computer Games for Psychotherapy" seminar, together with Dr. Dr. Veronika Brezinka  
**University of Zurich, Center for Child and Adolescent Psychiatry (CH)**
- 03/2005 Visiting researcher with Prof. Eric Klopfer, Ph.D., project: "Learning with Augmented Reality games and simulations"  
**MIT, School of Architecture and Planning, Dept. Urban Studies and Planning (USA)**
- 01/2005 Lecturer, "Spezielle Benutzerschnittstellen: Spiele"  
**University for Applied Sciences Winterthur, Inst. for Applied Information Science (CH)**
- Winter 2004/05 Lectureship, "ETHGame: ArchITectural Game Design" seminar and design project  
**ETH Zurich, Chair for CAAD (CH)**  
Detailed web documentation: <http://wiki.arch.ethz.ch/twiki/bin/view/Game0405>
- Winter 2004/05 Lectureship, "Computer and video game architecture" seminar and mini design project, together with PD Dr. Erwin Herzberger  
**University of Stuttgart, dept. of Architecture and Urban Planning  
Institut of Presentation and Design 1 (DE)**  
Detailed web documentation: <http://wiki.caad.hbt.arch.ethz.ch/twiki/bin/view/Gamearch>
- 08–09/2004 Invited guest professor at EU Convivio Thematic Network (IST\_2001\_38265) / EU Interaction Design Summer School; two week design atelier on "Monumental Game Design"  
**Arts Academy University of Split (CRO)**
- 07/2004 Lectures, "Spezielle Benutzerschnittstellen: Spiele"  
**University for Applied Sciences Winterthur, Inst. for Applied Information Science (CH)**
- 03/2003 – 05/2004 Program co-initiator, project lead, and academic director / curriculum planner, Game Design B.A. study program  
**Zurich University for the Arts (CH)**
- 2002 – 2004 Lecturer and researcher, study program Interactiondesign, diverse lectures  
**Zurich University for the Arts (CH)**
- 2002 Curriculum advisor, postgraduate program: Mobile Application Design  
**Zurich University for the Arts (CH)**  
[with special permission by the school and the federal commission due to lack of degree at that time]
- 2001 – 2002 Lectureship and researcher, Mobile Entertainment & Mobile Human-Computer Interaction, postgraduate program: Mobile Application Design  
**Zurich University for the Arts (CH)**  
[with special teaching permission by the school due to lack of degree at that time]
- Winter 2001/02 and Winter 2002/03 Co-lectureship, "Rhetoric of New Media" seminar,  
**University of Tübingen, Seminar for General Rhetoric (DE)**  
[co-taught twice with Mr. Martin Eymer, M.A. – with special permission by the seminar due to then unfinished degree]

## ACADEMIC DISCIPLINE & OUTREACH

- 2017 **Program Committee and Reviewer**, *WWW2017 Games, Simulations and Immersive Environments Track*, April 3-7, Perth, WA (AUS)
- 2017 **Program Committee and Reviewer**, *5th IEEE International Conference on Serious Games and Applications for Health (SEGAH 2017)*, Perth, WA (AUS)
- 2016 **Reviewer**, *ACM CHI Conference on Human Factors in Computing Systems 2016*, May 7-12, San Jose, CA, (USA)
- 2016 – **Planning and Formation Advisor**, *Y Media Lab, The Royals & Deakin University*, Melbourne, VIC (AUS)

- 2016 **Program Committee and Reviewer**, *Joint Conference on Serious Games 2016 – 6th Int. Conf. on Serious Games Development & Applications (SGDA 2016) & 6th GameDays Conference (GameDays 2016)*, 26-27 September 2016, Brisbane, QLD (AUS)
- 2015 **External Program Reviewer**, *Bond University, Australia, Faculty of Society and Design, Bachelor of Interactive Media and Design Degree / Multimedia / Games Major*, Gold Coast, QLD (AUS)
- 2015 – **Reviewer**, *J Sports Medicine*, Springer – <http://www.springer.com/medicine/journal/40279>
- 2015 – **Reviewer**, *Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research*, Sage <http://sag.sagepub.com>
- 2015 – **Reviewer**, *Computers in Human Behavior Journal*, Elsevier – [www.journals.elsevier.com/computers-in-human-behavior](http://www.journals.elsevier.com/computers-in-human-behavior)
- 2015 – **Reviewer**, *Journal of Architectural Education*, Taylor & Francis / Routledge – <http://www.tandfonline.com/action/journalInformation?show=aimsScope&journalCode=rjae20#.Veghi7TXWLE>
- 2015 – **Reviewer**, *Journal of Business Ethics*, Springer – <http://www.springer.com/social+sciences/applied+ethics/journal/10551>
- 2015 **Program Committee**, *7<sup>th</sup> International Conference of the Digital Games Research Association 2015 (DiGRA)*, Leuphana University, Lüneburg (GER)
- 2015 **Program Committee**, *Foundations of Digital Games Conference (FDG)*, June 22 - June 25, 2015, Pacific Groves, CA (USA)
- 2015 **Program Committee**, *Joint Conference on Serious Games 2015 – 6th Int. Conf. on Serious Games Development & Applications (SGDA 2015) & 5th GameDays Conference (GameDays 2015)*, 3-4 June 2015, Huddersfield (UK) – <http://seriousgames.wix.com/2015>
- 2014 **Reviewer**, *1<sup>st</sup> ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play Conference (CHI Play 2014)*, University of Ontario, Toronto (CAN)
- 2014 **Program Committee**, *ACM Multimedia 2014 - International Workshop on Serious Games*, Orlando, FL (USA)
- 2014 – **Reviewer**, *Journal of Pervasive and Mobile Computing*, Elsevier – [www.elsevier.com/locate/pmc](http://www.elsevier.com/locate/pmc)
- 2013 **Reviewer**, *9<sup>th</sup> Australasian Conference on Interactive Entertainment (IE 2013): Matters of Life and Death*, RMIT University (AUS)
- 2013 **Meta Reviewer**, *Gamification 2013: Gameful Design, Research, and Applications*, University of Waterloo (CAN)
- 2012 **Program Committee**, *Meaningful Play 2012. International Conference on Designing and Studying Games that Matter*, Michigan State University, East Lansing, Michigan (USA)
- 2012 **Review Board**, *Nordic DiGRA 2012 Conference, Gamification/Gameful Design Track* – <http://digra-nordic2012.org>
- 2011 – **Associate Editor**, *Entertainment Computing Journal*, Elsevier – [www.elsevier.com/locate/entcom](http://www.elsevier.com/locate/entcom)
- 2011 **Full Paper Chair**, *Pervasive Games track, 5<sup>th</sup> International Conference of the Digital Games Research Association (DiGRA)*, Utrecht School of the Arts (NL)
- 2011 **Program Committee**, *SIGGRAPH 2011, Games Track*
- 2010 **Juror**, *Indiecade independent game competition 2010* – [www.indiecade.com](http://www.indiecade.com)
- 2010 **Program Committee**, *Meaningful Play 2010. International Conference on Designing and Studying Games that Matter*, Michigan State University, East Lansing, Michigan, October 21-23 (USA)
- 2010 **Program Committee**, *Mobile HCI - 12th International Conference on Human-Computer Interaction with Mobile Devices and Services / Workshop on Mobile Gaming*, Lisbon, September 7-10, 2010 (PT)

