

NICOLLE LAMERICHS

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PERSONAL PROFILE

Creative business is where I work, and what I love. In our strong team of researchers and professionals, my forte is the study of online subcultures and consumer culture, fandom, media technology, and grassroots creativity. I am a dedicated teacher and researcher, who enjoys motivating and coaching others. Research makes me tick. My book *Productive Fandom* (2018) is characteristic of my work. I study fandom and subcultures at a high level, and received my Ph.D. in 2014. As a writer, educator and consultant, I enjoy translating my insights to the professional field and education. My interests include fandom, consumer culture, platforms, and digital humanities.

Key interests: Applied research, fan studies & consumer cultures, new media, technology, inter/transmediality, platforms, play, media studies, ethnography, narratology, gender studies

COMPETENCES

Research and planning: an interdisciplinary and applied researcher, invested in teamwork and able to oversee large projects and strategies, thinks outside the box, identifies information and creates new ideas, empirically grounded, trained in interpretive and analytical skills, able to meet long-term goals and deadlines

Management skills: Team lead in education with experience with accreditations as well as starting programs (MDT, TNO). Proactive and enthusiastic, dedicated manager of projects and people, teamlead, caring teacher, adviser and moderator, loves to motivate others and make them shine.

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

Languages: English, Dutch, basic German

Technical skills

Social media	Twitter, Tumblr, LinkedIn, Facebook
Data visualization	Gephi, Netlytic
Game design	Basic Game Maker, 7Scenes, Twine
Graphic design	Adobe Photoshop, Quark Express, Wordpress
Automated tools	Generative AI tools such as Dall-E, AIVA, Lumen5

EXPERIENCE

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 (GPA 8.2)
Minor: Crucial Differences, Center for Gender and Diversity
- 1998 – 2004 **Gymnasium**, Trevianum. Specialisation: Culture and Society

Experience

- 2021-ongoing **Coordinator** MSc Sustainable Business Transition, HU
- 2018-ongoing **Senior lecturer & Team Lead** Creative Business, HU
- 2020-2022 **Project manager** MSc Sustainable Business Transition, HU
- 2020-2021 **Immersion & engagement advisor** De Efteling
- 2020-2021 **Researcher adult fans (AFOL) & engagement** for The LEGO Group
- 2018 **Consultant & editor** *Fandom*, Expo *Character Building*, MAMA Rotterdam
- 2016-2018 **Senior lecturer & Head of edia** International Communication and Media, HU University of Applied Sciences
- 2015 **Lecturer & research fellow** International Communication and Media, HU University of Applied Sciences
- 2013 – 2014 **Lecturer** at Utrecht University in New Media and Digital Culture. Department of Media and Culture Studies
- 2010 – 2014 **Ph.D. candidate & lecturer**, Maastricht University
NWO: Narrative fan practices. Dissertation: *Productive Fandom*, defended on March 26th, 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. Project: biography of M. Vasalis with prof. Maaïke Meijer

Grants

- 2021 - AHRC Research Networking Grant (Project leaders Dr. J. Coates. & Dr. I.Kavedzija)
- 2019 – RMeS Seminar Grant (UvA) for Research Day on Fan Studies at HU Utrecht
- 2018 - NWO open-access. Publication Productive Fandom, Amsterdam University Press
- 2010 - NWO Cultural Dynamics. PhD position in project Narrative Fan Practices

PUBLICATIONS

Books

- 2023 – *Archives of Affect. Productivity in Fan Cultures*. (Ed. with, Hills, M., Ciesielska, D. & Zarzycka, A.). Amsterdam: Amsterdam University Press.
- 2023 – *Leven als Fan. Wat je kan leren van creatieve en kritische consumenten*. Amsterdam: Walburg Press.
- 2018 – *Productive Fandom: Intermediality and Affective Reception in Fan Cultures*. Amsterdam: Amsterdam University Press. [Open-access](#)
- 2014 – *Fan Studies: Researching Popular Audiences*. (Ed. with Chauvel, A., Seymour, A.) Oxford: Inter-disciplinary.net. [Open-access](#)

