Authors

Johannes Binotto is researcher in cultural and media studies. After studying literature and philosophy at the University of Zurich, he was visiting professor for media studies at the Universities of Basel and Lucerne and is now senior lecturer for film theory at the Lucernce School of Art and Design and for English and American literature at the University of Zurich and also works as film journalist and video essayist. His research focuses on the intersections between media theory, philosophy of technology, architecture and psychoanalysis. Among his numerous publications are the two books *TAT/ORT. Das Unheimliche und sein Raum in der Kultur* (Diaphanes 2013) and the edited volume *Film/Architektur. Perspektiven des Kinos auf den Raum* (Bauwelt Fundamente 2017). Personal Homepage: http://www.medienkulturtechnik.org

Marc Bonner is a media scholar and art historian with focus on game studies. He studied art history, history of the modern age and information science at Saarland University. In 2013, he received his doctorate on the topic of "Architecture of Distant Worlds – Santiago Calatrava's Sculptural Understanding of Architecture and the Graphic Quality of his Buildings and Interdependency with Advertising, Film, Music, Computer Games and Fashion". From 2009 to 2013 he was lecturer at Saarland University at the Institute for Art History and at a special BA division with the focus on European Studies. From 2013 to 2017 he was lecturer at the Department of Media Culture and Theatre at University of Cologne. Since 2017 he leads the research project *Open World Structures: Architecture, City- and Landscape in Computer Games* funded by the German Research Foundation (DFG). His research interests include history and theory of architecture of the 19th, 20th und 21st century as well as the spatiotemporal depiction and

use of architecture, cityscapes and natural landscapes in computer games and films (especially science-fiction films). Thus, he broaches the issue of transdisciplinary correlations between architecture, film and computer games by including disciplines like urbanism, philosophy, landscape theory and anthropogeography, among others.

François Charbonnet is co-founder, along with Patrick Heiz, of the architecture studio Made in, based in Geneva and Zurich, Switzerland. After graduating from the ETH Zurich with a thesis supervised by Prof. Hans Kollhoff, he collaborated with Herzog & de Meuron and OMA, Rem Koolhaas before setting up their own office in 2003. François Charbonnet has been a visiting professor at the EPF Lausanne (2010-2011), at the ETH Zurich (2011-2013) and at the Accademia di Archittetura, Mendrisio (2014-2015). Since 2018 he is Professor for Architecture and Design at ETH Zurich. In addition to its academic activity, Made in works as an operative practice at redefining the outline of the architectural project through an extensive range of private commissions, as well as competition entries, challenging the common acceptation of elaborate design. As frequent lecturers in Switzerland and abroad, Made in is a prominent agent of the debate on contemporary architecture and advocates for a critical and transversal insight of present contingencies and demands.

Sinem Cukurlu studied architecture at the University of Applied Sciences in Bochum from 2012 on and and finished her master's degree in 2018. Being fascinated by video games, she decided to focus on the process of creating virtual spaces which resulted in the content of her master thesis. Cukurlu examined that the exchange of ideas between virtual and real designers offers mutual inspiration. She realized that both disciplines can learn from each other and profit from interdisciplinary collaboration. After an employment in an office for architecture in Bochum she switched to working in an online marketing agency in Dortmund. In future, she aims to work in the marketing sector, more specifically in the gaming industry, to connect her passion with her professional life.

James Delaney is the founder and Managing Director of *BlockWorks* – a collective of over 60 designers, animators, artists and developers from around the world with a shared passion for Minecraft. BlockWorks has grown from an informal group of friends playing their favourite game,

to a large design studio and consultancy working for some of the largest film studios, marketing firms and educational institutions from around the world. The team's use of *Minecraft* as a design tool rather than a game underlines their work, which is usually characterised by large scale immersive environments and unique gameplay which seems to stretch Minecraft to its limits. James also studied architecture at Cambridge University and now pursues a particular interest in the correlation between architecture and video games, Minecraft in particular, which is explored through educational projects inside the game as well as in theoretical discussions and proposals. In 2019, James joined the Board of Directors of the *Block by Block Foundation*, a partnership between UNHabitat, Mojang and Microsoft which uses Minecraft as a community participation tool in urban design, with a focus on poor communities in developing countries. Since 2012, the Foundation has funded and activated dozens of public space projects in more than 30 countries, with Minecraft at the core of these projects' designs.

