



# NICOLLE LAMERICHS

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## PERSONAL PROFILE

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I am a dedicated teacher and researcher, who enjoys motivating and coaching others. The past years, I have worked at various universities and received a Ph.D. in media studies. I have ample experience in lecturing, coordinating and organizing events. My writing skills and presentation skills stand out, and I am a strong team player.

**Key interests:** Digital games, new media, transmedia design, inter/crossmediality, fan studies, traditional play, television studies, ethnography, literary studies, gender studies

## COMPETENCES

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**Communication:** an established writer in Dutch and English, an engaging public speaker, a critical participant in discussions, provides constructive feedback to students and colleagues

**Interpersonal skills:** motivates others, cooperates, social and enthusiastic, caring teacher, adviser, a good moderator and coach

**Research and planning:** an interdisciplinary scholar, thinks outside the box, identifies information and creates new ideas, empirically grounded, trained in interpretive and analytical skills, meets goals and deadlines, solves problems, invested in teamwork and large projects, experiments with new research software and shareware

**Languages:** English, Dutch and German

### Technical skills

Social media	Twitter, Tumblr, LinkedIn, Facebook
Office	Word, Excell, Endnote
Game design	Basic Game Maker, 7Scenes, Twine
Graphic design	Adobe Photoshop, Quark Express, basic Indesign
Websites/CMS	HTML code, basic Dreamweaver, Wordpress, Joomla

## EXPERIENCE

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### Education

- 2010 – 2014 Ph.D. candidate Maastricht University, Faculty of Arts and Social Sciences, Department of Literature and Arts
- 2007 – 2009 Research master Cultures of Arts, Sciences and Technology Maastricht University
- 2004 – 2007 Bachelor Arts and Culture at Maastricht University  
Specialisation: Literature and art  
Minor: Crucial Differences, Center for Gender and Diversity
- 1998 – 2004 Gymnasium, Trevianum. Specialisation: Culture and Society

### Working experience

- 2015 **Lecturer and research fellow** International Communication and Media, HU University of Applied Sciences
- 2015 **Chief editor academic items & funding** Cinema Beyond
- 2013 – 2014 **Lecturer** at Utrecht University in New Media and Digital Culture. Department of Media and Culture Studies
- 2010 – 2014 **Ph.D. candidate and lecturer**, Maastricht University  
NWO: Narrative fan practices. Dissertation: *Productive Fandom*, defended on March 26<sup>th</sup>, 2014.
- 2010 – 2014 **Event manager** (2010-2012) and **chair** (2013-2014) fan convention YaYCon
- 2013 – 2014 **Columnist** Strips2Go (*Geek Cultures*)
- 2012 – 2013 **Lecturer** at Utrecht University in game studies. Department of Media and Culture Studies
- 2008 – 2009 **Research intern** at Van Abbe Museum, Eindhoven, and ICN Amsterdam in the project *Plug-In XL*
- 2007 – 2008 **Chief editor** interdisciplinary essay journal *Mosaïek*
- 2006 – 2007 **Research intern** Centre for Gender and Diversity  
Assistant in the historical research for the biography of M. Vasalis with prof. Maaike Meijer

## PUBLICATIONS

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### Books

- 2014 - *Productive Fandom: Intermediality and Affective Reception in Fan Cultures*. Maastricht: Maastricht University Press.
- 2014 - *Fan Studies: Researching Popular Audiences*. (With Chauvel, A., Seymour, A.) Oxford: Inter-disciplinary.net.

### Peer-reviewed publications:

- 2015 - 'The Remediation of the Fan Convention: Understanding the Emerging Genre of Cosplay Music Videos'. *Transformative Works and Cultures*, vol. 18. [html](#)

- 2014 - 'Costuming as Subculture: The Multiple Bodies in Cosplay'. *Scene*, 2, 1, pp. 113-125.
- 2014 - 'Romancing Pigeons: The Deconstruction of the Dating-Sim in *Hatoful Boyfriend. Well-played: A Journal on Video Games, Value and Meaning*, 3 (2). [PDF](#)
- 2013 - 'The Cultural Dynamic of Doujinshi and Cosplay: Local Anime Fandom in Japan, The States and Europe'. In: *Participations: Journal for Audience Studies*, special issue on fandom (edited by Lucy Bennett and Tom Philips). [PDF](#)
- 2012 - 'Sherlock Abroad: Dutch fans interpret the famous detective'. In: Busse K. & Stein, L. *Sherlock and Transmedia Fandom*. Jefferson: McFarland, pp. 179-193. [Google Books](#)
- 2012 - 'The Mediation of Fandom in Karin Giphart's *Maak me blij*'. *Transformative Work and Cultures*, 11. [URL](#)
- 2012 - Selected Entries, 'Fandom' and 'Pervasive Games'. In Mark J.P. Wolf (ed.) *The Video Game Encyclopedia*, Greenwood Press. [Google Books](#)
- 2011 - Stranger than Fiction: Fan Identity in Cosplay. *Transformative Work and Cultures*, 7. [URL](#)

