

Gordon Calleja
Head of the Institute of Digital Games,
Associate Professor,
University of Malta,
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Copenhagen, Denmark.
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POSITIONS HELD

Head of the Institute of Digital Games, University of Malta	2013 – present
Associate Professor, Institute of Digital Games, University of Malta	2012 - present
Visiting Associate Professor Center for Computer Games Research, IT University of Copenhagen	2012 - present
Head of the Department of Digital Games, Faculty of Media and Knowledge Science,	2012 - 2013
Game Designer, Writer and Founder – Mighty Box Games, Malta	2011 - present
Consultant on Digital Media and Games, Ministry of Finance, the Economy and Investment, Malta	2010 - present
Associate Professor Center for Computer Games Research, IT University of Copenhagen	2010 - 2012
Visiting Senior Lecturer Faculty of Media Science, University of Malta	2009 – 2012
Head of the Center for Computer Game Research, IT University of Copenhagen	2008 – 2012
Assistant Professor Center for Computer Games Research, IT University of Copenhagen	2008 – 2010
Postdoctoral Researcher Center for Computer Games Research, IT University of Copenhagen	2007 – 2008
External Lecturer School of English, Film, Theatre and Media Studies, Victoria University of Wellington	2005 – 2007
External Lecturer Massey University, Auckland	2003 – 2005

Senior Teacher and Administrator Kiwi English Academy, Auckland	2002 – 2003
Assistant Director GEOS Language Centre, Malta	2001 – 2002
English Teacher GEOS Language Centre, Malta	1998 – 2001
Junior Auditor Grant Thornton International, Malta	1996 – 1997
Accounts clerk Farsons Ltd, Malta	1995 – 1996

ACADEMIC PUBLICATIONS (all publications listed are refereed unless otherwise indicated)

Books

“In-Game: From Immersion to Incorporation”, MIT Press, USA (2011).

Games Published

“Posthuman” – (2015) - <https://www.kickstarter.com/projects/532062403/posthuman>

“Will Love Tear Us Apart” – www.willlovetearusapart.com (2013).

Book Chapters

“Affective Involvement in Digital Games” (First Author with Laura Herrewijn and Karolien Poels), in *Emotion in Games: Theory and Practice*, Edited by Georgios Yannakakis and Kostas Karpouzis, Springer Press UK (Forthcoming).

“Game Narrative: An Alternate Genealogy” in *Digital Interfaces in Situation of Mobility*, edited by Bernard Guelton, Springer Press UK (Forthcoming).

“The End: Aesthetic and Ludic Topoi in Digital Entertainment” (Second Author with Alessandro Canossa), in *The End: Terminus in Literature, Media and Culture*, Edited by Brian Russell Graham and Robert W. Rix (2013).

“Incorporation: A Renewed Understanding of Virtual Environment Habitation”, *Oxford Handbook of Virtualities: History and Heritage in Virtual Worlds*, Edited by Mark Grimshaw, Oxford University Press, USA (2013).

“Ludic Identities and the Magic Circle” in *Homo Ludens 2.0: Play, Media and Identity*, Edited by Valerie Frissen, Sybille Lammes, Jos de Mul and Joost Raessens, Amsterdam University Press, Netherlands (2013).

“Erasing the Magic Circle” in *The Philosophy of Computer Games*, Edited by John Richard Sageng, Tarjei Mandt Larsen & Hallvard Fossheim, Springer Press, UK (2012).

“Narrative Generation in *Lord of the Rings Online*”, in *Ringbearers: The Lord of the Rings Online as Intertextual Narrative*, Edited by Tanya Krzywinska, Esther MacCallum-Stewart and Justin Parsler, UK (2011).

“Game Studies” (first author) with Ivan Callus in *Routledge Companion to Literature and Science*, Edited by Bruce Clarke and Manuela Rossini. Routledge Press, UK (2010).

“A Labyrinth Devised by Men” in *Cy-Borges: Memories of Posthumanism in the Work of Jorge Luis Borges*, edited by Stefan Herbrechter & Ivan Callus, Bucknell University Press, UK, 2009.

“Cyborg.Net” in *The re-invention of Everyday Life*, edited by Howard McNaughton and Adam Lam, University of Canterbury Press, New Zealand, 2006.