- 2009 & 2010 **Scientific Evaluator**, French National Research Agency (ANR) for the Playing Ubiquitous Games (PLUG) national research project by TELECOM ParisSud / TELECOM ParisTech, CNAM-Cedric & Musée des Arts et Métiers, Paris
- 2009 **Program Committee**, *Journal of Personal and Ubiquitous Computing, Special Issue on "Player Experiences in Location Aware Games - Methodological Issues"* (PELAG 2009)
- 2009 & 2010 **Juror**, Indiecade independent game competition 2009 – [www.indiecade.com](http://www.indiecade.com)
- 2009 **Program Committee**, *Mobile Gaming '09 / Workshop @ Informatik 2009*, Lübeck, September 28 – October 2, 2009 (GER)
- 2008 **Program Committee**, *Mobile Gaming '08 / Workshop @ Informatik 2008*, Munich, September 9, 2008 (GER)
- 2008 – **Editorial Review Board**, *International Journal of Gaming and Computer-Mediated Simulations*
- 2007 – **Steering board and co-founder**, *Swiss Design Institute for Finance and Banking, Zurich (CH)* – <http://www.sdfb.ch>
- 2007 **Advisory Board and Program Committee**, *Serious Games Sessions Europe 2007*, Lyon, December 3, 2007 (FR) – <http://www.sgseurope.fr>
- 2007 **Program Committee**, *sandbox: an ACM symposium on video games / collocated with ACM SIGGRAPH 2007: The International Conference on Computer Graphics and Interactive Techniques*, San Diego, August 5 - 9, 2007 (USA)
- 2007 **Program Committee**, *PerGames symposium / collocated with ACM SIGCHI International Conference on Advances in Computer Entertainment Technology*, Salzburg, June 10 - 11, 2007 (AT)
- 01/2007 **Co-Organizer**, *The Future of Mobile and Pervasive Games in China Symposium*, Tsinghua University, Academy of Arts and Design, Beijing (PR of China)
- 2006 – **Scientific Evaluator**, *Swiss National Science Foundation, Department Humanities and Social Sciences (DORE) (CH)*
- 2006 **Program Committee**, *sandbox: an ACM symposium on video games / collocated with ACM SIGGRAPH 2006: The International Conference on Computer Graphics and Interactive Techniques*, Boston, July 30 - August 3, 2006 (USA)
- 2006 **Program Committee**, *game set and match II. international conference 2006 on computer games, advanced geometries and digital technologies*, TU Delft, Dept. of Architecture (NL)
- 12/2006 – **Scientific Board**, *Computer Game Studies MA program*, Danube University Krems (AT)
- 06/2004 – **Scientific Board**, *Master of Science Program E-Sport and Competetive Computer Gaming*, Danube University Krems (AT)
- 5/2004 **Co-Organizer**, *two-day Game Design Research Symposium and Workshop*, IT University of Copenhagen / Center for Computer Games Research (DK)
- 2004 – **Jury Member**, *Deutscher Entwicklerpreis / German Game Developer Award (GER)* – <http://www.deutscher-entwicklerpreis.de>
- 2003 – 2005 **Academic Advisor**, *International Game Developers Association (IGDA), Frankfurt/Main, Germany chapter (GER)*
- 09/2002 – **Workgroup & Co-Founder**, *Digital Games Research Association (DiGRA)* – <http://www.digra.org>
- 2002 – **Member**, *International Game Developers Association* – <http://www.igda.org>
- 1998 – **Member**, *Association for Computing Machinery* – <http://www.acm.org>

