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CV

I am professor of game studies 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 also Editor-in-Chief of *Game Studies* (<http://gamestudies.org>), the oldest peer reviewed journal in the field of 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). I recently conducted the ERC Advanced Grant project MSG - Making Sense of Games (2016-22).

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.

Publikationer

Characters Without Signifiers

Aarseth, E. J. & Karhulahti, V-M., 25 maj 2022, I: *Narrative*. 30, 2, s. 269 10 s.

Game Analysis Reloaded: Editorial for *Game Studies* special issue

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A Narrative Theory of Games (Chinese translation)

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Dataspill og metode: en samtale med Espen Aarseth og Torill Mortensen

Aarseth, E. J. & Mortensen, T. E., 2021, I: Norsk Medietidsskrift. 28, 4

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

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

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Two Decades of Game Studies

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The game itself? Towards a Hermeneutics of Computer Games

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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

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Introduction: Space – The Theoretical Frontier

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

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Ludotopia: Spaces, Places, and Territories in Computer Games

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

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An Ontological Meta-Model for Games Research

Grabarczyk, P. & Aarseth, E. J., 2018, I: 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. (red.), 2017, I: *Game Studies*. 17, 1

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

Aarseth, E. J., 2017, 10 s.

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., & FlereQuandt, T., Schimmenti, A., Starcevic, V., Stutman, G., van Looy, J. & van Rooij, A., 29 dec. 2016, I: *Journal of Behavioral Addictions*.

Transmedia (Storytelling?): a polyphonic critical review

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

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The Word Game: The ontology of an undefinable object

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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 s.

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Editorial

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A Narrative Theory of Games

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

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Flaaten, Ø., Torp, S. & Aarseth, E., 29 okt. 2010, I: *Nordisk Tidsskrift for Ungdomsforskning*. 10, 2, s. 57-78 22 s.

A Cultura E O Negocio De Produções Crossmedia

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

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Mufaji zavar: A narrativizmus és a szimuláció művészete

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A Hollow World: World of Warcraft as Spatial Practice

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

Homo Ludens Viator: Mobilizing Game Studies

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Mama Ludens: Interviews with Women who Play

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Forskning på spel: Metodologiska ansatser til spelanalys

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

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

Investigación sobre juegos: aproximaciones metodológicas al análisis de juegos

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Narrative Literature in the Turing Universe

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

How We Became Postdigital: From Cyberstudies to Game Studies

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

Sin sensación de final: la estética hipertextual

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

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Warum Game Studies

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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. (red.). Springer, s. 496-506 11 s. (Lecture Notes in Computer Science, Bind 3711).

Genre Trouble: Narrativism and the Art of Simulation

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Quest Games as Post-Narrative Discourse

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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. (red.). s. 48-53 6 s.

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. (red.).