Peer-reviewed Publications & Edited Book Chapters

- 2023 – ‘Ecocosplay and Sustainable Fan Fashion: A Virtual Ethnography of Material Culture, Sustainable Fandom and Cosplay on Instagram’. *Archives of Affect. Productivity in Fan Cultures* (Hills, M., Lamerichs, N., Ciesielska, D. & Zarzycka, A.). Amsterdam: Amsterdam University Press.
- 2022 – ‘Frozen Fever: Fan Fashion, Costumes, and Revisions of Elsa and Anna Designs’. In: Mittermeier, S. (ed). *Fan Phenomena: Disney*. Chicago: Intellect, pp. 12-23.
- 2022 – ‘Protagonist to Empathy Machine: Exploring the Interpretive Communities and Affective Reception of Characters’. *Narrative*, Volume 30, Number 2. [Open-access](#).
- 2022 – ‘Transmedia’. In: Grabarczyk, P. (ed.). *Encyclopedia of Ludic Terms* (Spring 2022 Edition). [Open-access](#)
- 2021 – ‘Material Culture on Twitch: Live-Streaming Cosplay, Gender and Beauty’. In: Beil, B., Freyermuth, G. & Schmidt, C. (eds.). *Paratextualizing Games*. New York: Columbia University Press. [Open-access](#)
- 2021 – ‘Robots, Androids, and Deities: Simulating Artificial Intelligence in Digital Games’. *Popular Culture Journal*, 9:1 (Special issue on *Robots and Labor* edited by Faber, L.) [Open-Access](#)
- 2021 – ‘Agency in Fan Studies. Materialities, Algorithms, and Tiny Ontologies’. In: Jung, B., Sachs-Hombach, K. & Wilde, L. *Agency Postdigital*. Halem Verlag. [Preview chapter](#)
- 2021 – ‘Frozen Fever: Fan Fashion, Costumes, and Revisions of Elsa and Anna Designs’. In: Mittermeier, S. *Disney Fan Phenomena*. Intellect.
- 2020 – ‘Scrolling, Swiping, Selling: Understanding Webtoons and the Data-driven Participatory Culture around Comics’. *Participations*, 15:2 (Special issue by Einwächter, Ossa, Sina & Stollfuß) [Open-Access](#)
- 2020 – ‘The Promise of Cake: Food Fandom, Tourism, and Baking Practices Inspired by Portal’. In: Reinhard, C., Largent, J. & Chin, B. *Eating Fandom: Intersections Between Fans and Food Cultures*. [Order](#)
- 2020 – ‘User Tactics and Algorithms: A Digital Humanities Approach to YouTube and Tumblr’. In: Nyugen, D., Dekker, I. & Tasmadir, S. *Understanding Media and Society in the Age of Digitalisation*, pp. 35-54. [Order](#)

- 2019 – ‘Characters of the Future: Machine Learning, Data and Personality. *Image*, 29. (Special issue: *Recontextualizing Characters*). [Open-access](#)
- 2018 – Lamerichs, N., Lange-Böhmer, A. Nguyen, D., Puerta Melguizo, M. & Radojevic, R. ‘Elite Male Bodies: The Circulation of Alt-Right Memes and Framing of Politicians on Social Media. *Participations*, 15 (1), pp. 180-206. [Open-access](#)
- 2018 – ‘When Production Is Over: Creating Narrative Closure in Fan Edits’. In Williams, R. (2018). *Everybody Hurts: Transitions, Endings, and Resurrections in Fandom*. Iowa: University of Iowa Press, pp. 139-150.
- 2018 – ‘Hunters, Climbers, Flaneurs: How Video Games Create and Design Tourism’. In Lundberg, C. & Ziakas, V. (2018). *Handbook on Pop-Culture and Tourism*. London, New York: Routledge.
- 2018 – ‘Cosplay and Conventions: Exporting the Digital’. In Banks: J. (2018). *Avatars Assembled*. New York: Peter Lang Publishing. [URL](#)
- 2018 – ‘Fan Fashion: Re-enacting Hunger Games through Clothing and Design’. In Booth, P. (2018). *Companion to Media Fandom and Fan Studies*. New York, Oxford: Wiley Blackwell. Fan Studies, pp. 150-172
- 2017 – Ritteco, A., Klein, L. & Lamerichs, N. ‘Honours and (re)design of the Curriculum: How to bridge the Gap between Honours and Bachelor Programmes’. *Journal of the European Honours Council*, 1 (1). [URL](#)
- 2016 – ‘Otaku: Representations of Fans in Manga and Anime’. In: Booth, P. & Bennett, L. *Seeing Fans*. Chicago UP: Chicago. [Google Books](#)
- 2016 – ‘The Reenactment of Popular Culture. Constructing Meaning and Affect in Cosplay’. In: Dreschke, A., Huynh, I., Knipp, R. & Sittler, D. (2016). *Reenactments: Medienpraktiken zwischen Wiederholung und Kreativer Aneignung*. Bielefeld: Transscript Verlag, pp. 237-257. [URL](#)
- 2016 – ‘A Donut For Tom Paris: Identity and Belonging at European SF/Fantasy Conventions’. In: Telotte, J. & Duchovnay, G. *Science Fiction Double Feature*. Chicago UP: Chicago. [Google Books](#)
- 2016 – Lamerichs, N., Chin, B. & Bourdaa, M. ‘The Transmedia Practices of Battlestar Galactica. Studying the Industry, Stars and Fans’. In: Hutchin, A. & Tindall, N. *Public Relations and Participatory Culture*. New York, London: Routledge. [Google Books](#)
- 2015 – ‘Euromanga: Hybrid Styles and Stories in Transcultural Manga Fandom’. In: Brienza, C. *Global Manga* (Working Title). Ashgate: Ashgate Publishing. [Google Books](#)
- 2015 – ‘Express Yourself: An Affective Analysis of Game Cosplayers.’ In: McCallum-Stewart, E. & Enevold, J. *Game Love*. Jefferson: McFarland. [Google Books](#)
- 2015 – ‘The Remediation of the Fan Convention: Understanding the Emerging Genre of Cosplay Music Videos’. *Transformative Works and Cultures*, vol. 18. [URL](#)
- 2014 – ‘Transmedia Performances: Gender and Geek Feminism in *Glee*’. In: Olivieri, O. & Leurs, K. *Everyday Feminist Research Praxis*. Cambridge Scholars Press. [Google Books](#)
- 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. [Pre-print](#)
- 2014 – ‘Cosplay: The Affective mediation of Fictional Bodies’. Chauvel, A.; Lamerichs, N.; Seymour, A. (2014). *Fan Studies: Researching Popular Audiences*. Oxford: Inter-disciplinary.net, pp. 123-131.
- 2014 – ‘Costuming as Subculture: The Multiple Bodies in Cosplay’. *Scene*, 2, 1, pp. 113-125. [PDF](#)
- 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](#)