## CURATING

- 11/2016 Curator and Moderator, Daimler Townhall Executive Meeting & Workshop, "Digital Transformation: The FutureDeck As A Foresight Tool", feat. 200 Daimler IT managers and 20 high calibre FutureDeck moderators recruited from academia and industry.  
**Daimler, Stuttgart (DE)**
- 11/2016 Curator and Moderator, Education in Games Summit 2016  
**Melbourne International Games Week, Department of Education and Training Victoria / Creative Victoria / Australian Centre for the Moving Image, Melbourne (AUS)**
- 09/2016 Curator and Moderator, bizplay 2016: 5<sup>th</sup> Gamification Congress  
**City of Karlsruhe, CyberForum GmbH and gerenwa GmbH, Karlsruhe (DE)**
- 04/2016 Panel moderator and curator, "Innovation Playground: Australia Ahead"  
**Australian Trade Commission's 5th Business and Technology Forum, Munich (DE)**
- 09/2015 Curator and Moderator, bizplay 2015: 4<sup>th</sup> Gamification Congress  
**RMIT University's GEElab Europe, City of Karlsruhe and CyberForum GmbH, Karlsruhe (DE)**
- 09/2014 Curator and Moderator, bizplay 2014: 3<sup>rd</sup> Enterprise Gamification Symposium  
**RMIT University's GEElab Europe, City of Karlsruhe and CyberForum GmbH, Karlsruhe (DE)**
- 10/2013 Co-Curator and Moderator, Games for Change Australia–New Zealand Symposium 2013  
**RMIT University, Melbourne (AUS) & Games for Change, Inc. (USA)**
- 09/2013 Curator and Moderator, bizplay 2013: 2<sup>nd</sup> Enterprise Gamification Symposium  
**RMIT University's GEElab Europe, City of Karlsruhe and CyberForum GmbH, Karlsruhe (DE)**
- 11/2012 Co-Curator and Moderator, Games for Change Australia–New Zealand Festival 2012  
**RMIT University, Melbourne (AUS) & Games for Change, Inc. (USA)**
- 09/2012 Curator and Moderator, bizplay 2013: 1<sup>st</sup> Enterprise Gamification Symposium  
**RMIT University's GEElab Europe, City of Karlsruhe and CyberForum GmbH, Karlsruhe (DE)**
- 06/2011 Curator & introductory lecture, Game Industry Meeting "games@bw #6: Games & Health"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)**
- 04/2011 Curator & introductory lecture, Game Industry Meeting "games@bw #5: Games & Architecture: Form follows Fun"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)**
- 12/2010 Curator & introductory lecture, Game Industry Meeting "games@bw #4: Mobile Games: Zukunftspfade, Gestaltung, Produktion"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)**
- 09/2010 Curator & introductory lecture, Game Industry Meeting "games@bw #3: Games & Marketing: Mit digitalen Spielen werben, verkaufen, kommunizieren"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)**
- 06/2010 Curator & introductory lecture, Game Industry Meeting "games@bw #2: Online Games - Business Models, Value Chains, Visions"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)** in collaboration with Cyberforum Karlsruhe and ZKM Karlsruhe
- 05/2010 Curator, panel chair and opening lecture, MFG Games Track, "The State of the Baden-Württemberg Game Industry"  
**FMX 2010 – 15<sup>th</sup> Conference on Animation, Effects, Games and Interactive Media, Stuttgart (DE)**
- 02/2010 Host and curator, Game Industry Meeting "games@bw #1: Game Engines as Cross-Functional Technology"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)**

## KEYNOTE LECTURES, PRESENTATIONS, WORKSHOPS

- 05/2017 Invited Keynote lecture, "Education in Games: What Games Can Teach"  
**Education 3.0, International Trick Film Festival, Stuttgart (DE)**
- 02/2017 Invited lecture "Digitale Konvergenz & spielerische Business Innovation"  
**Marketing-Club Karlsruhe (AUS)**
- 10/2016 Invited roundtable participant "To code or not to code, Is that the question?"  
**Deloitte Consulting & Geelong Grammar School (AUS)**
- 07/2016 Invited lecture "Health & Wellbeing Innovation In An Age Of Convergent Playgrounds"  
**Swinburne University of Technology, Centre for Design Innovation (AUS)**
- 04/2016 Invited lecture, "After The Game Is Before Play"  
**University of Luxemburg, The Faculty of Language and Literature, Humanities, Arts and Education (LU)**
- 2016 – Academy Mentor, e.g. running workshops such as "Using The FutureDeck® To Tackle Government Challenges"  
**Code for Australia (AUS)**
- 03/2016 Invited lecture "After The Game Is Before Play"  
**Monash University, sensiLab, Melbourne (AUS)**
- 10/2015 Invited lecture, "Combinatory Play: Driving Research Growth & Development Across Design and Art"  
**Curtin University, School of Design and Art, Perth (UK)**
- 10/2015 Workshop facilitator, "Using The FutureDeck To Tackle Urban Challenges"  
**Melbourne Knowledge Week / CityLab of the City of Melbourne (AUS)**
- 10/2015 Invited keynote speaker, "Gameful Learning and Teaching"  
**Melbourne International Games Week 2015, Education in Games Summit – organized by Creative Victoria, the Victorian Department of Education and Training and the Game Developers' Association of Australia (AUS)**
- 10/2015 Invited lecture, "Computer Science and Digital Games: New Frontiers"  
**University of York, Department of Computer Science, York (UK)**
- 09/2015 Opening speech  
**Business Play: 4th Enterprise Gamification Symposium and Workshop, Karlsruhe (DE)**
- 06/2015 Workshop co-facilitator, "The FutureDeck As A Tool To Design For Cross-Market Convergences"  
**University of St Gallen's Executive School (CH)**
- 06/2015 Invited workshop participant, "The Gameful World"  
Airbus Innovation Game Workshop, organized by Airbus S.E. (FR) & Korn Ferry (SG)  
**Paris Air Show 2015, Airbus Pavilion (FR)**
- 06/2015 Talk, "AutoPlay: Enhancing the enjoyability of the manual and autonomous vehicle experience" with Prof. Dr. Ansgar Gerlicher, Sven Krome and Dominik Stampfl  
**A2A – 6th Apps To Automotive Symposium 2015, 11 June 2015, Esslingen (DE)**
- 05/2015 Invited lecture & public play session facilitator, "Deck Future Australia"  
**Idea Bombing Melbourne #1 – Playful City, Melbourne (AUS)**
- 04/2015 Invited lecture, "Educational Leadership in Arts, Media and Computer Games"  
**Abertay University, School of Arts, Media and Computer Games, Dundee (UK)**
- 04/2015 Invited keynote speaker, Celebration Event, "Our Gameful Futures"  
EPSRC Doctoral Training Centre for Digital Entertainment, University of Bath Location  
**University of Bath & University of Bournemouth (UK)**
- 03/2015 Invited speaker and workshop facilitator, "How To Play In The Gameful World: Designing For Motivation, Engagement and Behavior Change" & Play Session, "Deck Future Australia"  
**Deloitte Centre for the Edge Australia, Melbourne (AUS)**

