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## Curriculum

I am the Head of Research at the Center for Computer Games Research, [link: <http://game.itu.dk>] where I have worked on the aesthetics of computer games since its founding in 2003. I am currently also director for the Games Program here at the IT University of Copenhagen. I am also Editor-in-Chief of *Game Studies* (<http://gamestudies.org>), the oldest peer reviewed journal in the field of (surprise!) game Studies.

My current research concerns ideological, narrative, semiotic and ontological aspects of games and game communication, as well as topics such as game addiction, games and meaning, and also digital literature culture and aesthetics (what some people used to call "new media" 15-20 years ago).

## Education

Dr.Art., Humanistic Informatics, University of Bergen, June 1996.

Cand philol., Comparative Literature, University of Bergen, December 1991.

## Academic Positions

July 2003 – present: Associate professor, The IT University of Copenhagen (from 2009, Lektor MSK, = 'with special qualifications') and Principal researcher (Head of research group 2003-2008; 2012 - present), Center for Computer Games research.

Aug. 2002 –2012: Professor II (20%), Dept. of Media and Communication, University of Oslo.

May 2002 – June 2003: Full professor at Dept. of Humanistic informatics, University of Bergen.

2000: Researcher for the large scale Norwegian research project "Power and Democracy"

June 2000 - May 2001: Visiting Scholar, Scholarly Technology Group, Brown University.

August 1996 – April 2002: Associate Professor at Dept. of Humanistic informatics, University of Bergen.

January 1993 - July 1996: Scholarship holder/research fellow (Norwegian Research Council) in Humanistic Informatics, University of Bergen.

August 1992 - December 92: Research Assistant at the Arts Faculty's Computing Section.

## Administrative experience

Acting Dept head, Dept of Hum. Informatics, April - Dec. 1996

Board member, the Humanities Information Technology center, UoB, 1997-2001

Evaluation committee member, Assoc. professorship in humanistic informatics, UoB 1999.

Evaluation committee head and member, various positions, ITU 2004-present.

Head of Games teaching program, ITU, 2015 - present.

Member of the ITU PhD Study Board, 2009-2014.

Member of the ITU Research Ethics Committee, 2014 - present.

ITU's representative on Ministerial committee for Open-Access Publishing, 2014-2016

## International service

Editor-in-Chief, *Game Studies*, the international journal for computer game research, (2001-present)  
<http://gamestudies.org>

Reviewer for various programs, conferences, journals.

## **Grants, Honors, and Project Funding as P.I.**

Meltzer student grant, University of Bergen, 1990: Nok 10 000.

NFR (Norwegian Research Council) student Fellowship, 1990: Nok 60 000.

NFR doctoral reseach fellowship, 1993-96.

Dept. of Education, CALLMOO/Lingo, 1997-2000: NOK 4 million.

NFR (SKIKT) "Humaniora og de digitale mediene", 1998-2002: NOK 1,1 million.

EU/IST: mGain- Mobile Entertainment, 2002-2004: 67 000 Euro.

Ubisoft: Emotions in multiplayer games: 2005: 8000 Euro.

The Gyldendal Lecture of Excellence, SDU, Odense, October 2008: DKK 10.000.

NOP-HS: Game Studies journal: 2011: 8000 Euro.

NOP-HS: Game Studies journal: 2012-14: 237 000 NOK.

## **Publications**

### **Game Studies**

Aarseth, E. J., 2021, *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*. 2nd ed.

### **Le jeu et son nom : qu'est-ce qu'un auteur de jeu vidéo ?**

Aarseth, E. J., 2021, In: *Poiétique du jeu vidéo*. 23

### **Two Decades of Game Studies**

Aarseth, E. J., 2021, In: *Game Studies*. 21, 1

### **The game itself? Towards a Hermeneutics of Computer Games**

Aarseth, E. J. & Möring, S. M., 2020, *FDG '20: International Conference on the Foundations of Digital Games*. Association for Computing Machinery, p. 1-8 36

### **Strategies for Unlocking Content in Nintendo Franchises**

Blom, J., Aarseth, E. J. & Grabarczyk, P., Aug 2019.