Journal Papers

“Games, Literature and the Imagination”, *Electronic Book Review*, Open Humanities Press, USA. (Forthcoming).

“Emotional Involvement in Digital Games”, in *International Journal of Arts and Technology*, Inderscience Publishers, UK 2010.

“Digital Games and Escapism” in *Games and Culture*, Edited by Douglas Thomas, Sage Publications, USA 2010.

“Virtual Worlds Today: Gaming and Online Sociality” in *Heidelberg Journal of Religions on the Internet*. Heidelberg University, Germany 2008.

“Digital Game Involvement” in *Games and Culture*, Edited by Douglas Thomas, Sage Publications, USA, 2007.

“Techno-mediated Otherworlds” in *Technoetic Arts: A Journal of Speculative Research*, Edited by Roy Ascott, Intellect Books, UK, 2006.

“Rhizomatic Cyborgs: Hypertextual Considerations in a Posthuman Age” in *Technoetic Arts: A Journal of Speculative Research*, Issue 1, Volume 2, Edited by Roy Ascott, published by Intellect Books, UK, 2005.

Academic Reviews (non-refereed)

“The Question Concerning Avatars: A Review of Rune Klevjer’s Doctoral Dissertation” in *Norsk Medietidsskrift*, Edited by Jan Frederik Hovden, Issue 1, Norway, 2008.

Conference Proceedings

“Posthuman: From Narrative Theory to Boardgame Design”, Central and Eastern European Game Studies Conference 2015, Krakow, Poland.

“The Word Game: The Ontology of an Undefinable Object” (with Espen Aarseth), Foundations of Digital Games 2015, California, USA.

“Experiential Narrative”, Foundations of Digital Games 2013, Crete, Greece. [Nominated for Best Paper

Award]

“The relationship between player involvement and immersion: An experimental investigation.” (third author) with Herrewijn, L., Poels, K. *Foundations of Digital Games 2013*, Crete, Greece.

“Experiential Narrative in Game Environments”, in the proceedings of *DIGRA 2009*, Brunel University, UK.

“Fake Rules, Real Fiction: Professional Wrestling and Videogames”, (second author) with Costantino Oliva, the proceedings of *DIGRA 2009*, Brunel University, UK.

“What are we running away from? A Perspective on Games and Escapism” in the proceedings for *IEnter*, Spain, 2008.

“Revising Immersion” in the proceedings of *DIGRA 2007: Situated Play*, Japan, 2007.

“(Re)Incorporation: Game Immersion and Involvement Revised” in *Gaming Realities: A Challenge for Digital Culture*, Ed. Santorineos, M., Dimitriadi, N, Fournos, Greece, 2006.

Theses

“Digital Games as Designed Experience: Reframing the Concept of Immersion”, PhD Dissertation completed at Victoria University of Wellington, New Zealand, 2007.

“The Influence of Hypertextuality on Literature”, Honours Thesis completed at the University of Malta, Malta, 2001.

Encyclopaedia Entries (non-refereed)

“Gambling” (with Darryl Woodford) in *Encyclopaedia of Play: A Social History*, Edited by Rodney Carlisle, Sage Publications, USA (2009).

“Cossacks” in *Encyclopaedia of Play: A Social History*, Edited by Rodney Carlisle, Sage Publications, USA (2009).

“Counter-Strike” in *Encyclopaedia of Play: A Social History*, Edited by Rodney Carlisle, Sage Publications, USA (2009).

Keynote Speeches

2014 “Games and the Reconceptualisation of Narrative”, *Digital Interfaces in Situations of Mobility: Cognitive, Artistic, Game Devices*, Sorbonne, Paris, France.

2013 “The Making of Will Love Tear Us Apart”, Ars Electronica Festival 2013, Linz, Austria.

2012 “In-Game: From Immersion to Incorporation”, Videogames 2012, Lisbon, Portugal.

2011 "Involvement and Immersion in Digital Games", *The Philosophy of Computer Games Conference 2011*, Madrid, Spain

2009 "The Word Game: the Ontology of an Undefinable Object" , with Espen Aarseth, *The Philosophy of Games Conference 2009*, Oslo, Norway.

Invited Talks

2014 "Understanding Player Experience", BUG Lab, Bahçeşehir University, Istanbul, Turkey.