- 12/2014 Invited speaker, "Play To Learn To Play: The Potential & The Pitfalls Of Game Design For Education"  
**Australian Academy of Science: Crossing The Boundaries. Transdisciplinary Approaches In Biosciences Education For The 21<sup>st</sup> Century**, Canberra (AUS)
- 09/2014 Invited lecture, "Games als digitale Therapie: Diabetes Typ 2 spielend in den Griff kriegen?"  
**Landesdiabetikertag Baden-Württemberg, Deutscher Diabetiker Bund**, Stuttgart (DE)
- 09/2014 Invited laudatio for Award Finalists & Winners  
**Swiss Game Developers Association's Swiss Game Award Gala**, Zurich (CH)
- 09/2014 Opening speech and moderation  
**Business Play: 3rd Enterprise Gamification Symposium and Workshop**, Karlsruhe (DE)
- 07/2014 Invited panelist, Games for Health, Getting Down to Business Industry Panel  
**10th Games for Health Conference**, Boston, MA (USA)
- 06/2014 Invited lecture, "An Introduction To The GEElab, With A Focus On Health & Well-Being Related Topics"  
**TU Darmstadt, Dept. of Architecture**, Darmstadt (DE)
- 05/2014 Invited speaker, "Mobile & Wearable Gameful Health: Research Routes To Behavioral Design"  
**mHealth Europe Summit**, Berlin (DE)
- 04/2014 Invited speaker, "Der Kick rund ums Spiel: Wie Fußballmarketing und Gamification zusammen kommen"  
**CyberForum & Karlsruher Sportclub (KSC)**, Karlsruhe (DE)
- 01/2014 Invited lecture, "An Introduction To The GEElab"  
**TU Darmstadt, Dept. of Architecture**, Darmstadt (DE)
- 10/2013 Opening speech, "Changing the game"  
**Games for Change Australia–New Zealand Symposium 2013**, Melbourne (AUS)
- 09/2013 Opening speech, "Welcome To Business Play 2013"  
**Business Play: 2nd Enterprise Gamification Symposium and Workshop**, Karlsruhe (DE)
- 08/2013 Diverse lectures, "City Flow: Using Games in Urban Automobility"  
**Beijing University / China Education TV**, Beijing (CN)
- 04/2013 "Ready. Set. Go! The Gameful World"  
**MMK Good Relations Group GmbH, MMK selected**, Hamburg (DE)
- 03/2013 "The Gameful University: Game Design For Health and Well-Being Research & Education"  
**University of Sydney, Charles Perkins Centre**, Sydney (AUS)
- 02/2013 "Gamification and Film: Once Upon A Time, A Game!"  
**Film Commission Region Stuttgart & MFG Filmförderung**, Seminar Series, Stuttgart (DE)
- 02/2013 "About the GEElab"  
**University of Frankfurt, Institute for Cultural Anthropology**, Frankfurt (DE)
- 01/2013 "The Gameful City: Transforming Urban Wickedness"  
**Austrade | Australia – Germany Innovation Forum 2013 | Smart Cities**, The Squire, Frankfurt International Airport (DE)
- 01/2013 "The Gameful University: The Use(fulness) Of Game Design Elements For Learning, Teaching and Researching"  
**University of Basel, IT-Services Integration in Studium und Lehre (ITSI)**, Basel (CH)
- 09/2012 Opening speech, "Change for Games"  
**Games for Change Australia–New Zealand Festival 2012**, Melbourne (AUS)
- 09/2012 Opening speech, "Welcome To Business Play 2012"  
**Business Play: 1st Enterprise Gamification Symposium and Workshop**, Karlsruhe (DE)
- 08/2012 Invited talk, "Power Up, Built In: The Politics of Gameful Spaces"  
**Playpublik – Festival for Public Spaces**, Berlin (DE)

