

Curriculum Vita: Kristine Jørgensen, Ph.D.

Formal education

- 2004-2007 • **Ph.D., Media Studies, University of Copenhagen**
 2003 • Semester course in Literary Studies, University of Bergen
 2001-2003 • **Cand.philol.**, Media Studies, University of Bergen
 1997-2001 • **Cand.mag.**, Media Studies, English and Humanistic Informatics, University of Bergen

Positions held

- Jan 12-Aug 14 • **Head of teaching**, Department of Information Science and Media Studies, University of Bergen.
 Sept 11-Aug 14 • **Associate professor** in Media Studies (substitute), Department of Information Science and Media Studies, University of Bergen.
 Jun 11-Aug 11 • **Research fellow**, Department of Information Science and Media Studies, University of Bergen
 Mar 11-May 11 • **Research consultant, 50%**, Department of Information Science and Media Studies, University of Bergen
 Jan 11-Jun 11 • **Senior lecturer, 50%**, Department of Information Science and Media Studies, University of Bergen
 Feb 09-May 09 • **Postdoctoral fellow**, without salary, Comparative Media Studies, Massachusetts Institute of Technology
 Jul 08-Dec 10 • **Postdoctoral fellow**, Department of Information Science and Media Studies, University of Bergen
 Mar-May 08 • **University lecturer**, Department of Information Science and Media Studies, University of Bergen
 Jul 07-Mar 08 • **Research fellow**, Department of Information Science and Media Studies, University of Bergen
 Feb-May 07 • **Gaming specialist**, Entertainment and Devices Division, Microsoft Norway, Oslo
 Feb 04-Jan 07 • **Ph.D. fellow**, Department of Media, Cognition and Communication, University of Copenhagen
 Aug 03-Jan 04 • **Research assistant**, Department of Media Studies, University of Bergen
 Sep 02-May 03 • **Teaching assistant**, part time, Department of Media Studies, University of Bergen

Publications

Monographs:

- Jørgensen, K. (forthcoming). *Gameworld Interfaces*. MIT Press.
 Jørgensen, K. (2009). *A Comprehensive Study of Sound in Computer games: How Audio Affects Player Action*. The Edwin Mellen Press.
 Jørgensen, K. (2007). "What are these Grunts and Growls over there?" *Computer Game Audio and Player Action*. Ph.D. dissertation. Department of Media, Cognition and Communication, Copenhagen University. Supervisor: Prof. Torben Grodal.
 Jørgensen, K. (2003). *Aporia & Epiphany in Context: Computer Game Agency in Baldur's Gate II & Heroes of Might & Magic IV*. Hovedfag (MA) dissertation. Department of Media Studies, University of Bergen. Supervisor: Prof. Peter Larsen. Available: <http://www.ub.uib.no/elpub/2003/h/705002/Hovedoppgave.pdf>

Journal articles:

- Jørgensen, K. (2012). "Between the Game System and the Fictional World. A Study of Computer Game Interfaces", in *Games & Culture: A Journal of Interactive Media*. Sage Publications. Available: <http://gac.sagepub.com/content/early/2012/03/23/1555412012440315.full.pdf+html>
 Jørgensen, K. (2011). "Players as Co-researchers: Player Perspective as an Aid to Understanding Games", in *Simulation and Gaming*. Sage Publications. Available: <http://dx.doi.org/10.1177/1046878111422739>
 Jørgensen, K. (2010). "Game Characters as Narrative Devices. A Comparative Analysis of *Dragon Age: Origins* and *Mass Effect 2*", in *Eludamos. Journal of Computer Game Culture*, vol.4, no.2. Available: <http://www.eludamos.org/index.php/eludamos/article/view/vol4no2-13>
 Jørgensen, K. (2009). "Conan eller Josefine? Politikk og økonomi i norsk spillbransje", in *Norsk Medietidsskrift 4*, 2009. Available: <http://www.idunn.no/ts/nmt/2009/04/art01>
 Jørgensen, K. (2008). "Audio and Gameplay: An Analysis of PvP Battlegrounds in *World of Warcraft*", in *Gamestudies: The International Journal of Computer Game Research*, vol.8, no.2. Available: <http://gamestudies.org/0802/articles/jorgensen>
 Jørgensen, K. (2007). "On Transdiegetic Sounds in Computer Games", in *Northern Lights Vol. 5: Digital Aesthetics and Communication*. Intellect Books. Available: http://www.atypon-link.com/INT/doi/abs/10.1386/nl.5.1.105_1
 Jørgensen, K. (2006). "Lyd som grensesnitt: når dataspilletts lyd blir funksjonell", in *Mediekultur Nr. 40: Lyd og Medier*. Aarhus University. Available: <http://ojs.statsbiblioteket.dk/index.php/mediekultur/article/download/519/434>

