

## Julian Kücklich (Coleraine)

PhD student  
Centre for Media Research  
University of Ulster  
Coleraine  
UK

Julian Kücklich is PhD student at the Centre for Media Research, University of Ulster, Coleraine.

He holds lectures about the sociality, ethics, transculturality as well as philology of mediasphere (especially of computer games) at the University of Saarbrücken, Germany and at several colleges in Berlin.

### Main Research and Ongoing Projects

Julian Kücklich's main interests are the sociality, ethics, transculturality as well as philology of mediasphere (especially of computer games).

His doctoral thesis on play and work in digital games production was submitted in October 2007.

Since 2000 he has published numerous articles on the aesthetics, semiotics, and rhetorics of digital games (see below).

### Curriculum Vitae

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| 2004 | PhD student at the Centre for Media Research, University of Ulster, Coleraine                                 |
| 2003 | Masters degree on computer game philology in German Literature at the Ludwig-Maximilians-University in Munich |

### Major Publications

#### Articles

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| 2007 | "Homo ludens- cheating as a methodological tool in digital games research," in: <i>Convergence</i> , vol. 13, no. 4, pp. 355-367.   |
| 2007 | "From <i>adventure</i> to <i>everquest</i> - narrative strategies in computer games now and then." In: <i>Anglistik</i> , vol. 18, no. 2, pp. 121- 140.   |
| 2007 | "Wallbacks and aimbots. How cheating in computer games changes the perception of gamespace," in: <i>Space time play, computer games, architecture, and urbanism</i> . Von Borries, Friedrich; Walz, Steffen P. and Matthias Böttger (eds.), Basel: Birkhäuser, pp. 118-121. |
| 2006 | "Literary theory and digital games" in: <i>Understanding digital games</i> . Rutter, Jason and Jo Bryce (eds.), London: Sage, pp. 95-111.   |
| 2005 | "From interactivity to playability. Why digital games are not interactive." In: <i>Digital Gameplay. Essays on the nexus of game and gamer</i> . Nathan Garrelts (ed.), Jefferson (N.C.): Mc Farland, pp. 232-247.  |