- 07/2012 Invited lecture, "Das ganze Leben ist ein Spiel: Zur Veralltäglicung von Games"  
**University of Frankfurt, Institute for Cultural Anthropology, Frankfurt (DE)**
- 06/2012 Invited lecture, "Games for Change Australia–New Zealand"  
**Games for Change Festival, New York, New York University, New York (USA)**
- 06/2012 Invited speaker and workshop leader, "Network Detox: Connected Futures In Play"  
**X|Media|Lab: Global Media Ideas Conference, Sydney (AUS)**
- 06/2012 Invited lecture, "Network Detox: Connected Futures In Play"  
**Creative Performance Exchange, Deloitte Digital, Melbourne (AUS)**
- 05/2012 Invited speaker, "What Games Could Be: Research For A Gameful World"  
**Clash of Realities – 4th International Computer Game Conference, Cologne (DE)**
- 01/2012 Invited speaker, "Textbook 3.0"  
**LearnTec 2012, Karlsruhe (DE)**
- 09/2011 Invited speaker, "Flowing in the City: Welcome to Topolis!"  
**Audi Urban Future Summit 2011, International Motorshow, Frankfurt (DE)**
- 05/2011 Invited speaker, "Gamification: How Everyday Activities & Games Become Intertwined"  
**FMX 2010 – 16<sup>th</sup> Conference on Animation, Effects, Games and Interactive Media, Stuttgart (DE)**
- 03/2011 Invited speaker, "Research Topics in Gamification"  
**Australian Interactive Media Industry Association (AIMIA), Gamification Summit, Sydney (AUS)**
- 03/2011 Organizer, host and speaker, "How the GEElab May Help to Invent the Future"  
**GEElab launch and symposium, RMIT University, Melbourne (AUS)**
- 02/2011 Invited speaker, "Gamificationization: The Lowdown on Gamification"  
**LIFT 2011 conference, Geneva (CH)**
- 11/2010 Host & co-organizer, gamecamp Unconference (cf. [www.create10.de/gamecamp](http://www.create10.de/gamecamp))  
**create10 – The International Conference for Creative Industries, Stuttgart (DE)**
- 11/2010 Host & co-organizer, Game Industry Workshop, "Serious Games – Kosten sparen mit virtuellen Simulationen & interaktiven Trainings"  
**MFG Baden-Württemberg, Public Innovation Agency for Information Technology and Media, Stuttgart (DE)**
- 07/2010 Invited lecture, "Leveling Up Serious Games: The Gamification of Life, the Universe and Everything"  
**Imaging the Future Symposium 2010, Neuchâtel International Fantastic Film Festival (CH)**
- 05/2010 Invited lecture, "Games and space"  
**17. International Festival of Animated Film 2010, Stuttgart (DE)**
- 05/2010 Invited lecture, "Mobile Games, Casual Games, Social Games: Game Industry Trends"  
**Hochschule Furtwangen University, Department of Digital Media, Furtwangen (DE)**
- 04/2010 Host and co-organizer  
**Deutsche Gamestage 2010 / Wissenschaftsforum, Berlin (DE)**
- 04/2010 Invited speaker, "Spiel-Gründe: Zum Verhältnis von Architektur und Games"  
**Clash of Realities – 3rd International Computer Game Conference, Cologne (DE)**
- 12/2009 Panel chair & invited lecture, "Perspectives on the Convergence of Games and Film"  
**Creativity World Forum, Ludwigsburg (DE)**
- 11/2009 Invited lecture "What's inspiring about Design and Experience Research?"  
**Glasgow Caledonian University (UK)**
- 11/2009 Invited lecture, "Making a Game of the Tourist Experience. A Case Study of REXplorer"  
**CRATE International Conference, Torino (IT)**
- 05/2009 Invited scientific keynote, "Play-Grounds Everywhere"  
**Magdalena – International Festival of Creative Communication, Maribor (SLO)**
- 04/2009 Invited opening lecture, "Pervasive Games"  
**Deutsche Gamestage 2009 / Wissenschaftsforum, Berlin (DE)**