Konstantinos Dimopoulos is an urban planner and geographer, engineer, and game urbanist. He studied at the National Technical University of Athens, Greece, where he also received his MSc in urban and regional planning. In 2010 he was awarded a doctorate in urban planning and city geography. In 2012 he published with Kyttaro Games his first commercial game Droidscape: BAsilica for iOS. Since 2014 he has started working to lay the foundations for the field of game urbanism. He has worked on several games either as a consultant on urban matters and as a level/city designer, and is talking about game cities in conferences around Europe, while also writing books and articles.

Andri Gerber is an architectural and planning historian and an urban metaphorologist. He studied architecture at the ETH Zurich and was a project architect and project manager for Peter Eisenman in New York. In 2008, he received his doctorate from the ETH Zurich, for which he was awarded the ETH Medal. From 2008 to 2011 he was an assistant professor at the Ecole spéciale d'architecture in Paris. Since 2011 he has been a lecturer and since 2017 professor in urban planning history at the Zurich University of Applied Sciences (ZHAW). He completed his habilitation in 2016 at the ETHZ's gta Institute, funded by an SNSF Ambizione Scholarship. Gerber has been a visiting professor and is private lecturer at the

ETHZ since August 2017. His research interest turns around space and metaphors, specifically from a cognitive perspective.

Ulrich Götz is professor at the Zurich University of the Arts (ZHdK), heading the ZHdK Subject Area in Game Design since 2004. He was trained as an architect at the Berlin University of the Arts and the Escola Técnica Superior D'Arquitectura in Barcelona. He discusses comparable strategies of spatial design in architecture and game spaces in publications, public and university lectures. He has built up extensive experience in research and development of serious & applied games over years of cooperation with numerous partners from medical, therapeutical, educational and economic contexts. His university teaching focuses on the analysis and design of game mechanics, game concepts, motivation design, and spatial design in virtual environments.

Stefano Gualeni is a philosopher who designs digital games and a game designer who is passionate about philosophy. Among his best-known playable works are the digital games *Tony Tough and the Night of Roasted Moths* (1997), *The Horrendous Parade* (2012), and *Something Something Soup Something* (2017). Stefano is currently an Associate Professor in Game Design at the Institute of Digital Games (University of Malta) where he works in the intersections between continental philosophy and the design of virtual worlds. In summer, he is a Visiting Professor at the Laguna College of Art and Design (LCAD) in Laguna Beach, California. Regardless of his location on the planet, he uses virtual interactions as tools to practically experience and manipulate ideas, world-views, and thought-experiments.

Stephan Günzel is a media scholar and game researcher. He studied philosophy at the Universities of Bamberg, Manchester and Magdeburg and received his docotrate in 2000 from the University of Jena with a thesis on Nietzsche's Geophilosophy. His habilitation was completed in 2011 with a thesis on the spaceimage of computer games in Cultural and Media Studies at the University of Potsdam. There, in 2008, he also co-founded the Digital Games Research Center. He was a visiting professor at the Humboldt-University Berlin and at the Universities of Basel, Göttingen, Kassel, Trier. Right now he is visiting professor and head of the Media Studies program at the Technical University of Berlin as well as permanent professor for Media Theory at the University of Applied Sciences Europe in

Berlin. Here he founded the BA-program on Game Design in 2014. His research interests are on theories of space, image, games and media.

Patrick Heiz is co-founder, along with François Charbonnet, of the architecture studio Made in, based in Geneva and Zurich, Switzerland. After graduating from the ETH Zurich with a thesis supervised by Prof. Hans Kollhoff, he collaborated with Herzog & de Meuron before setting up their own officce in 2003. Patrick Heiz has been a visiting professor at the ETH Zurich (2011-2013) and at the Accademia di Archittetura, Mendrisio (2014-2015). Since 2018 he is Professor for Architecture and Design at ETH Zurich. In addition to its academic activity, Made in works as an operative practice at redefining the outline of the architectural project through an extensive range of private commissions, as well as competition entries, challenging the common acceptation of elaborate design. As frequent lecturers in Switzerland and abroad, Made in is a prominent agent of the debate on contemporary architecture and advocates for a critical and transversal insight of present contigencies and demands.

Margarete Jahrmann Ph.D., artist and researcher. She is professor for game design at the Zurich University of the Arts and for artistic research at the PhD in Arts program of the University of Applied arts Vienna. In her research she developed a practical take on play as principal and designed numerous augmented reality games, game art installations and performances. Her works include deep dreaming algorithms, AI and neuro-epistemology experiments and a specific ludic method. In 2006 she founded pervasive and urban game design and research association ludic society, 2016 she and Max Moswitzer presented the ultimate VOID Book at Cabaret Voltaire Zurich. They edit a ludic arts research journal on playful methods in artistic research, the Ludic Society Magazine. In her collaborative projects she now works with neuroscientists, philosophers and early adopters of technologies, from augmented reality to artificial intelligence and science theory. She exhibits internationally and presents at artistic research and arts events. In 2019, she was invited as research fellow at the CAS Center of Advanced studies LMU Munich and Art|Sci Center Los Angeles.