Whitepapers & Other Publications

- 2021 - Antorini, Y.M. & Lamerichs, N. *High Affinity LEGO Fan Typology 2021* (Internal whitepaper and research for The LEGO Group)
- 2019 - *Affect and Materiality in Fan Cultures. An interview with Nicolle Lamerichs by Henry Jenkins*. Confessions of an Aca-Fan. [Part 1](#) | [Part 2](#) | [Part 3](#) | [Part 4](#)
- 2018 - *The State of Fandom Studies: Lincoln Geraghty & Nicolle Lamerichs*. Confessions of an Aca-Fan. [URL](#)

Keynote speaker

- 2021 – *Material Fandom: Objects, Affect and Sustainability*. Experimental and Interactive Storytelling. University Augsburg. (16.07.2021)
- 2019 – *Platform Fandom: When Technology Meets Affect*. ‘Artifacts, Archives, Affairs. Perspectives on Fan Productions’ Jagiellonian University in Cracow, Poland (11.20.2019-12.10.2019).
- 2018 – *Futures of Participation: Characters and Connections in a Fan-Centric Economy*. De/Recontextualizing Characters (Winterschool). University Tübingen. (26.02.2018-02.03.2018).

Invited lectures and talks

- 2021 - *Fan Studies and Data-Driven Participatory Culture*. Feinfühlig institute colloquium. Albert-Ludwigs-Universität Freiburg. [Podcast](#)
- 2021 - *Virtual Tourism: Game Fandom and Belonging*. Centrum Badań Gier Wideo. Uniwersytet Marii Curie-Skłodowskiej. April 24, 2021.
- 2021 - *Data-driven Participatory Culture Monetizing and Automating Fandom*. Universidade Unisinos. Platform Studies Course (Graduate level). May 5, 2021.
- 2021 - *Beauty, Fashion, and Staging the Self in Platform Culture*. University Tübingen. Media Convergence series on Self-Optimization. January 17, 2021.
- 2020 - *Feelings and Characters. A Framework for Affective Reception and Play*. ITU Copenhagen. Character Seminar. November 1, 2019.
- 2019 – ‘Agency, Artificial Intelligence, and Character Culture’. In lecture series: *Agency in the Digital World*: University Tübingen. (27.05.2019).
- 2018 - *Cosplay Worlds: Creating, Sharing and Embedding Characters*. MAMA Showroom, Opening of Character Building Exhibition. [Podcast](#).
- 2018 – ‘Cosplay in Japan: Amateur Practices in a Fan-Centric Economy’. *Groups, Clubs, and Sākuru: Amateur Arts Practice in Japan*. Sainsbury Institute for the Study of Japanese Arts and Cultures, Norwich. (05-07.10.2018).