- 04/2009 Invited lecture & panelist, "Play-Grounds: an Architectural Game Perspective"  
**subotron, MuseumsQuartier** Vienna (AT)
- 01/2009 Juror and invited lecture, "Play-Grounds: How Space Defines Gameplay and Vice Versa"  
**Forum Nokia Game Competition 2009, infoLab21 / Lancaster University** (UK)
- 12/2008 Invited lecture, "Toward a Ludic Architecture"  
**Living Games Worlds IV** symposium, Georgia Institute of Technology, Atlanta, GA (USA)
- 10/2008 Invited lecture, "Games and Landscape: Analyzing and Designing Ludic Grounds"  
**Landschapsarchitectuur Wageningen University and Research Center** (NL)
- 05/2008 Invited lecture, "Pervasive Games: Thesen zur Verschaltung von Spiel, Raum und Mensch im post-digitalen Zeitalter"  
**Quo Vadis 2008 – Die Entwicklerkonferenz** (Academic Lectures), Berlin (DE)
- 05/2008 Invited lecture together with Raamtaktik, "Space Time Play: Gaming in Urban Space"  
**V2 & Netherlands Architecture Institute (NAI)**, Rotterdam (NL)
- 02/2008 Invited lecture & workshop: "To Boldly Game Design: Creating Serious Fun For A Post-Digital World"  
**Michigan State University**, East Lansing, MI (USA)
- 12/2007 Invited demo, "REXplorer"  
**Forum Nokia Innovation Party / Nokia World 2007**, Amsterdam (NL)
- 11/2007 Co-host, "The Futurological Round Table – A Discourse & Dining Experience"  
**Vocation 21's "Kitchen and Culture"** event series, Stuttgart (DE)
- 11/2007 Invited participant, "Homo Ludens Calculans. Computer Games and Culture" round table  
**University of Hildesheim**, Dr. Matthias Mertens, Institute for Media and Theatre Studies, Hildesheim (GER) in cooperation with **University of Applied Sciences Cologne** (DE) / Prof. Dr. Winfried Kaminski
- 10/2007 Invited panelist, "Mobile innovation in games"  
**Nokia Games Summit 2007**, Lisbon (PT)
- 09/2007 Invited talk, "Entertainment parks as computer integrated game worlds"  
**12. Spielraum-Fachtagung, Freizeitpark Kulturinsel Einsiedel** (DE)
- 07/2007 Presentation, "Playce-Making: Towards Game Design Patterns For Pervasively Computed Spaces",  
**NCCR MICS Workshop 2007, University of Neuchâtel** (CH)
- 06/2007 Invited talk, "Making Places Playces: Core Issues in Contextual Game Design For Pervasively Computed Environments",  
**Forum Nokia Tech Days and Innovation Seminar**, Budapest (HU)
- 05/2007 Scientific keynote, "Aus Ernst wird Spiel: Persuasive Games im wissenschaftlichen Fokus",  
**GameDays 2007, Zentrum für graphische Datenverarbeitung / Fraunhofer IGD**, Darmstadt (DE)
- 05/2007 Invited talk, "Pervasive Gaming - Spiele ohne Grenzen", Geotainment workshop of the **GEOKomm network**  
**University of Potsdam, Hasso-Plattner-Institut für Softwaresystemtechnik**, Potsdam (DE)
- 04/2007 Invited lecture, "What is Game & Interaction Design?"  
**Parsons The New School for Design**, New York, NY (USA)
- 04/2007 Invited panelist, "Urban and regional planning games"  
**mitSPIELtagung 2007. Games as tools in change processes**, Saarbrücken (DE) [cancelled]
- 02/2007 Guest lecture, "Playcemaking"  
**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, PA (USA)
- 02/2007 Lecture, "Pervasive Persuasive play: Influencing Audiences with Mobile and Ubiquitous Games"  
**Stanford University Persuasive Technology Lab**, Palo Alto, CA (USA)
- 01/2007 Invited lecture, "The Future of Pervasive Games: A Look Back"  
**The Future of Mobile and Pervasive Games in China Symposium**  
**Tsinghua University**, Academy of Arts and Design, Beijing (PR of China)



- 12/2006 Invited lecture together with Tico Ballagas (RWTH Aachen University), "REXplorer: A Touristic Smartphone Game For A UNESCO World Heritage Protected City"  
**Italian National Research Council Workshop on Culture for the Masses. Venice International University, Venice (IT)**
- 12/2006 Invited lecture, "Mixed Reality Games: When Serious Games Get Real"  
**Serious Games Summit Europe, Lyon (FR)**
- 09/2006 Invited lecture, "REXplorer: Place-Making with Game Design"  
**Nokia Research Center / Nokia Games Day (internal), Helsinki (FI)**
- 05/2006 Invited poster, "REXplorer: A Locative and Gesture Recognition Tourist Sightseeing Game for Series 60 smartphones"  
**Nokia Academic Seminar and S60 Summit, Nice (FR)**
- 11/2005 Guest lecture, "Serious Pervasive Game Design for REXplorer", Colloquium Lecture Series  
**RWTH Aachen, Dept. of Computer Science, Media Computing Group (DE)**
- 10/2005 Guest lecture, "Serious Pervasive Games for Sentient Architectures", Ph.D. Colloquium Lectures Series  
**Carnegie Mellon University, School of Architecture, Center for Building Performance & Diagnostics / Prof. Dr. Volker Hartkopf, Pittsburgh, PA (USA)**
- 10/2005 Guest lecture, "Serious Pervasive Games for Sentient Architectures",  
**Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA (USA)**
- 08/2005 Invited lecture, "Massively Multiplayer Audio Reality Gaming"  
**Webzen Inc, Seoul (Rep. of SK)**
- 08/2005 Invited lecture, "Building Gameboards: Game Design for Computer Integrated Environments",  
**Moyang Architects & Partners, Seoul (Rep. of SK)**
- 08/2005 Invited lecture, "Play IT Smart: Serious Building Games for Sentient Architectures"  
**Posco Steel E & C, Seoul (Rep. of SK)**
- 08/2005 Invited lecture, "Everyday Playgrounds: Architecture, Game Design, and Pervasive Computing"  
**Sigong Time & Space Tech Inc., Seoul (Rep. of SK)**
- 06/2005 Invited lecture, "Serious Pervasive Games: Vom Spass zum Ernst und zurück"  
**International symposium on Mobile Creativity, ZKMax, Munich (DE)**
- 06/2005 Invited lecture, "Serious Building Games"  
**University of Applied Sciences Augsburg, Multimedia / Mobile experience group (DE)**
- 04/2005 Invited lecture, "Entertainment parks as computer integrated game worlds" /  
**10. Spielraum-Fachtagung, Freizeitpark Kulturinsel, Einsiedel (DE) [cancelled by SPW]**
- 03/2005 Guest lecture, "Gaming & Architecture", Critical-Digital Lecture Series  
**Harvard Graduate School of Design, Dept. of Architecture, Cambridge, MA (USA)**
- 03/2005 Guest lecture, "Games with, within, and in Architecture", Ph.D. Colloquium  
**MIT, Dept. of Architecture, Prof. William Porter & Paul Keel, Cambridge, MA (USA)**
- 03/2005 Guest lecture, "Surveillant Fun: Pervasive Games as Technology of Power", Colloquium Lecture Series  
**MIT, Institute for Comparative Media Studies, Cambridge, MA (USA)**
- 12/2004 Lecture, "Research Issues in Architectural Game Design"  
**KTH - Royal Institute of Technology Stockholm (SE)**
- 12/2004 Lecture, "The Spiel Is Where You Are" together with Prof. Dr. Ludger Hovestadt  
**SICS - Swedish Institute of Computer Science (SE)**
- 10/2004 Invited lecture, "Architectural Game Design",  
**Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA (USA)**
- 10/2004 Invited panelist together with Prof. Eric Klopfer, Ph.D. (MIT): "Augmented Reality Games: Integrating Computer Games with Physical Environments"  
**Serious Games Summit, Washington D.C. (USA)**