Book chapters:

- Jørgensen, K. and Klevjer, R. (2012). "Kva er dataspel? Folkeopplysning for professorar", in Hovden, J.F. & K. Knapskog (eds.) *Hunting High and Low. Skriftfest til Jostein Gripsrud på 60-årsdagen*, Oslo: Spartacus.

- Rossi, L., Jørgensen, K., Mortensen, T.E. & Glas, R. (2011): "Framing the Game: Four game-related approaches to Goffman's frames", in Crawford, G., Gosling, V.K., & Light, B. (eds): *Online Gaming in Context. The social and cultural significance of online games*. London: Routledge.
- Jørgensen, K. (2010). "Time for new terminology? Diegetic and nondiegetic sounds in computer games revisited", in Grimshaw, M. (ed.): *Game Sound Technology and Player Interaction: Concepts and Developments*. IGI Publications. Available: <https://bora.uib.no/handle/1956/4287>
- Jørgensen, K. (2009). "Dataspill og interaktivitet", in Gentikow, B. (ed.): *Mediebruk. Medievitenskap bind 3*. 2nd edition. Bergen: Fagbokforlaget.
- Jørgensen, K. (2008). "Researching Players to Understand the Game", in Iversen, S.M. (ed.): *The [Player] Conference Proceedings*, Copenhagen: IT University of Copenhagen, Aug 26-29. Available: <https://bora.uib.no/bitstream/1956/3895/1/jorgensen-researching%20players.pdf>
- Jørgensen, K. (2008). "Left in the Dark. Playing Computer Games with the Sound Turned Off", in Collins, K. (ed.): *From Pac-Man to Pop Music*. Aldershot etc: Ashgate.

Conference papers:

- Llanos, S.C., Jørgensen, K. (2011). "Do Players Prefer Integrated User Interfaces? A Qualitative Study of Game UI Design Issues". Paper presented at *DiGRA 2011: Think, Design, Play*, University of Utrecht, Sept 14-17.
- Jørgensen, K. (2011). "Ideals in Game Interface Design". Paper presented at *Nordmedia 2011*, University of Akureyri, Aug 11-13.
- Jørgensen, K. (2010). "When Fiction Meets Usability. Conventions in Computer Game Interface Design". Paper presented at *Norsk Medieforskerkonferanse 14*, Ålesund, Oct 28-29.
- Jørgensen, K. (2010). "A Match Made in Heaven or in Hell? Combining Player Research and Design Research". Paper presented at *Games Research Methods seminar*, University of Tampere, 8-9. april.
- Jørgensen, K. (2010). "*The Sims 2: Almost Like Everyday Life*". Paper presented at *The Ludic Aspects of Everyday Life seminar*, IT University of Copenhagen, Jan 14.
- Jørgensen, K. (2009). ""They never ask you to associate this with a realistic world. They only ask you to play it as a game." Fiction in games viewed from players' perspectives". Paper presented at *DigiCult: Media Studies in the Digital Era*, Paris, Nov 26-27.
- Jørgensen, K. (2009). ""I'm Overburdened!" An Empirical Study of the Player, the Avatar, and the Gameworld". Paper presented at *DiGRA 2009. Breaking New Ground: Innovation in Games, Play, Practice and Theory*. Brunel University, West London, Sept 1-4. Available: <http://www.digra.org/dl/db/09287.20429.pdf>
- Jørgensen, K. (2008). "The Intuitive and Integrated Interface: Computer Games and Computer Literacy". Paper presentation at *Digicult symposium: Television and the Digital Public Sphere*, Paris, France, Oct 22-24. Available: <https://bora.uib.no/bitstream/1956/3896/3/KJorgensen-digicult.pdf>
- Rossi, L., Jørgensen, K., Mortensen, T.E., Glas, R. (2008). "Beyond Gaming: Social uses of multi-user games". Panel presentation at *Internet Research 9.0: Rethinking Communities, Rethinking Space*. Copenhagen, Denmark, Oct 16-18.
- Jørgensen, K. (2008). "Researching Players to Understand the Game". Paper presented at the *[Player] Conference*, IT University of Copenhagen, Aug 26-29.
- Jørgensen, K. (2008). "Audio as support for gameplay". Presentation at *Humans, culture and computer games. Exploring how people use and live with their chosen online activities*. Umeå, Sweden, March 26-28.
- Jørgensen, K. (2006). "On the Functional Aspects of Computer Game Audio", in *Proceedings of the Audio Mostly Conference*. Interactive Institute, Piteå, Sweden, Oct 11-12. Available: http://www.tii.se/sonic_prev/images/stories/amc06/amc_proceedings_low.pdf
- Jørgensen, K. (2005). "Game Sound Functionalities". Paper presented at the *17th Nordic Conference on Media and Communication Research*, University of Aalborg, Denmark Aug 11-14.
- Jørgensen, K. (2004). "The Gameplay Perspective: The Central Focus in Early Games Research". Paper presented at *Under Construction: Game Studies – The Early Years*, PhD seminar, IT University of Copenhagen, Dec 2-4.
- Jørgensen, K. (2004). "Sounds and Sources in Sacred", in *Proceedings from Cosign 2004*. University of Split, Croatia, Sept 13-16. Available: http://www.cosignconference.org/downloads/papers/jorgensen_cosign_2004.pdf
- Jørgensen, K. (2004). "Voice as Immersive Community Builder". Paper presented at *Challenges for Research about Online Communities*, PhD seminar, Roskilde University, May 25-26.
- Jørgensen, K. (2004). "Interpersonal Communication in *Lineage II: The Chaotic Chronicle*". Paper presented at *Game Culture*, PhD seminar, IT University of Copenhagen, May 19-21.
- Jørgensen, K. & Llanos, S.C. (2004). "NeverQuest", paper presented at *Design Oriented Game Studies*, research seminar, Malmö University College, Sweden, Apr 17. (With Stein C. Llanos)
- Jørgensen, K. (2003). "Problem Solving: The Essence of Player Action in Computer Games", in Copier, M. & J. Raessens (eds.): *Proceedings from Level Up: Digital Games Research Conference 2003*. Utrecht: Universiteit Utrecht, Netherlands, Nov 4-6. Available: <http://www.digra.org/dl/db/05150.49599.pdf>

Reports:

- Jørgensen, K. & Tharaldsen, J. (2012). «Den norske spillundersøkelsen, v1.0». *Norske Film- og TV-produsenters forening*. Available:

<http://www.idi.ntnu.no/grupper/su/joingame/wiki/lib/exe/fetch.php?id=open%3Anyheter&cache=cache&media=open:120202-norsk-spillbransje.pdf>

Jørgensen, K. (2007). "The Norwegian Gaming Situation. A Report of Gaming Communities and the Present Gaming Market". *Entertainment & Devices Division*, Microsoft Norway.

Jørgensen, K. (2003). "Et nytt nettbasert kurstilbud ved Institutt for Medievitenskap, UiB. Rammer og forslag til gjennomføring". *Department of Media Studies*, University of Bergen.

