

Contributors

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Dr. Mirian Checa | is assistant professor at the Faculty of Education of Universidad de Alcalá, Spain. She holds a degree in Psychology and Education and a PhD in Psychological Development, Learning and Education. Mirian is interested in the analysis of media such as film or video games, understood as tools that promote digital literacy in different contexts of development and learning.

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Dr. Stefan Höltgen | studied German Literature, Sociology, Philosophy, and Media Studies in Jena between 1996 and 2000. In 2009 he earned his doctoral degree with a thesis about „Discourses of Media and Violence in Serial Killer Movies“ at the Department for Literature in Bonn. He lives in Berlin where he works as a scholar for Media Studies at the Humboldt University, Germany. Stefan’s research topic concerns about the archaeology of early micro computers and their programming languages.

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Pascaline Lorentz, M.A. | is completing her PhD in Sociology at the University of Strasbourg, France. Her sociological research investigated the impacts of video gaming at *The Sims* on teenager-gamers’ life. Under the supervision of Professor Jeffrey Brand, she has been a research fellow at the Faculty of Humanities and Social Sciences at Bond University in Gold Coast, Australia. The study documented the social context of an intense practice of virtual world attachments and the comparison of two kinds of gamers, those who continue to play MMOs heavily and those who have decided to stop playing MMOs or curtail their play.

Raphaël Marczak, M.Sc. | is a research associate and PhD candidate at the University of Waikato, New Zealand. Raphaël is currently identifying which quantitative data sets, from psychophysiological data to gameplay metrics can be used to assess the game-play experience. Raphaël has studied Computer Science at the University of Bordeaux, France.

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