- 09/2004 Invited lecture, "An Architectural Game Design Archaeology", morning lecture series,  
**EU Summer School Convivio, Arts Academy Split, Split (CRO)**
- 08/2004 Invited lecture, "An Architectural Game Design Archaeology", academic track,  
**Games Convention Developer Conference, Leipzig (DE)**
- 06/2004 Panelist, "Challenges and Risks – The Future of E-Sports" concluding panel,  
**1<sup>st</sup> International E-Sport Forum, Düsseldorf (DE)**
- 01/2004 Guest lecture together with Prof. Dr. Buurman (Zurich University for the Arts):  
"Game Design Education"  
**Quo Vadis Game Developer Gathering, Mülheim (DE)**
- 12/2003 Invited lecture, Mobile Games Design: "[Mobility + Media + Computing] \* Rhetoric = Game-  
Strategien für Hybride Realitäten"  
**University of Wuppertal / Nokia Germany GmbH, Wuppertal (DE)**
- 11/2003 Lecture, AG Games Workshop *Silent Hill 2: "Spielrhetorik des Grauens"*  
**Academy of Media Arts Cologne, Cologne (DE)**
- 10/2003 Invited lecture, *Dies Universitatis –*  
**University of Tübingen, Ludwig-Uhland-Institut für Empirische Kulturwissenschaft (DE)**
- 08/2003 Invited lecture, mobile entertainment track,  
(inaugural) **Games Convention Developer Conference, Leipzig (DE)**
- 03/2003 Lecture, Experimental Gameplay Workshop  
**Game Developers Conference, San Jose, CA (USA)**
- 12/2002 Invited lecture, game design track  
**Australian Game Developers Conference, Melbourne (AUS)**
- 04/2002 Invited lecture „On the Move“  
**Arts Academy University of Split, Split (CRO)**
- 03/2002 Invited lecture „Mediatecture : Entertainment“, *Face Au Present series*  
**anomos.org & Université de Paris VIII, Paris (FR)**
- 11/2001 Guest lecture "Interactive entertainment and the public sphere"  
**University of Melbourne, Dept. of Media and Communication, Melbourne (AUS)**
- 11/1997 Invited lecture „Pop gender discourses in youth media“, Friedrich-Ebert-Stiftung  
**International Association for the Study of Popular Music, Freudenstadt (DE)**

## AWARDS & DISTINCTIONS

- 2015 Finalist for *FutureDeck*® ideation and foresight tool, cf. <http://www.playfuturedeck.com>  
**Premier's Design Award, Government of Victoria (AUS)**
- 2011–2015 Vice-Chancellor's Senior Research Fellowship  
**RMIT University (AUS)**
- 2009 Selected thrice for the Forum Nokia Champion reward & recognition program for outstanding  
2008 mobile industry & research leadership  
2007 **Nokia Corp., Forum Nokia (FI)**
- 2007 Book co-editor, *Space Time Play. Computer Games, Architecture and Urbanism: The Next Level:*  
"one of the books of the year 2007"  
**Frankfurter Allgemeine Zeitung (DE)**
- 2007 Finalist for portfolio website that turned navigation into arcade gaming, cf. <http://playbe.com>  
**SXSW Web Awards (USA)**
- 2006 Finalist with "DOIT – Dermatology Online with Interactive Technology" and its Online e-learning  
dermatology game "Save your Skin!"  
<http://www.medidaprix.org> (DE / AT / CH)

- 2002 Prize winner for pervasive computing^ & qualitative social science study “M.A.D. COUNTDOWN”  
**International Bauhaus Award 2002, Stiftung Bauhaus Dessau (DE)**
- 2001 – Fellow of the Advanced Communication Technologies Lab, College of Communications  
**University of Texas at Austin (USA)**
- 2001 Graduate stipend, Tübinger Stipendienstiftung  
**University of Tübingen (DE)**
- 2001 – Winner of several New Media / Internet Awards as lead conceptual designer for AGI, Stuttgart (DE) & 21Torr GmbH, Stuttgart (DE), e.g. **London International Advertising Awards (Gold); Annual Multimedia Award (Distinctions); New York Festivals (Gold); Clio Awards (Shortlist), Jahrbuch der Werbung (Mentions)**
- 2000 Travel grant, Universitätsbund  
**University of Tübingen (DE)**
- 1999 Film production grant for short film “Ideal” (co-produced with Andrew Arbuckle & Captive Eye Entertainment LLC., Austin, TX)  
**Texas Filmmaker's Production Fund (USA)**
- 1998 Travel grant  
**Ministry for Science, Research and Art, State of Baden-Württemberg (DE)**

## PROJECT & ACTIVITIES OVERVIEW

The former GEElab website lists all activities related to the academic group I have been directing between 2011 and early of 2016, cf. <http://geelab.eu>. Please visit the portfolio at <http://playbe.com> for an interactive overview of projects and select materials up until ca. 2007.