Public dissemination:

Articles and features in magazines:

Jørgensen, K. (2011). "The User Interface Continuum: A Study of Player Preferences". Feature, *Gamasutra. The Art and Business of Making Games*, Apr 12. Available:

http://www.gamasutra.com/view/feature/6346/the_user_interface_continuum_a.php

Jørgensen, K. (2009). "Vi spiller ikke alene". In *Minerva* 3/2009. Available: <http://www.minerva.as/2009/09/25/vi-spiller-ikke-alene/>

Jørgensen, K. (2005). "Den andre spilleren. Questing for en eller questing for flere?", in *X6.no*, Feb 14. Available: <http://x6.no/art/10475.html#31132>

Jørgensen, K. (2005). "Lyd i spill, er det noe viktig da? Fra blipp-blopp til realisme", in *X6.no*, Jan 10. Available: <http://x6.no/art/10324.html>

Jørgensen, K. (2004). "Terneingkast og spillkategorier. Hva ligger bak spillanmeldelsene?", in *X6.no*, Dec 13. Available: <http://x6.no/art/10238.html>

Jørgensen, K. (2004). "En spillanmelders rolle", in *X6.no*, Nov 22. Available: <http://x6.no/art/10158.html>

Jørgensen, K. (2003). "Filmregulering – et innlegg i dataspilldebatten", in *ITpro.no*, Oct 4. Available: <http://itpro.no/art/4366.html>

Commentaries:

Jørgensen, K. (2010). "En fremtid for norsk dataspillforskning?" Commentary, *Aftenposten*, Nov 16.:

<http://www.aftenposten.no/meninger/debatt/article3906267.ece>

Jørgensen, K. (2008). "Dataspill som aktivitet – eller som avhengighet?". Commentary, *Dagbladet.no*, Jan 18. Available: <http://www.dagbladet.no/kultur/2008/01/18/524237.html>

Blog posts:

Jørgensen, K. (2011). "Har dataspill noe å tilføre den offentlige debatt?" Blog post, *Spillpikene.no*, Jun 30. Available: <http://spillpikene.no/2011/06/30/har-dataspill-noe-a-tilfoere-den-offentlige-debatt/>

Jørgensen, K. (2011). "Press Play on Tape". Blog post, *Spillpikene.no*, May 24. Available: <http://spillpikene.no/2011/05/24/press-play-on-tape/>

Jørgensen, K. (2011). "Man godtar det fordi man ikke kunne spilt spillet uten" En studie av brukergrensesnitt i dataspill". Blog post, *Forskning.no*, May 12. Available: <http://www.forskning.no/blog/spillforsk/288197>

Jørgensen, K. (2011). "Haven & Hearth: svensk overlevelsessimulator i ingenmannsland". Blog post, *Spillpikene.no*, Apr 7. Available: <http://spillpikene.no/2011/04/07/haven-and-hearth-%E2%80%93-svensk-overlevelsessimulator-i-ingenmannsland/>

Jørgensen, K. (2011). "Trenger en dataspillforsker selv å spille?" Blog post, *Forskning.no*, Feb 7. Available: www.forskning.no/blog/spillforsk/278450

Jørgensen, K. (2010). "Fremtid for norsk spillforskning?" Blog post at *Forskning.no*, Oct 31: <http://www.forskning.no/blog/spillforsk/269359>

Jørgensen, K. (2010). "Minecraft. En verden for den kreative utforskeren". Blog post at *Forskning.no*, Aug 30: <http://www.forskning.no/blog/spillforsk/258877>

Jørgensen, K. (2009). "Med ny tro på spillfortellinger". Blog post at *Forskning.no*, Nov 16.: <http://www.forskning.no/blog/spillforsk>

Jørgensen, K. (2009). "Hamlet on the Holodeck revisited?" ". Blog post at *Forskning.no*, Sep 9.: <http://www.forskning.no/blog/spillforsk/228653>

Jørgensen, K. (2009). "Spillkritikk vs. Spillanmelderi. En kommentar fra sidelinjen". ". Blog post at *Forskning.no*, Jun 26: <http://www.forskning.no/blog/spillforsk/224206>

Jørgensen, K. (2009). "Ny spillteknologi – til glede for hvem?" ". Blog post at *Forskning.no*, Apr 4: <http://www.forskning.no/blog/spillforsk/216367>