- 2018 – ‘Becoming a Character: Creativity, Storytelling and Costumes in World of Darkness’. Introduction to World of Darkness (Documentary). *Imagine Film Festival*. (18.04.2018). [URL](#).
- 2017 – ‘Cosplay over Thirty’. Panel with several cosplayers including cosplayer and author Karen Heinrich, Animecon (10.06.2017).
- 2016 – ‘Making it Real: Cosplaying Video Games’. *Gamefest*, Computerspielemuseum: Berlin, (22-25.04.2016).
- 2016 – ‘Dragons in Neverending Story and Beyond’. *Radboud Reflects*. Special lecture series related to exhibition on dragons in Limburgs Museum.
- 2015 – ‘Understanding Dress-Up in the Participatory Culture of Gaming’. Invited lecture at Subotron, Vienna. (27.11.2015).
- 2015 – ‘Seksualiteit in Strips’. *Go Get a Room*, MU Eindhoven, (23.04.2015).
- 2014 – ‘Gender in Manga and Anime’. *Klik!*, Eye Amsterdam, (01.11.2014).
- 2014 – ‘Cosplay: Affect and Embodiment in Fan Cultures. *Medienpraktiken des Reenactments*. Siegen University, April 24-25, 2014.
- 2014 – ‘Sherlock Fandom. Literary Characters as Celebrities’. Research School for Literature, OSL. *Literaire Celebrities*. January 31, 2014.
- 2013 – ‘Heldhaftig: De Kracht van Karakters’. *Festival Mooie Woorden*.
- 2012 – ‘Gamification in Business’. In *Y-Community*. Amsterdam: Nemo.

Selected conference papers

- 2020 – Comics Interfaces: Digital Innovation and Fandom on Webtoon. Panel with Marissa Delbressine & Anne Delseit. *Comfor* (8.10.2020).
- 2019 – Queer Play: Affect between LGBTQ+ Audiences & Characters. *Audience Lost*: Ghent (22.11.2019). [Slides](#)
- 2019 – Interdisciplinary Media Studies: Transmediality, Closure and Technology in Fandom and Comic Studies. *GfM Seminar on Comic Fandom* (AG Parzipafan/AG Comics): University of Cologne. [Slides](#).
- 2019 – The Rise of AI Creators and Moderators. *GfM Medien-Materialitäten*: University of Cologne.
- 2018 – Star Wars on the Catwalk: Fan Fashion in the Age of Creative Business. *Fan Studies Network*. University of Cardiff (01.07.2018). [Slides](#)
- 2015 – From Text to Screen. Metafiction in the Webcomics Property of Hate and Homestuck. *Amsterdam Comic Studies Conference*. Amsterdam. [SLIDES](#)
- 2015 – Fan Participation in Cartoon Endings. Fan Studies Network. Norwich, UK.
- 2014 – A Fan Study of Indie Games: Interpreting Gaming Capital in The Stanley Parable (Conference in Fan Studies). *Fan Studies Network*. Norwich, 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: Norwich, UK.
- 2013 – Cosplay: Material and Transmedial Culture in Play. *DiGRA*. Atlanta.
- 2013 – Transmedia Play: The Possible Worlds of Firefly. *Narrative Minds and Virtual Worlds*: Tampere.
- 2013 – Cosplay: Embodied Affect. *Fan Studies Conference*. Oxford.
- 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.) Under The Mask: Luton.
- 2012 – Global Conventioneers? Local Doujinshi and Cosplay scenes. *European Fandom & Fan Studies Conference*: Amsterdam.

- 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.

Book reviews & edited blogs

- 2016 – ‘Game Play: Paratextuality in Board Games’, by Paul Booth. *Journal of Fandom Studies*, 4 (1), pp. 127-129.
- 2016 – ‘Post-Object Fandom: Television, Identity and Self-Narrative’, by Rebecca Williams. *Cinema Journal*, 55 (3), pp. 171-175.
- 2015 – ‘Online Games, Social Narratives’, by Esther McCallum-Steward. *Transformative Works and Cultures*, 19. [URL](#)
- 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