Constantinos Miltiadis is an architect, programmer, researcher and media artist. He has studied architecture at NTU-Athens and philosophy and

computation at the Chair for Computer Aided Architectural Design at ETH Zurich. Since 2015, he is assistant professor at the Institute of Architecture and Media of TU Graz. Constantinos' research is experimental and interdisciplinary, aiming to expand the scope of architecture and its aesthetics. His work has been presented in exhibitions, seminars, published in academic conferences as well as by international press, and received awards in international competitions. He has taught creative programming and experimental computational in undergraduate and post-graduate levels, as well as in conferences and festivals. At IAM he founded the Virtual Spaces Design Studio, to introduce experimental design in VR in architecture education. He is the founder and curator of the IAM Open Lecture Series since 2015. In his sabattical in 2019, he studied Computer Music at the Institute of Electronic Music of the University of Music and Performing Arts of Graz. Constantinos' work can be found at studioany.com

Werner Oechslin was born on 3 October 1944 in Einsiedeln. He studied art history, archaeology, philosophy, and mathematics in Zurich and Rome. From 1971 to 1974 he was a scientific assistant at the University of Zurich. He then taught at MIT in Cambridge, MA in 1975 and 1978, and at RISD in Providence in 1979. After a brief period teaching at the Freie Universität Berlin from 1979 to 1980, where he completed his habilitation in 1980, he was appointed to professor in Bonn (1980–1985). In 1985, he taught at the Ecole d'Architecture in Geneva. From 1985 to 2010, Werner Oechslin was Full Professor of Art and Architectural History at the ETH Zurich. In 1987, he was a visiting professor at Harvard University. From 1987 to 2006 he was head of the Institute for the History and Theory of Architecture (gta). From 1996 to 2002, he headed the selection committee of the CCA Montréal's Study Centre and was also a member of the Board of Trustees. He is a member of the consiglio scientifico of the Centro Internazionale di Studi di Architettura Andrea Palladio in Vicenza. During its founding, he was a member of the consiglio scientifico of the Scuola di Architettura in Mendrisio. Werner Oechslin is founder and patron of the Werner Oechslin Library in Einsiedeln (www.bibliothek-oechslin.ch).

Luke Caspar Pearson is a Lecturer at the Bartlett School of Architecture, University College London where he is the Director of the Architecture undergraduate programme. He is the founding partner of the design research practice You+Pea with Sandra Youkhana (www.youandpea.com),

and together they run the Videogame Urbanism studio as part of the Bartlett's MArch Urban Design programme. He received his doctorate from the Bartlett with a thesis exploring the interrelation between virtual game spaces and architectural design practices. Luke is the editor of *AD: Re-Imagining the Avant-Garde* (Wiley, 2019) and *Drawing Futures* (UCL Press, 2016). His writings on games and architecture have been published in *e-flux Architecture*, *Thresholds*, *The Journal of Architectural Education*, and *Architectural Research Quarterly* alongside architecture and games industry publications such as *Frame*, *EDGE Magazine* and *Heterotopias*. Recent game-based architectural commissions include *Playing the Picturesque* (2019) at the Royal Institute of British Architects, *Church of Colocation* (2019), *Architecture (AFTER GAMES)* (2017) at the Victoria and Albert Museum and *Peep-Pop City* (2018) at Somerset House. He has lectured widely on his research including at Strelka Institute, Global Design Forum, Shibaura House Tokyo, New York University Games Lab and the Victoria and Albert Museum.

Paolo Pedercini teaches foundational media production courses and an experimental game design class. His artistic practice deals with the relationship between electronic entertainment and ideology. He often works under the project name "molleindustria" producing video games addressing various social issues such as environmentalism, food politics, labor and gender. His work is enjoyed by millions of non-art oriented people over the net and has been exhibited in art contexts from over seventeen countries around the world. He lectured in several universities in Europe and US and in venues ranging from the oldest squat in Italy to the Centre Pompidou in Paris. Paolo's work has been received wide international coverage by major media including The Guardian, El Pais, BBC, Liberation, Der Standard, New York Times, Washington Post, Business Week, Playboy Brazil, ARTE' TV, The Times among the others. Paolo is the director of LIKELIKE, a neo-arcade devoted to independent games and playful art in Pittsburgh, PA.