### **Game Studies: How to play - Ten play-tips for the aspiring game-studies scholar**

Aarseth, E. J., 2019, In: *Game Studies*. 19, 2

### **Introduction: Space – The Theoretical Frontier**

Aarseth, E. J. & Günzel, S., 2019, *Ludotopia: Spaces, Places and Territories in Computer Games*. Aarseth, E. & Günzel, S. (eds.). Transcript Verlag

### **Ludoforming: Changing Actual, Historical or Fictional Topographies into Ludic Topologies**

Aarseth, E. J., 2019, *Ludotopia: Spaces, Places and Territories in Computer Games*. Aarseth, E. & Günzel, S. (eds.). Transcript Verlag, p. 127-140

### **Ludotopia: Spaces, Places, and Territories in Computer Games**

Aarseth, E. J. (ed.) & Günzel, S. (ed.), 2019, Transcript Verlag.

### **A weak scientific basis for gaming disorder: Let us err on the side of caution**

van Rooij, A., Ferguson, C., Nielsen, R. K. L., Aarseth, E. J., Poulsen, A., Kardefelt-Winther, D., Bean, A., Colder Carras, M., Przybylski, A., Shi, J., Brus, A., Fiskaali, A., Karlsen, F., Lieberoth, A., Markey, P. & Prax, P., 12 Mar 2018, In: *Journal of Behavioral Addictions*. 7, 1, p. 1-9 9 p.

### **An Ontological Meta-Model for Games Research**

Grabarczyk, P. & Aarseth, E. J., 2018, In: Proceedings of the Digital Games Research Association (DiGRA).

### **Port or conversion? An ontological framework for classifying game versions**

Grabarczyk, P. & Aarseth, E. J., 2018.

### **Replaying Minecraft? Sandbox Building Meets Action JRPG**

Aarseth, E. J. & Blom, J., 22 Aug 2017.

### **Against 'Videogames': Epistemic Blindness in (Video) Game Studies**

Aarseth, E. J., 2017.

### **Just Games**

Aarseth, E. J. (ed.), 2017, In: Game Studies. 17, 1

### **Spec Ops: The line between player and spectator in ludic entertainment.**

Aarseth, E. J., 2017, 10 p.

### **Terminological triage - a method for evaluating ludic terms**

Aarseth, E. J. & Grabarczyk, P., 2017.

### **Scholars' open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal**

Aarseth, E., Bean, A., Nielsen, R. K. L., Boon, H., Carras, M., Coulson, M., Das, D., Deleuze, J., Dunkels, E., Edman, J., Ferguson, C., Haagsma, M., Bergmark, K., Hussain, Z., Jansz, J., Kardefelt-Winther, D., Kutner, L., Markey, P., Prause, N., Przybylski, A., Quandt, T., Schimmenti, A., Starcevic, V., Stutman, G., van Looy, J. & van Rooij, A., 29 Dec 2016, In: Journal of Behavioral Addictions.

### **Transmedia (Storytelling?): a polyphonic critical review**

Sánchez-Mesa, D., Aarseth, E. J., Pratten, R. & Scolari, C. A., 2016, In: Artnodes: E-Journal on Art, Science and Technology. 2016, 18

### **Meta-Game Studies**

Aarseth, E. J., 2015, In: Game Studies. 15, 1

### **The Word Game: The ontology of an undefinable object**

Aarseth, E. J. & Calleja, G., 2015, *Proceedings of the 10th International Conference on the Foundations of Digital Games (FDG 2015)*. Society for the Advancement of the Science of Digital Games, 8 p.

### **Connecting the Dots between Games and Addiction**

Nielsen, R. K., Karlsen, F., Goggin, J. & Aarseth, E., 6 Aug 2014. 3 p.

### **Challenges for Game Addiction as a Mental Health Diagnosis**

Nielsen, R. K., Aarseth, E. & Poulsen, A., 7 Apr 2014, *Proceedings of the 9th International Conference on the Foundations of Digital Games: FDG 2014 Proceedings*. 3 p.