- 2021 – *Fan Service*. Episode 1. Podcast Interview on Fan Service as a trend with Mike Dooyeweert. [URL](#)
- 2020 – De Ploeg, P. Elk Meisje Wil Elsa Zijn (interview). *NRC*. [URL](#)
- 2019 – De Wit, E. Droomkostuum. *Quest Psychologie* (interview). [URL](#)
- 2018 – Interview with Pepijn van der Gulden. Gillend Gek: Waarom de Fanatiekste Fans Flippen Wanneer ze Oog in Oog Staan met Hun Idool. *Quest*. [URL](#)
- 2017 – Interview with Nina Polak. Hoe Harry Potter al twintig jaar een niet zo geheim gezelschap veroverd. *De Correspondent*. [URL](#)
- 2016 – Overgewaaid uit Japan: Kattenootjes veroveren de straat. *RTL Nieuws*. [Video](#)
- 2016 – In de Huid Kruipen van je Favoriete Anime-Karakter. *Een Vandaag*. [URL](#)
- 2015 – Ritchie, M. ‘Calgarian Cosplayers Say the Expense of Their Craft is Worth the Experience’. *Calgary Journal* (16 April). [URL](#)
- 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. [URL](#)
- 2012 – Interview with Tamar Stelling. Manga in de Polder. *NRC* interview. [URL](#)
- 2012 – Het is maar een spelletje! [television broadcast]. In *Goeiemiddag Limburg*. (5 March). Maastricht: L1.

Organization and memberships

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|-------------|-----------------------------------------------------------------------------------------------|
| 2021 | Organizer Eurovision Research Meeting (Erasmus University, Rotterdam) |
| 2019 | Main Organizer Research Seminar (funded by RMeS) on Fan Studies with Keynote by Lori Morimoto |
| 2015 | Conference organizer European Fan Cultures, 12-13 November (Erasmus University, Rotterdam) |
| 2013 – 2014 | Member of task team for Maastricht Centre for Arts, Conservation and Cultural Heritage (MACH) |
| 2012 – 2013 | Conference organizer MASH: Making and Sharing, 5-6 July, (Lumiere, Maastricht) |

2011 – 2013	Expert panel Tropenmuseum exhibition Cool Japan
2010 – 2014	Member of research networks TWC and DiGRA
2010 – 2014	Member of research schools RMeS and NOG

TEACHING

Curriculum Design

2021-2022 – Didactic vision, assessment & general curriculum Sustainable Business Transition.

2021-2022 – Project manager and co-writer MDT and TNO Sustainable Business Transition. Panelist and contributor accreditation Creative Business.

2017-2019 Curriculum Committee ICM and Creative Business. Experience with accreditation and national CROHO

Course developer

2022 – Future Thinking, Msc Sustainable Business Transition

2019 – AI & Creativity. BA Creative Business, year 4

2018 – Participatory Cultures, BA Creative Business, year 2

2018 – Philosophy of Digital Society, MA Data-Driven Design

2017 – Technology, BA Creative Business, Communication, CMD and Journalism

2016 – Media Culture, BA Creative Business, year 1

Coordinator

Ongoing coordination of the *honours programme* of International Communication and Media, redesigned as Creative Business from 2018 onwards. Other course coordination examples:

2018 – Coordinator *Participatory Culture*, BA Creative Business

2017 – Coordinator *Media Culture, Technology* BA Creative Business

2016 – Coordinator *Media Culture*, BA International Communication and Media

2015 – Module Media Year 4, BA International Communication and Media

2014 - *Interface Culture*. BA Onderwijs Geesteswetenschappen, Niveau 3, UU.

2012 - *Game Studies*. BA Arts & Culture. Maastricht University.

Lecturer

2019 – *Advanced Creative Business, AI & Creativity*. Year 2-4 Creative Business.

2018 – *Data Storytelling, International Creative Business*. Year 2 Creative Business.

2017 – *Technology, Participatory Culture* and *International Creative Business*

2016 – *Media Culture, Research Lab and Methods, Online Research and Big Data*

2015 – *Digital Storytelling, Marketing Principles, Media Trends and Analysis* and more

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:

2018-2019 – BA thesis, work placements and honours assignments. BA Creative Business
2017-2015 - BA thesis and work placements, BA International Communication and Media
2013-2014 - MA Thesis & Internships. MA New Media Digital Culture. Utrecht University.
2013-2014 - BA Thesis in Game Studies. BA TFT, CIW, Utrecht University.
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 & guest lectures:

2021 – *Generative AI and Creativity*. Creative Business. Technology, HU.
2019 – *Data-Driven Characters & Stories*. Maastricht University: Future of Literature.
2018 – *Fan Culture en Cosplay*. UU: Media en Participatie.
2016 – *Research Concepts*. Lecture Series in Basics of Research & Method. HU: ICM.
2016 – *Digital Humanities and Data*. HU: Humanities.
2014 - *Strategies and Tactics: The Power of Platforms*. UU: Interface Culture.
2014 - *Remediation: The Interplay of Old and New Technologies*. 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

Extracurricular

Organizes fan conventions, creates comics and illustrations, enjoys swimming and hiking

References available upon request