Francine Rotzetter is an architect, game designer and VR expert. She studied architecture at the ETH Zurich. In 2015 she received her MA in architecture. From 2016 to 2017 she studied game design at the Zurich University of the Arts, completing a further MA degree in game design in 2017. In her game design master's thesis, she dealt with "Non-verbal

guidance systems in open-world games". Rotzetter has been VR project manager at Raumgleiter AG since January 2018.

Philipp Schaerer visual artist and architect, 1994 - 2000 study of architecture at the Swiss Federal Institute of Technology in Lausanne (EPFL). Architect and knowledge manager at Herzog & de Meuron (2000-06), taught the postgraduate course for CAAD headed by Prof. Ludger Hovestadt at the Swiss Federal Institute of Technology in Zürich (ETHZ). Since 2010, Philipp Schaerer has been teaching at various Swiss universities and, as of 2014, is visiting professor at the Faculty of Architecture of the EPFL in the discipline Art and Architecture. His work has been published and exhibited widely and is represented in several private and public collections – among others in The Museum of Modern Art MoMA in New York, The Centre Pompidou in Paris, The Museum of Contemporary Photography in Chicago (MoCP), The Center for Art and Media Technology in Karlsruhe (ZKM) and The Fotomuseum in Winterthur. Philipp Schaerer lives and works in Zurich and Steffisburg/CH. www.philippschaerer.ch; www.constructingtheview.org

Silke Steets is a sociologist and Heisenberg Fellow at the Institute for the Study of Culture at Leipzig University. Her current research project revolves around a cross-cultural comparison of religious cognitive minorities in Germany and Texas. In 2007, Silke earned a PhD from Technical University Darmstadt with an empirical study on the spatial effects of the evolving creative industries in Leipzig. In her habilitation thesis *Der sinnhafte Aufbau der gebauten Welt* (Suhrkamp, 2015) she developed a knowledge-sociological approach to architecture extending Peter L. Berger and Thomas Luckmann's *The Social Construction of Reality* to the built world. Her research interests include the relationship between space, popular culture, religion, contemporary art, materiality and the city.

Ekim Tan is an architect from Istanbul based in Amsterdam. Born in Istanbul, she relocated to the Netherlands after having worked and studied in the United States, Syria and Egypt. Being trained as an architect, her growing interest and passion in cities and games led to a doctoral degree at the Delft University of Technology, titled *Negotiation and Design for the Self-organizing City: Gaming as a Method for Urban Design*. In 2008, she founded Play the City, an Amsterdam and Istanbul based city consultan-

cy firm that helps governments and market parties effectively collaborate with stakeholders. Since developing the City Gaming method during her doctoral research at the TU Delft, it has been applied in projects worldwide, among others, in Istanbul, Amsterdam, Dublin, Shenzhen, Tirana, Cape Town and Brussels. In my role at the Play the City, I stay well-informed about the latest developments in societies and technologies worldwide. This helps me give the right direction to a young and growing firm. Meanwhile, I regularly travel to lecture and give trainings about cities and games; amongst which are the Technical University of Delft, Aleppo University for Arts and Sciences, Rotterdam Architecture Academy, Amsterdam Architecture Academy, Copenhagen Business School, and Middle East Technical University. Following the book on her doctoral research [2014], I published 'Play the City: Games Informing Urban Development' (2017) sharing special knowledge and experiences developed through the Play the City practice.

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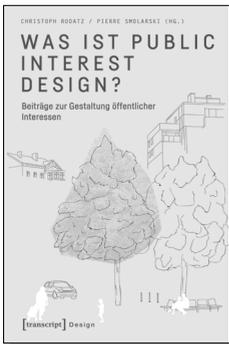
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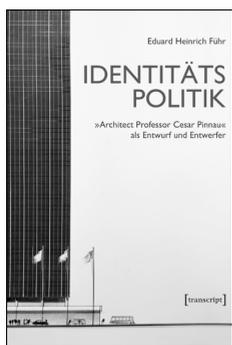
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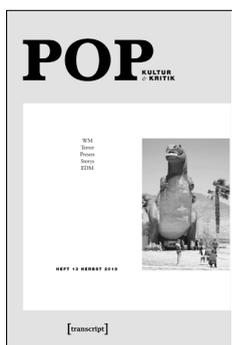
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