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Assistant Professor,  
Head of Faculty,  
Centre for Computer Games Research  
IT University of Copenhagen  
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Copenhagen, Denmark.  
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## EDUCATION

Ph.D. Game Studies 2003 - 2007  
Victoria University of Wellington, New Zealand  
Doctoral Thesis: *Digital Games as Designed Experience: Reframing the Concept of Immersion*

HONS. English 1999 - 2001  
University of Malta and The College of Charleston  
Honours Thesis: *The Influence of Hypertext on Literature*

B.A. English 1997 - 1999  
B.A. Communications  
University of Malta

T.E.F.L (Teaching English as a Foreign Language) 1997  
GEOS Language Centre

M.I.A. Levels 1 & 2 (Graduate Diploma in Accounting) 1995 - 1997  
Malta Institute of Accountants

## POSITIONS HELD

Head of Faculty Group 2008 – present  
Center for Computer Game Research, IT University of Copenhagen

Assistant Professor 2008 – present  
Center for Computer Game Research, IT University of Copenhagen

Visiting Lecturer 2009 – present  
Center for Communications Technology, University of Malta

Postdoctoral Researcher 2007 – 2008  
Computer Game Research Center, IT University of Copenhagen

External Lecturer 2005 – 2007  
School of English, Film, Theatre and Media Studies, Victoria University of Wellington

External Lecturer 2003 – 2005  
Massey University, Auckland

Senior Teacher and Administrator 2002 – 2003

Kiwi English Academy, Auckland

Assistant Director 2001 – 2002  
GEOS Language Centre, Malta

English Teacher 1998 – 2001  
GEOS Language Centre, Malta

Junior Auditor 1996 – 1997  
Grant Thornton International, Malta

Accounts clerk 1995 – 1996  
Farsons Ltd, Malta

### **ACADEMIC PUBLICATIONS** (all publications listed are refereed)

#### **Books**

“In-Game: Involvement and Immersion in Digital Games ” , MIT Press, USA (forthcoming).

#### **Book Chapters**

“Narrative Generation in *Lord of the Rings Online*”, in *Ringbearers: The Lord of the Rings Online as Intertextual Narrative*, Edited by Tanya Krzywinska, Esther MacCallum-Stewart and Justin Parsler, UK (forthcoming)

“The Binary Myth ” in *The Philosophy of Computer Games*, Edited by John Richard Sageng, Tarjei Mandt Larsen & Hallvard Fossheim, Springer Press, UK (forthcoming).

“Of Mirrors and Encyclopedias” in *Cy-Borges: Memories of Posthumanism in the Work of Jorge Luis Borges*, edited by Stefan Herbrechter & Ivan Callus, Bucknell University Press, UK, 2009.

“Cyborg.Net” in *The re-invention of Everyday Life*, edited by Howard McNaughton and Adam Lam, University of Canterbury Press, New Zealand, 2006.

#### **Journal Papers**

“Digital Games and Escapism” in *Games and Culture*, Edited by Douglas Thomas , Sage Publications, USA (forthcoming).

“Textual Environments: A Perspective on Digital Games as Texts” in *CounterText*, University of Malta, Malta (forthcoming).

“Game Studies” (first author) with Ivan Callus in *Routledge Companion to Literature and Science*, Edited by Bruce Clarke and Manuela Rossini. Routledge Press, UK (forthcoming).

“The Question Concerning Avatars: A Review of Rune Klevjer’s Doctoral Dissertation” in *Norsk Medietidsskrift*, Edited by Jan Frederik Hovden, Issue 1, Norway, 2008.

“Virtual Worlds Today: Gaming and Online Sociality” in *Heidelberg Journal of Religions on the Internet*. Heidelberg University, Germany 2008.

“Digital Game Involvement” in *Games and Culture*, Edited by Douglas Thomas, Sage Publications, USA, 2007.

“Techno-mediated Otherworlds” in *Technoetic Arts: A Journal of Speculative Research*, Edited by Roy Ascott, Intellect Books, UK, 2006.

“Rhizomatic Cyborgs: Hypertextual Considerations in a Posthuman Age” in *Technoetic Arts: A Journal of Speculative Research*, Issue 1, Volume 2, Edited by Roy Ascott, published by Intellect Books, UK, 2005.

### **Conference Proceedings**

“Experiential Narrative in Game Environments”, in the proceedings of *DIGRA 2009*, Brunel University, UK.

“Fake Rules, Real Fiction: Professional Wrestling and Videogames”, (second author) with Costantino Oliva, the proceedings of *DIGRA 2009*, Brunel University, UK.

“What are we running away from? A Perspective on Games and Escapism” in the proceedings for *IEnter*, Spain, 2008.

“Revising Immersion” in the proceedings of *DIGRA 2007: Situated Play*, Japan, 2007.

“(Re)Incorporation: Game Immersion and Involvement Revised” in *Gaming Realities: A Challenge for Digital Culture*, Ed. Santorineos, M., Dimitriadi, N, Fournos, Greece, 2006.

### **Theses**

“Digital Games as Designed Experience: Reframing the Concept of Immersion”, PhD Dissertation completed at Victoria University of Wellington, New Zealand, 2007.

“The Influence of Hypertextuality on Literature”, Honours Thesis completed at the University of Malta, Malta, 2001.