Jørgensen, K. (2009). "I dataspilletts vugge". Blog post at *Forskning.no*, Feb 6: <http://www.forskning.no/blog/spillforsk/209560>

Jørgensen, K. (2008). "Vet spillkarakteren at den blir kontrollert?". Blog post at *Forskning.no*, Dec 6: <http://www.forskning.no/blog/spillforsk/203441>

Jørgensen, K. (2008). "Kan spillere bidra til spillforskningen?" ". Blog post at *Forskning.no*, Oct 14: <http://www.forskning.no/blog/spillforsk/197806>

Invited talks, guest lectures, panels

- "Spillanalyse etter 22.juli" Guest lecture, *MEVI103. Medietekster: teori og analyse*, Bergen, Oct 4, 2010
- "Spill og film". Invited presentation, *Press Play on Tape*, Cinemateket, Bergen, May 21, 2011.

- "Games and the Human Condition". Invited presentation, *Art of Games*, NTNU, Mar 12, 2011.
- "Hvordan kan spillforskningen støtte spilldesign i praksis". Trial lecture, Södertörns Högskola, Mar 15, 2011.
- "Strukturer og relasjoner i spillindustrien. Norske og internasjonale forhold." Guest lecture, *MEVI101. Medier: institusjoner og historie*. University of Bergen, Mar 2, 2011
- "Onlinespill". Guest lecture, *INFO 114: Den sosiale veven*. University of Bergen, Feb 28, 2011.
- "Fiksjon og usability. Om forholdet mellom spillverdenen og grensesnittet". *Högge seminarium*, Södertörn Högskola, Dec 3, 2010.
- "En komparative analyse av spillmekanikk". Workshop, *Spelcirkel*, Södertörn Högskola, Dec 2, 2010.
- "Lyd og musikk i dataspill - estetikk og funksjon." Invited presentation at *Joingame: Workshop XI*, Trondheim, Nov 24, 2010
- "Kan dataspill gjøre livet mer meningsfylt?" Member of discussion panel, *Sørlandet*. Oct 4, 2010.
- "Spillanalyse." Guest lecture, *MEVI103. Medietekster: teori og analyse*, Bergen, Sept 28, 2010
- "Kunsten i dataspill". Invited lecture, *Studentersamfunnet i Bergen*, Sept 15, 2010
- "Dataspill: the next level". Member of discussion panel, *Joingame workshop 9*, Oslo kongressenter, Jun 9, 2010 (With Rannveig Virik, Håvard Stene Skjærvik, Jørgen Tharaldsen, Roger Solheim and Kaja Hench Dyrlye)
- "Spillbransjen: nasjonale og internasjonale forhold." Guest lecture, *Spilldesign, NITH*, Oslo, Apr 26, 2010
- "Strukturer og relasjoner i spillindustrien. Norske og internasjonale forhold." Guest lecture, *MEVI101. Medier: institusjoner og historie. University of Bergen*, Jan 24, 2010
- "Musikk møter spill". Invited talk at *Bergen Media By*, Bergen, Norway, Nov 25, 2009
- "Dataspill. Estetiske og sosiale aspekter". Invited talk at *Norges Kulturråd (Arts Council Norway)*, Oslo, Norway, Nov 23, 2009
- "Strukturer og relasjoner i spillindustrien. Norske og internasjonale forhold." Guest lecture, *MEVI101. Medier: institusjoner og historie. University of Bergen*, Jan 28, 2009
- "Forskning ved UiB". Invited presentation at *Joingame: Workshop 2.0*, Trondheim, Jan 25, 2008
- "Gaming som livsstil". Invited presentation at the *Ung 3.0 conference*, Sandefjord, Oct 10, 2007
- "Lydens rolle i dataspill. Guest lecture, *Årskurs i lyd, lydbehandling og kunstuttrykk. Notam*, Oslo, Norway. Mar 20, 2007
- "The Computer Game as Soundscape". Guest lecture, *The Sound of Media*, Københavns Universitet, Mar 6, 2007
- Lyddesign II: Lydens funksjon i computerspill". Lecture, *Intensivkursus i Computerspilsudvikling, DADIU (Danish National Academy of Digital, Interactive Entertainment)*, University of Copenhagen. Mar 9, 2006
- "Musikk og lyd i dataspill". Invited presentation at *Förföriska ljud, University of Lund*, Jan 27, 2006
- "Mediernes lyd". Guest lecture at *Ulige Onsdage. University of Copenhagen*, Oct 6, 2004.