## SELECT GAME / INTERACTIVE PRODUCTS, PROTOTYPES, EXPERIMENTS IN DESIGN & ART

- 2016 – Name: **UVear**  
Type: Fashionable, embedded clothing technology to detect UV overexposure; applies behavioral design techniques such as visual, traffic-light-like alarm system and allows for location-based objective setting as well as other (playful) outdoor activities.  
Status: Co-designed with Manuel Conzelmann of Furtwangen University (DE) and in collaboration with Dr Anne Farren (Curtin University). Prototype currently evaluated by Cancer Council Australia, e.g. for integration into student school hats.  
URL: TBA. Image of early prototype can be found here: <http://bit.ly/2dQIjzV>
- 2015 – Name: **FutureDeck**  
Type: Set of cards and methods for inventing and debating products and stories from the future.  
Status: Commercially available via own company gerenwa.com and subject for research-through-design studies. Finalist of the Victorian Premier's Design Award 2015.  
URL: <http://playfuturedeck.com>
- 2013 – 2016 Name: **Novartis Pharma Germany GmbH: Get Active**  
Type: Mobile gameful service aiming to activate Diabetes Type 2 and COPD patients.  
Status: Currently being developed by professional game studio Promotion Software GmbH, to be commercially released in Apple's AppStore and in Android Play in 03/2016.  
URL: <http://www.mission-schweinehund.de>
- 2011 Name: **LG Display & Merck KG, Stylepark: Displaying Futures**  
Type: Workshops & strategic consultancy, conceptual and visual prototyping about the future of displays for entertainment and other purposes, looked at through the lens of game thinking (in-house).  
URL: N.A.
- 2011 – 2015 Name: **Audi Urban Future Initiative: Flowing In The City**  
Type: Workshopping & strategic consultancy, conceptual and visual prototyping about the future of the networked city and the role of personal mobility, looked at through the lens of game thinking.  
Status: Scenario development with early prototyping  
URL: <http://www.audi-urban-future-initiative.com/en/summit/speaker.html>

- q2009      Name: **Ubiquitous-Ecology City** (U-Eco City)  
 Type: South Korean game-like geospatial application for real-time urban & sensor-based urban monitoring & visualization (energy consumption, trafficking, crime rates, CCTV etc.)  
 Status: Prototypes with fully functioning backend & APIs  
 URL: <http://ueco3.sreee.com> (please inquire password from spw)  
<http://ueco4.sreee.com>
- 2009      Name: **buzzyplay**  
 Type: Twitter and location-based user-created game service  
 Role: Executive producer and lead game designer for own spin-off sreee  
 Status: Closed beta  
 URL: N.A.
- 2008 – 2010      Name: **Breakaway United Nations**  
 Type: Narrative soccer game by the United Nations Population Fund (UNFPA) to discourage gender violence in developing countries (Browser based)  
 Role: Game design & technology consultant  
 Status: Launched June 22, 2010 during FIFA Soccer World Cup, feat. Samuel Eto'o  
 URL: <http://emergentmediacenter.com/unvaw>
- 2007      Name: **REXplorer**  
 Type: Location-based mobile / Web 2.0 rental tourist game service in Regensburg, Germany  
 Role: Co-producer, lead game designer  
 Status: Launched July 2007, on offer during the summer seasons of 2007 & 2008  
 URL: <http://wiki.arch.ethz.ch/twiki/bin/view/Main/RexPplorer.html>
- 2007      Name: **101invader**  
 Type: Augmented Reality mobile tourist game for Taipei 101 skyscraper visitor deck  
 Role: Co-producer  
 Status: Mock up and early prototype  
 URL: Cf. menu selection "Pervasive" at <http://playbe.com>
- 2006      Name: **Bioplay5000**  
 Type: Mobile computing biofeedback fitness game  
 Role: Producer  
 Status: Prototype  
 URL: Cf. menu selection "Pervasive" at <http://playbe.com>
- 2005      Name: **ETHGame**  
 Type: Alternate Reality Game incl. mobile phone controlled large public display game installation  
 Role: Producer, lead game designer  
 Status: Prototypes of several game components  
 URL: Cf. menu selection "Pervasive" at <http://playbe.com>
- 2004      Name: **Careware** / Steffen Strom  
 Type: Online music CD trading game campaign for musician Steffen Strom  
 Role: Producer  
 Status: Music CD has been shipping since 2004  
 URL: <http://www.strom-musik.de>
- 2003      Name: **Carpliation**  
 Type: PC based 3D racing / advertainment game  
 Role: Producer, lead game designer  
 Status: CD-ROM shipped 2003 (Distribution: School for Art and Design Zurich)  
 URL: Cf. menu selection "CD-ROM" at <http://playbe.com>
- 2002      Name: **M.A.D. Countdown**  
 Type: Location-based ARG with PocketPCs  
 Role: Producer, lead game designer  
 Status: Public Beta conducted in spring 2002  
 URL: <http://www.madcountdown.com>

## EXHIBITIONS

- 10/2016 "UVear", with Manuel Conzelmann, as part of the exhibition *Fashioning Technology*  
**Telstra Perth Fashion Festival 2016**, Perth (AUS)
- 2010 – "REXplorer", permanent exhibition  
**Computer Games Museum**, Berlin (DE)
- 08/05 – 10/05 "M.A.D. Countdown" as part of the exhibition *village global*  
**Schloss Höchstädt / University of Applied Sciences Augsburg** (DE)
- 10/02 – 02/03 "M.A.D. Countdown" as part of the exhibition *TeleCity*  
**Stiftung Bauhaus Dessau** (DE)

## REFERENCES

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