### **Encyclopaedia Entries**

“Gambling” (with Darryl Woodford) in *Encyclopaedia of Play: A Social History*, Edited by Rodney Carlisle, Sage Publications, USA (forthcoming 2009).

“Cossacks” in *Encyclopaedia of Play: A Social History*, Edited by Rodney Carlisle, Sage Publications, USA (forthcoming 2009).

“Counter-Strike” in *Encyclopaedia of Play: A Social History*, Edited by Rodney Carlisle, Sage Publications, USA (forthcoming 2009).

### **KEYNOTES AND INVITED TALKS**

2009 "The Word Game: the Ontology of an Undefinable Object" , with Espen Aarseth, *The Philosophy of Games Conference 2009*, Oslo, Norway

### PRESENTATIONS (conferences papers, symposia and invited lectures)

2009 "Experiential Narrative in Game Environments", *DIGRA 2009* [Conference], Brunel University, UK.

2009 "Fake Rules, Real Fiction: Professional Wrestling and Videogames", with Costantino Oliva, *DIGRA 2009* [Conference], Brunel University, UK.

2008 "The Binary Myth", *The Philosophy of Games 2008* [Conference], University of Potsdam, Germany.

2008 "Introducing Game Studies" [Invited Lecture], University of Malta, Malta

2007 "Revising Immersion", *DIGRA 2007* [Conference], Tokyo, Japan.

2006 "The Future of Virtual Worlds" panel member, *State of Play* [Symposium], New York Law School, USA.

2006 "(Re)Incorporation: Game Immersion and Involvement revised" *Medi@terra: Gaming Realities* [Conference], University of Athens, Greece.

2005 "Techno-Mediated Otherworlds" *Altered States* [Conference], University of Plymouth, Plymouth, UK.

2004 "The Rhizome and the Cyborg" Australasian Annual Cultural Studies Conference, University of Canterbury, New Zealand.

### TEACHING

Focus Areas: Analysis of Digital Games and Virtual Environments, Literary and Cultural Theory, New Media, Writing and English as a Foreign Language.

<i>Introduction to Game Studies</i>	(MA 1 <sup>st</sup> Year/ Honours)	2009 - present
<i>Game Theory</i>	(MSC 1 <sup>st</sup> Year)	2007 - present
<i>Literature and New Media</i>	(BA 2 <sup>nd</sup> Year)	2006
<i>Visual Culture &amp; the Electronic Image</i>	(BA 3 <sup>rd</sup> Year)	2004
<i>Introduction to Media Studies</i>	(BA 1 <sup>st</sup> Year)	2004
<i>Reading the Media</i>	(BA 1 <sup>st</sup> Year)	2004
<i>Written Communication</i>	(BA 1 <sup>st</sup> Year)	2004
<i>Bridging the Social Sciences</i>	(Foundation)	2004
T.E.F.L. Teacher Training		2003
T.E.F.L. (advanced)		2003
T.E.F.L. (intermediate, upper intermediate and advanced)		1998 -2001

### PROFESSIONAL SERVICE

2009	Reviewer for the <i>The Philosophy of Computer Games 2009</i> Conference.
2009	Reviewer for <i>The Philosophy of Computer Games</i> , Edited by John Richard Sageng, Tarjei Mandt Larsen, and Hallvard Fossheim, Springer Press, UK
2009	Reviewer for, <i>cGames 2009</i> conference, USA.
2008 – present	Review Board Member for <i>Game Studies</i> Online Journal.
2008 – present	Reviewer for <i>EC: Rivista del Associazione Italiana di Studio Semiotici Online</i> , Italy.
2008	Reviewer for International Communication Association Game Studies SIG Conference, USA.
2008	Reviewer for <i>The Philosophy of Games 2008</i> conference, Germany.
2008	Organizing Committee, <i>The Player Conference 2008</i> , Denmark.
2008	Programme Committee, <i>cGames 2008</i> conference, UK.
2008	Programme Committee, <i>IADIS Gaming 2008: Design for Engaging Experience and Social Interaction</i> , Netherlands.
2007 - present	Editorial Board Member for <i>Games and Culture</i> Journal, Sage Publications, USA.
2007	Reviewer for <i>DIGRA 2007</i> conference, Japan.
2006	Reviewer for <i>Critical Posthumanisms</i> series, Edited by Ivan Callus & Stefan Herbrechter, Rodopi Publishing House, Netherlands.

#### SELECTED FEATURE PUBLICATIONS

“Videogames Ate my Kids”, *Manic Magazine*, Malta, 2007.

“Gaming in Malta”, *Sunday Circle*, Malta, 2007.

“Brave New (Pixillated) Worlds”, *International Developer*, UK, 2007.

“Virtual Living: Tales from the edge of Second Life” in *Manic Magazine*, Malta, 2006.

“World of... What???” in *Sunday Circle*, Malta, 2006.

“Play the Game” in *International Developer*, UK, 2006.

“A Conversation with Ian Livingstone”, at [www.mmorpgdot.com](http://www.mmorpgdot.com), 2006.

“I Am Not a Number”, at [www.mmorpgdot.com](http://www.mmorpgdot.com), 2006.

“Planetside Review”, at [www.mmorpgdot.com](http://www.mmorpgdot.com), 2005.

“Coverage of the Australasian Games Conference”, at [www.mmorpgdot.com](http://www.mmorpgdot.com), 2005.