Teaching

Course coordination:

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| Aut. 2011 | • <i>INFOMEVI 201: Medieteknologi, kultur og samfunn</i> , BA level (Lecturer), Department of Information Science and Media Studies, University of Bergen |
| Spring 2011 | • <i>MEVI 102: Medienes publikum: mediebruk og meningsdanning</i> , BA level (Lecturer), Department of Information Science and Media Studies, University of Bergen
• <i>DIKULT 304: Seminar in digital culture: "Time Machine"</i> , MA level (Substitute Lecturer), Department of Linguistic, Literary and Aesthetic Studies, University of Bergen |
| Spring 2010 | • <i>INFOMEVI 345: Computer Games and Computer Game Cultures</i> , MA level (Lecturer), Department of Information Science and Media Studies, University of Bergen |
| Spring 2008 | • <i>INFOMEVI 345: Computer Games and Computer Game Cultures</i> , MA level (Lecturer), Department of Information Science and Media Studies, University of Bergen |
| Spring 2006 | • <i>Sound and Music in Computer Games</i> , MA level (Lecturer), Department of Media, Cognition and Communication, University of Copenhagen |
| Aut. 2005 | • <i>Computerspillers lyd og musikk</i> , MA level (Lecturer), Department of Media, Cognition and Communication, University of Copenhagen
• Supervisor of BA theses on game and film analysis, Department of Media, Cognition and Communication, University of Copenhagen |
| Spring 2003 | • <i>Medier: institusjoner og historie</i> , BA level (Teaching Assistant), Department of Information Science and Media Studies, University of Bergen |
| Spring 03 | • <i>Medietekster: teori og analyse</i> , BA level (Teaching Assistant), Department of Information Science and Media Studies, University of Bergen |
| Autumn 02 | • <i>Medietekster: teori og analyse</i> , BA level (Teaching Assistant), Department of Information Science and Media Studies, University of Bergen |

Supervision:

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| 2008-2010 | • Co-supervisor: Mogen, E. Master, Information Science, University of Bergen |
| 2008-2009 | • Supervisor: Myklebust, H. Master, Media Studies, University of Bergen. |
| 2007-2008 | • Co-supervisor: Westerlund, M.H. Master, Media Studies, University of Bergen. |
| 2005 | • Supervisor: 5 BA theses, computer games analysis and film analysis, Copenhagen University |

Research support

- 2011 • **Norsk Faglitterær Forfatterforening (NFF)** (The Norwegian Non-Fiction Writers Association) (NOK 100 000)
Four months economic support for the book project *Gameworld Interfaces*.
- 2008-2010 • **Rådet for Anvendt Medieforskning (RAM)** (The Council of Applied Media Research) (NOK 170 000)
Economic support for the project "The Norwegian game industry: A qualitative study"
- 2008-2010 • **Norges Forskningsråd** (The Research Council of Norway) (NOK 2 081 000)
Full economic support for an individual postdoctoral research project for 2.5 years.
- 2004-2007 • **Faculty of Humanities, University of Copenhagen**
Full economic support as a PhD fellow for 3 years.

