Authors

Mark L. Barrett studied fiction writing at the University of Iowa, then worked as a screenwriter in Los Angeles before turning to games as a narrative designer in the early 1990s. In 1995 he joined Chris Crawford and others on the CompuServe GameDev forum and began decades of wrestling with interactive storytelling in theory and practice, including contributing to the conversation with GDC roundtables on Emotional Involvement from 2000 to 2002. Since 1996 Mark has collaborated with Wolfgang Walk on more than 15 games, on the script of a rock opera set in a game development studio, and on the development of a design framework which includes narrative design as an integral part of the design process.

René Bauer has an M.A. degree in German philology and literary studies, biology and computer linguistics from the University of Zurich. Presently, he works at the Zurich University of the Arts (ZHdK) as a lecturer, researcher and head of Master education in the subject area of Game Design. His interests encompass coding, game mechanics, game studies, art in/with games and social media. Currently he is involved in the following projects: VecZ – a vector game for the 30-year-old Vectrex, BrainRunners – a brain interface game for the Cybathlon, Save-The-Water – a (board) game about groundwater issues in China (collaboration with ETH and SDC), pinballZCapitalism – a projection mapped pinball, and-or.ch – a gameart group crossing the boundaries of game systems, and ixistenz – a social media and knowledge system.

Carlo Fabricatore, Dr., is an ergonomist, computer scientist and game scholar interested in studying the learning and motivational mechanics underpinning human engagement and development in complex systems. He holds an associate professorship at the University of Huddersfield (UK), where he directs the Pro-Social Immersive Technologies Research Incubator and teaches game design. Fabricatore leads transdisciplinary research on advanced applications of game-based interaction design and immersive technologies in mental health and educa-