### **Ludology**

Aarseth, E. J., 2014, *The Routledge Companion to Video Game Studies*. J. P. Wolf, M. & Perron, B. (eds.). New York, NY: Routledge, p. 185-189 5 p.

### **Ontology**

Aarseth, E. J., 2014, *The Routledge Companion to Video Game Studies*. J. P. Wolf, M. & Perron, B. (eds.). New York, NY: Routledge, p. 484-492 8 p.

### **Ad Ludum! The Study of Games From the Colosseum to the Computer**

Aarseth, E., 2013, *Greek and Roman Games in the Computer Age*. Selliaas Thorsen, T. (ed.). Trondheim: TAPIR Akademisk Forlag, p. 11-23 13 p. (Trondheim Studies in Greek and Latin; No. 1).

### **Game History: A special issue**

Aarseth, E. J., 2013, In: *Game Studies*. 13, 2

### **Ludic Zombies: An Examination of Zombieism in Games**

Backe, H-J. & Aarseth, E., 2013, In: *Proceedings of DiGRA 2013*. 7, 16 p., 405.

### **Editorial**

Aarseth, E. (ed.), Sep 2012, In: *Game Studies*. 12, 1

### **A Narrative Theory of Games**

Aarseth, E., 2012, In: *Foundations of Digital Games Conference Proceedings*. p. 129-133 5 p.

### **Game Studies (Vol. 11, issue 3): The International Journal of Computer Game Research**

Aarseth, E. (ed.), Dec 2011

### **Game Studies (Vol. 11, issue 2): The International Journal of Computer Game Research**

Aarseth, E. (ed.), May 2011

### **Game Studies (Vol 11, issue 1): The International Journal of Computer Game Research**

Aarseth, E. (ed.), Feb 2011

### **"Define Real, Moron!" -Some Remarks on Game Ontologies**

Aarseth, E., 2011, *DIGAREC Keynote-Lectures 2009/10*. Günzel, S., Liebe, M. & Mersch, D. (eds.). Potsdam: Universität Potsdam, Vol. 6. p. 50-68 18 p. (DIGAREC Series).

### **Game Addiction Triangulated: Media Panic or Health Problem – Who Can Tell?**

Nielsen, R. K. L. & Aarseth, E., 2011.

### **Ungdommers opplevelser med overdreven bruk av online-rollespillet World of Warcraft**

Flaaten, Ø., Torp, S. & Aarseth, E., 29 Oct 2010, In: *Nordisk Tidsskrift for Ungdomsforskning*. 10, 2, p. 57-78 22 p.

### **"Ich will nicht, dass es mir schmeckt, aber es schmeckt mir doch!": Ein Gespräch**

Aarseth, E. & Fuchs, M., 2010, *Das Spiel und seine Grenzen: Passagen des Spiels II*. Fuchs, M. & Strouhal, E. (eds.). Wien New York: Springer, p. 95-100 6 p.

### **A Cultura E O Negocio De Produções Crossmedia**

Aarseth, E., 2010, *FILE Sao Paulo 2010*. Barreto, R. & Perissinoto, P. (eds.). 2010 ed. Sao Paulo: FILE, p. 9-15 6 p.

### **Uma Teoria Narrativa Dos Jogos**

Aarseth, E., 2010, *FILE Sao Paulo 2010*. Barreto, R. & Perissinoto, P. (eds.). 2010 ed. Sao Paulo: FILE, p. 170-177 8 p.

### **Mapping the game landscape: Locating genres using functional classification**

Dahlskog, S., Kamstrup, A. & Aarseth, E. J., 2009, *DiGRA '09 - Proceedings of the 2009 DiGRA International Conference: Breaking New Ground: Innovation in Games, Play, Practice and Theory*. Brunel University

### **Műfaji zavar: A narrativizmus és a szimuláció művészete**

Aarseth, E., 2009, *Narratívák 7.: Elbeszélés, Játék és Szimuláció A Digitális Médiaiban*. Fenyvesi, K. & Kiss, M. (eds.). Pécs: Kiarat Kiado, p. 159-174 15 p.

**A Hollow World: World of Warcraft as Spatial Practice**

Aarseth, E., 2008, *Digital Culture, Play, and Identity: A World of Warcraft Reader*. MIT Press, p. 111-122 12 p.