### **Book chapters**

- In press - 'A Donut For Tom Paris: Identity and Belonging at European SF/Fantasy Conventions'. In: Telotte, J. & Duchovnay, G. *Science Fiction Double Feature* (Working Title). Chicago UP: Chicago.
- 2015 - 'Express Yourself: An Affective Analysis of Game Cosplayers.' In: McCallum-Stewart, E. & Enevold, J. *Game Love*. Jefferson: McFarland. [Google Books](#)
- 2014 - 'Transmedia Performances: Gender and Geek Feminism in *Glee*'. In: Olivieri, O. & Leurs, K. *Everyday Feminist Research Praxis*. Cambridge Scholars Press.
- 2014 - 'Embodied Fantasy: The Affective Space of Anime Conventions'. Reijnders, S. Duits, L. & De Zwaan, K. (2014). *The Ashgate Companion to Fan Culture*. London, Lund: Ashgate Publishing.
- 2014 - 'Cosplay: The Affective mediation of Fictional Bodies'. Chauvel, A.; Lamerichs, N.; Seymour, A. (2014). *Fan Studies: Researching Popular Audiences*. Oxford: Interdisciplinary.net, pp. 123-131.

### **Selected conference papers:**

- 2014 - *A Fan Study of Indie Games: Interpreting Gaming Capital in The Stanley Parable* (Conference in Fan Studies). Fan Studies Network: Norwhich, UK.
- 2014 - *Battlestar Galactica The Boardgame: Revisiting the TV Show Through Meaningful Play and Narrativity*. Worldcon (Loncon 3): London.
- 2013 - *Cosplay: Affective Reception in Fan Cultures* (Conference in Fan Studies). Fan Studies Network: Norwhich, UK.
- 2013 - *Cosplay: Material and Transmedial Culture in Play*. (Defragging Game Studies). DiGRA: Atlanta.
- 2013 - *Transmedia Play: The Possible Worlds of Firefly*. Narrative Minds and Virtual Worlds: Tampere.
- 2013 - *Cosplay: Embodied Affect*. Oxford: Fan Studies Conference.
- 2012 - *Where is the Love? Show me the Love! - Design Workshop and Panel Discussion on*

- Game Love Culture & Aesthetics*. (With Enevold, J., MacCallum-Stewart, E., Brown, A., Flynn-Jones, E. & Sturrock, I.) In *Under The Mask*.
- 2012 - Global Conventioneers? Local Doujinshi and Cosplay scenes. In *European Fandom & Fan Studies Conference*.
- 2011 - 'Can't Stop The Signal?' *The Design of the Dutch Firefly LARP*. (Think Design Play ed.). DiGRA : Hilversum.
- 2011 - *BBC's Sherlock Fans in Search of the Canon*. Transforming Audiences: London.

### Invited lectures

- 2015 - 'Seksualiteit in Strips'. *Go Get a Room*, MU Eindhoven, April 23, 2015.
- 2014 - 'Gender in Manga and Anime'. *Klik!*, Eye Amsterdam, November 1, 2015.
- 2014 - 'Cosplay: Affect and Embodiment in Fan Cultures'. *Medienpraktiken des Re-enactments*. Siegen University, April 24-25, 2014.
- 2014 - 'Sherlock Fandom. Literary Characters as Celebrities'. Research School for Literature, OSL. *Litteraire Celebrities*. January 31, 2014.
- 2013 - 'Heldhaftig: De Kracht van Karakters'. *Festival Mooie Woorden*.
- 2012 - 'Gamification'. In *Y-Community*. Amsterdam: Nemo.
- 2012 - Game Design & Ehnography. Promotion UM for high school students.
- 2011 - Game design course. (With Van Dongen, J. & Leeuwenhart, R.) Abunai, 31 August.