2013 "Attention, Involvement, Immersion", DIGRA Flanders seminar, Antwerp, Belgium.

2010 Homo Ludens 2.0: Play, Media and Identity, Utrecht University, Netherlands.

2010 ImMediaTe Mobile Gaming Summit, Malta.

2010 NCHE Business Forum on Digital Games, Chamber of Commerce, Malta.

2009 "Narrative in Digital Games" at the gRIG Research Seminar, University of Oslo, Norway.

Conference Presentations

2016 "Applied Game Theory: The Case of Posthuman", GDC 2014, San Francisco, USA.

2015 "Posthuman: From Narrative Theory to Design", CEEGS, Krakow, Poland.

2015 "The Role of Imagination in Indie Games", Electronic Literature Organisation, Annual Conference 2015, Bergen, Norway.

2014 "Beyond Attention: The Player Involvement Model", GDC 2014, San Francisco, USA.

2014 "Independent Game Philosophers Panel", Philosophy of Computer Games 2014, Studio-X, Istanbul, Turkey.

2014 "Attention/Involvement/Immersion - Understanding Player Experience in Digital Games", Faculty of Social Sciences, Charles University, Prague, Czech Republic.

2013 "Experiential Narrative", Foundations of Digital Games 2013, Crete, Greece.

2012 "The End: Aesthetic and Ludic Topoi in Digital Entertainment", The End: Terminus in Literature, Media and Culture, Aalborg University, Denmark.

2009 "Affective Involvement in Digital Games" at *Entertainment = Emotion*, Benasque, Spain.

- 2009 Keynote response at *The Logic and Structure of Computer Games*, University of Potsdam, Germany.
- 2009 “Experiential Narrative in Game Environments”, *DIGRA 2009* [Conference], Brunel University, UK.
- 2009 “Fake Rules, Real Fiction: Professional Wrestling and Videogames”, with Costantino Oliva, *DIGRA 2009* [Conference], Brunel University, UK.
- 2008 “The Binary Myth”, *The Philosophy of Games 2008*, University of Potsdam, Germany.
- 2007 “Revising Immersion”, *DIGRA 2007*, Tokyo, Japan.
- 2006 “The Future of Virtual Worlds” panel member, *State of Play* [Symposium], New York Law School, USA.
- 2006 “(Re)Incorporation: Game Immersion and Involvement revised” *Medi@terra: Gaming Realities*, University of Athens, Greece.
- 2005 “Techno-Mediated Otherworlds” *Altered States*, University of Plymouth, Plymouth, UK.
- 2004 “The Rhizome and the Cyborg” Australasian Annual Cultural Studies Conference, University of Canterbury, New Zealand. [Best Paper Award]

EDUCATION

- Ph.D. Game Studies 2003 - 2007
Victoria University of Wellington, New Zealand
Doctoral Thesis: *Digital Games as Designed Experience: Reframing the Concept of Immersion*
- HONS. English 1999 - 2001
University of Malta and The College of Charleston
Honours Thesis: *The Influence of Hypertext on Literature*
- B.A. English 1997 - 1999
B.A. Communications
University of Malta
- T.E.F.L (Teaching English as a Foreign Language) 1997
GEOS Language Centre
- M.I.A. Levels 1 & 2 (Graduate Diploma in Accounting) 1995 - 1997
Malta Institute of Accountants

TEACHING

Focus Areas: Analysis of Digital Games and Virtual Environments, Literary and Cultural Theory, New Media, Writing and English as a Foreign Language.

<i>Digital Game Theory</i>	(MSC 1 st Year)	2011 - present
<i>Foundations of Play and Games</i>	(MSC 1 st Year)	2010 - present
<i>Introduction to Game Studies</i>	(MA 1 st Year/ Honours)	2009 - present
<i>Game Theory</i>	(MSC 1 st Year)	2007 - 2009
<i>Literature and New Media</i>	(BA 2 nd Year)	2006
<i>Visual Culture & the Electronic Image</i>	(BA 3 rd Year)	2004
<i>Introduction to Media Studies</i>	(BA 1 st Year)	2004
<i>Reading the Media</i>	(BA 1 st Year)	2004
<i>Written Communication</i>	(BA 1 st Year)	2004
<i>Bridging the Social Sciences</i>	(Foundation)	2004
T.E.F.L. Teacher Training		2003
T.E.F.L. (advanced)		2003
T.E.F.L. (intermediate, upper intermediate and advanced)		1998 -2001