**Homo Ludens Viator: Mobilizing Game Studies**

Enevold, J. & Aarseth, E., 2008.

**Mama Ludens: Interviews with Women who Play**

Enevold, J., Hagström, C. & Aarseth, E., 2008.

**Doors and Perception: Fiction vs Simulation in Games**

Aarseth, E. J., 2007, In: *Intermedialités: Histoire et théorie des arts, des lettres et des techniques/Intermediality: History and Theory of the Arts, Literature and Technologies*. 9, p. 35-44

**Forskning på spel: Metodologiska ansatser til spelanalys**

Aarseth, E. J., 2007, *Datorspelandets dynamik: Lekar och roller i en digital kultur*. Linderoth, J. (ed.). Lund, Sweden: Studentlitteratur, p. 209-229 20 p.

**I Fought the Law: Transgressive Play and The Implied Player**

Aarseth, E. J., 2007, *DiGRA '07 - Proceedings of the 2007 DiGRA International Conference: Situated Play*. Vol. 4. p. 130-133

**Investigación sobre juegos: aproximaciones metodológicas al análisis de juegos**

Aarseth, E., 2007, In: *Artnodes: E-Journal on Art, Science and Technology*. 7, p. 1-11 11 p.

**Narrative Literature in the Turing Universe**

Aarseth, E. J., 2007, *The Novel: Volume 2: Forms and Themes*. Moretti, F. (ed.). Princeton, NJ: Princeton University Press, Vol. 2. p. 839-870 31 p.

**How We Became Postdigital: From Cyberstudies to Game Studies**

Aarseth, E. J., 2006, *Critical Cyberculture Studies*. Silver, D. & Massanari, A. (eds.). New York, NY: New York University Press, p. 37-46 9 p.

**Sin sensación de final: la estética hipertextual**

Aarseth, E. J., 2006, *Teoría del hipertexto: La literatura en la era electrónica*. Vilariño Picos, M. T. & Abuín González, A. (eds.). Madrid, Spain: Arco Libros, p. 93-119 26 p.

**Stories vs. Games: Is There Hope for the Interactive Narrative?**

Aarseth, E. J., 2006, *New Media: production, development and distribution*. Damásio, M. J. (ed.). Lisbon: Edições Universitárias Lusófonas, p. 150-157, 334-343

**Warum Game Studies**

Aarseth, E. J., 2006, *Clash of Realities: Computerspiele und Soziale Wirklichkeit*. Kaminski, W. & Lorber, M. (eds.). München: Kopaed, p. 17-23 6 p.

**From Hunt the Wumpus to EverQuest: Introduction to Quest Theory**

Aarseth, E. J., 2005, *Entertainment Computing - ICEC 2005*. Kishino, F., Kitamura, Y., Kato, H. & Nagata, N. (eds.). Springer, p. 496-506 11 p. (Lecture Notes in Computer Science, Vol. 3711).

**Genre Trouble: Narrativism and the Art of Simulation**

Aarseth, E. J., Mar 2004, *First Person: New Media as Story, Performance, and Game*. Wardrip-Fruin, N. & Harrigan, P. (eds.). Cambridge, MA: MIT Press, p. 45-55 11 p.

**Quest Games as Post-Narrative Discourse**

Aarseth, E. J., 2004, *Narrative across Media: The Languages of Storytelling*. Ryan, M-L. (ed.). Lincoln, NE: University of Nebraska Press, p. 361-376 15 p. (Frontiers of Narrative).

**A multi-dimensional typology of games**

Aarseth, E. J., Smedstad, S. M. & Sunnanå, L., 2003, *DiGRA '03 - Proceedings of the 2003 DiGRA International Conference: Level Up*. Copier, M. & Raessens, J. (eds.). p. 48-53 6 p.

**A Typology of Mobile Games**

Smedstad, S. M., Sunnanå, L. & Aarseth, E. J., 2003, *DiGRA '03 - Proceedings of the 2003 DiGRA International Conference: Level Up (Digital Edition)*. Copier, M. & Raessens, J. (eds.).