### Book reviews and edited blogs

- 2014 - *Manga's Cultural Crossroads* by Jaqueline Berndt and Bettina Kümmerling-Meibauer. *Transformative Works and Cultures*, 17. [[URL](#)]
- 2012 - *Sherlock en het Transmediale Publiek*. Crossmedialog. [[URL](#)]
- 2012 - *Gamification: Meer dan Speelse Marketing*. Crossmedialog. [[URL](#)]

### Interviews and criticism

- 2014 - Public speaker in the panels 'Cosplay is Not Consent!', 'Cosplaying out of Type', 'Commercializing Fans', 'Worldbuilding through Music', and 'Game Love'. *Worldcon* (Loncon 3). London.
- 2014 - Vegterlo, A. "Minecraft". *NRC* interview.
- 2012 - Stelling, T. "Manga in de Polder". *NRC* interview.
- 2012 - Het is maar een spelletje! [television broadcast]. In *Goeiemiddag Limburg*. (5 March). Maastricht: L1.

### Memberships

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|----------------|---|
| 2013 – 2014    | Member of task team for Maastricht Centre for Arts, Conservation and Cultural Heritage (MACH) |
| 2011 – ongoing | Expert panel Tropenmuseum exhibition "manga"  |
| 2012 – 2013    | Conference organizer MASH: Making and Sharing (5-6 July, Lumiere, Maastricht)                 |
| 2010 – ongoing | Member of research networks TWC and DiGRA   |
| 2010 – ongoing | Member of research schools RMeS and NOG   |

## TEACHING

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### Coordinator

- 2014 - *Interface Culture*. BA Onderwijs Geesteswetenschappen, Niveau 3, UU.  
2012 - *Game Studies*. BA Arts & Culture. Maastricht University.

### Lecturer

- 2014 - *Interface Culture*. BA Onderwijs Geesteswetenschappen, Niveau 3. UU.  
2014 - *Cultuur & Maatschappij: Media and Performance*. BA TFT, Niveau 1, UU.  
2014 – *Ethnography & Interview Training*. Guest lecturer during the course Data Analysis.  
BA Communicatie- en Informatiewetenschappen, Niveau 2. UU.  
2013 - *Games: Cultuur en Analyse*. BA Onderwijs Geesteswetenschappen, Niveau 2. UU.  
2012 - *Game Studies 2*. MA New Media and Digital Culture. UU.  
2012 - *Digital Games*. BA Arts & Culture. Maastricht University.  
2011 - *Analysis of Paintings and Literary Texts*. BA Arts & Culture. Maastricht University.  
2010 - *Digital Games*. BA Arts & Culture. Maastricht University.

### Individual supervision:

- 2013-2014 - *MA Thesis and Internships*. MA New Media and Digital Culture. UU.  
2013-2014 - *BA Thesis in Game Studies*. BA TFT, CIW. UU.  
2010-2013 - *BA Thesis in Media Studies*. BA Arts & Culture. Maastricht University.

### Skills courses

- 2012 - *Game Design. Conceptual & Game Maker*. BA Arts & Culture. Maastricht University.  
2012 - *Serious Game Design in 7Scenes*. MA New Media and Digital Culture, UU.  
2012 - *Introduction in Dreamweaver*. BA Arts & Culture. Maastricht University.

### Selected lectures:

- 2014 - *Strategies and Tactics: The Power of Platforms*. UU: Interface Culture.  
2014 - *Remediation: The Interplay of Old and New Technologies*. UU: Interface Culture.  
2014 - *Metaphores in Contemporary Interface Design*. UU: Interface Culture.  
2014 - *Interface: Performance and Materiality*. UU: Interface Culture.  
2013 - *From Princess to Cyborg: Gender and Games*. UU: Game Studies.  
2013 - *Cosplay: Performance and Visual Culture in Media Fandom*. UCM: Cultural Studies.  
2013 - *Textual Affect and Reader-Response Theory*. UCM: The Future of Literature  
2012 - *Transmedia design: Aesthetics and Critique*. UCM: Digital Media.  
2012 - *Ludification: Introduction to Game Studies*. UU: Game Studies 2.  
2012 - *Game Culture: Contemporary Play Practices*. FASOS: Digital Games.  
2012 - *Remediatie: Wisselwerking tussen Oude en Nieuwe Media*. (AKV St. Joost, 2012)  
2011-2012 - *The Subcultures of Contemporary Gothic* (2011; 2012). UCM: Gothic Fiction.  
2010-2011 - *Reworking the text: Fan Practices and Digital Media*. UCM: Digital Media.

## OTHER

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### **Extracurricular**

Sept. 2009 – August, 2012

Artist and writer of webcomic (<http://curtain-call.nl>)

Dec. 2006 – August, 2012

Artist and organizer of graphic novel publisher OpenMinded

### **Hobbies**

Sewing costumes, drawing, writing stories and playing games

*References available upon request*