PROFESSIONAL SERVICE

2011	Reviewer for <i>SIGGRAPH 2011</i> Conference.
2009 - present	Conference Chair, The Philosophy of Computer Games 2011 Conference, Athens.
2009 - present	Reviewer for <i>Fibreculture Journal</i> , Australia.
2009 - present	Reviewer for the <i>The Philosophy of Computer Games 2009</i> Conference.
2009	Reviewer for <i>The Philosophy of Computer Games</i> , Edited by John Richard Sageng, Tarjei Mandt Larsen, and Hallvard Fossheim, Springer Press, UK
2009 - present	Reviewer for, <i>cGames 2009</i> conference, USA.
2008 – present	Review Board Member for <i>Game Studies</i> Online Journal.
2008	Reviewer for <i>EC: Rivista del Associazione Italiana di Studio Semiotici Online</i> , Italy.
2008	Reviewer for International Communication Association Game Studies SIG Conference, USA.
2008	Reviewer for <i>The Philosophy of Games 2008</i> conference, Germany.
2008	Organizing Committee, <i>The Player Conference 2008</i> , Denmark.
2008	Programme Committee and reviewer, <i>cGames 2008</i> conference, UK.
2008	Programme Committee and reviewer, <i>IADIS Gaming 2008: Design for Engaging Experience and Social Interaction</i> , Netherlands.
2007 - present	Editorial Board Member and Reviewer for <i>Games and Culture</i> Journal, Sage Publications, USA.
2007	Reviewer for <i>DIGRA 2007</i> conference, Japan.
2006	Reviewer for <i>Critical Posthumanisms</i> series, Edited by Ivan Callus & Stefan Herbrechter, Rodopi Publishing House, Netherlands.

AWARDS

- 2014 Nominated for a Webby Award - Games Category, New York for *Will Love Tear Us Apart*.
- 2014 Nominated for an Experimental Award at SXSW Interactive 2014 for *Will Love Tear Us Apart*.
- 2013 Nominated for an Innovation Award at the Festival Du Cinema Nouveau, Montreal, for *Will Love Tear Us Apart*.
- 2011 Outstanding Young Person Award, Malta winner of the Scientific/Technological Development Category.
- 2005 Vice-Chancellor's Doctoral Scholarship, Victoria University of Wellington, New Zealand.
- 2000 Dean's List at the College of Charleston, South Carolina, USA.
- 2000 Faculty Honors List at the College of Charleston, South Carolina, USA.

LITERARY PUBLICATIONS

- 2011 "The Clarity of Lies" in *Little White Lies*, by Teresa Sciberras, Malta.
- 2010 "The Village Feast" in *Our Own Words: A Generation Defining Itself*, Edited by Marlow Peerse Weaver, USA.
- 2010 "Lambi" in *Schlock Magazine*, Malta.
- 2004 "Connection Terminated" in *Deadlines*, New Zealand.
- 2004 "Black Milk" in *Deadlines*, New Zealand.
- 1997 "Blind, Deaf and Dead" in *Our Own Words: An Anthology of Poetry : From a Generation Falsely Labeled*, Edited by Marlow Peerse Weaver, MWE Press, USA.

SELECTED FEATURE PUBLICATIONS

- "Videogames Ate my Kids", *Manic Magazine*, Malta, 2007.
- "Gaming in Malta", *Sunday Circle*, Malta, 2007.
- "Brave New (Pixillated) Worlds", *International Developer*, UK, 2007.
- "Virtual Living: Tales from the edge of Second Life" in *Manic Magazine*, Malta, 2006.

“World of... What???” in *Sunday Circle*, Malta, 2006.

“Play the Game” in *International Developer*, UK, 2006.

“A Conversation with Ian Livingstone”, at www.mmorpgdot.com, 2006.

“I Am Not a Number”, at www.mmorpgdot.com, 2006.

“Planetside Review”, at www.mmorpgdot.com, 2005.

“Coverage of the Australasian Games Conference”, at www.mmorpgdot.com, 2005.