Stays abroad

- Dec 10 • **Visiting scholar** at Communication, Media and ICT, Södertörn Högskola, Sweden
- Jan 10 • **Visiting scholar** at Center for Computer Games Research at ITU Copenhagen, Denmark
- Feb-May 09 • **Visiting postdoctoral fellow** at Singapore-MIT Gambit Game Lab, Comparative Media Studies, Massachusetts Institute of Technology (MIT), Mass., USA
- Feb 04-Jan 07 • **Ph.D. fellow** in Film and Media Studies, the Department of Media, Cognition and Communication, University of Copenhagen, Denmark
- Jan-June 99 • **Exchange student**, English, the Norwegian Study Centre, University of York, UK

Collaboration

- 2011- • West Norway network for ICT and media
- 2009- • *The Culture of Ubiquitous Information*. Nordic research network based at University of Copenhagen
- 2007- • *The Truants*. Interdisciplinary European research network in *World of Warcraft*
- 2007-2010 • *DigiCult: Democracy and the Digitisation of Audiovisual Culture*. Internationally networked research group based at University of Bergen
- 2007- • *Joingame: Norwegian resource network for computer games*. National network for computer game research, development, and education based at NTNU

Service and administration*Reviewing:*

- 2011 • Reviewer, *The 6th Philosophy of Computer Games Conference*. Madrid, Spain.
- 2011- • Reviewer, *Games and Culture. A Journal of Interactive Media*.
- 2011 • Reviewer, *Siggraph 2011*, Vancouver, Canada
- 2010- • Reviewer, *Simulation & Gaming: An International Journal of Theory, Practice and Research* .
- 2010 • Reviewer, *IR 11.0 Conference - Sustainability, participation, action*. Gothenburg.
- 2010 • Reviewer, *The 5th Foundations for Digital Games Conference*, Monterey, California, USA.
- 2010- • Reviewer, *Eludamos: Journal of Computer Game Culture*.
- 2009- • Reviewer, *IADIS International Conference: Game and Entertainment Technologies 2009 (GET)*
- 2007- • Reviewer, *Gamestudies: The International Journal of Computer Games Research*.
- 2007 • Reviewer, *DIGRA 2007: Situated Play Conference*, University of Tokyo, Japan.

Boards and committees:

- 2012- • Head of Teaching, Department of Information Science and Media Studies, University of Bergen
- 2012 • Jury member, game award: *Gullstikka 2012*.
- 2011 • Member, the Education Programme Council for Media Studies, University of Bergen
- 2011 • Programme committee member, *Nordiske Mediedager*, Bergen
- 2010 • Jury member, art exhibition: *PRESS PLAY – kunsten i dataspill*, Permanenten the West Norway Museum of Decorative Art.
- 2010 • Member, the Equality Committee, University of Bergen.
- 2010 • Member, Department of Information Science and Media Studies Board. University of Bergen
- 2010 • Deputy member, the Committee for Employment at the Faculty of Social Sciences, University of Bergen
- 2009- • Board member, Joingame, the Norwegian network for research and development of digital games.
- 2009 • Deputy member, Department of Information Science and Media Studies Board. University of Bergen
- 2009 • Deputy member, The Social Sciences Faculty Board. University of Bergen
- 2008 • Member of evaluation committee, PhD position at the University College of Nord-Trøndelag.
- 2008 • Member, evaluation group for the development of a humanities oriented education programme for computer games at the Norwegian University of Science and Technology.
- 2002-2003 • Board member, *Studentenes Spillforening* (The Students' Game Association), Bergen.

Conference organization:

- 2011 • Area chair, full paper track, "New technology and interaction methods", *DiGRA 2011*.

- 2010 • Chair, *Games: Design and Research Conference*, University College of Volda/University of Bergen.
- 2005 • Co-organizer, *Musikken i Medierne – Mediernes Musik*. Research seminar, University of Copenhagen.
- 2002 • Volunteer, *Nordiske Mediedager*, Bergen.

Other:

- 2003-2007 • Game reviewer, *X6.no*.
- 2001 • Acting editor, *Samviten*, the Faculty of Social Sciences student magazine, University of Bergen.
- 1999-2001 • Journalist, *Samviten*, the Faculty of Social Sciences student magazine, University of Bergen.

Courses and Certificates

- 2011 • Course in university pedagogics: *Basismodul*, 10 ECTS. University of Bergen
- Course in Academic English, 13 weeks. University of Bergen
- 2002 • Pedagogical course for student assistants, 2 days. University of Bergen.
- 1998 • Course in English literature and culture at the Norwegian Study Centre, 3 weeks. University of York.