

Notes about Authors

Caterina Antonopoulou – media artist, engineer and researcher. She is currently an adjunct lecturer of interactive art in the department of Digital Arts and Cinema of the University of Athens. Caterina holds a PhD in Media Art from the University of the Aegean, a master's in Digital Arts from the Pompeu Fabra University of Barcelona and a diploma in Computer Engineering from the National Technical University of Athens.

email: cat-ant@dcarts.uoa.gr

ORCID: 0000-0002-0061-2627

Natalia Arsenopoulou – graphic designer; in 2015 she received her M.A. in Graphic Arts and Multimedia from the Hellenic Open University (Department of Applied Arts). In 2010 she received her B.A. in Graphic Design from the Faculty of Fine Arts and Design, Athens University of Applied Sciences. Since 2007, she has been working as a graphic designer and visual artist, having collaborated in a variety of projects. Currently she is a PhD candidate in the Department of Faculty of Communication and Media Studies of NKUA, researching non-linear immersive narratives and digital storytelling, visual design and user experience for VEs. She has teaching experience in graduate and postgraduate programs on the topics of visual design and digital storytelling.

email: natarsen@media.uoa.gr

ORCID: 0000-0002-6084-7487

Fabrizio Cali – commercial career spanning over 20 years as a graphic designer, illustrator, 2D/3D animator, 3D modeller and rigger, motion graphic artist and post-production artist. His output over the years has ranged from illustrated books, marketing materials, numerous animated television commercials, program jingles and associated graphics, compositing, and architectural visualisations. In 2010 his main focus shifted to graphics for video games and board games as a founding member of Might Box Games. Fabrizio started lecturing at the Department of Digital Arts, Faculty of Media & Knowledge Sciences, University of Malta, in 2011 and is a visiting lecturer in a variety of study units, with a focus on Illustration, Animation, 3D and VR/AR. In 2019 he started to pursue a Practice-Based and Practice-Led Doctoral Degree with a focus on VR and Design Considerations in Serious

Games, under the supervision of Professor Vince Briffa. As a part-time Research Officer since 2020, Fabrizio also helps to manage and implement projects in the MAKS Immersion Laboratory, which houses various VR and AR-related technologies, and the SIntegraM C.A.V.E.

email: fabrizio.cali@um.edu.m

ORCID: 0009-0006-1555-6118

Dr Adnan Hadziselimovic – currently working as a resident academic in the Department of Digital Arts, at the Faculty of Media and Knowledge Sciences, University of Malta. Hadzi has been a regular at Deckspace Media Lab for the last decade, a period over which he has developed his research at Goldsmiths, University of London, based on his work with Deptford.TV. It is a collaborative video editing service hosted in Deckspace's racks, based on free and open source software, compiled into a unique suite of blog, film database and compositing tools. Hadzi is co-editing and producing the *after.video* video book, exploring video as theory, reflecting upon networked video, as it profoundly re-shapes medial patterns (YouTube, citizen journalism, video surveillance etc.). A thorough multi-faceted critique of media images that takes up perspectives of practitioners, theoreticians, sociologists, programmers and artists, presenting a publication which reflects upon video from a theoretical perspective. Hadzi's documentary film work tracks artist pranksters *The Yes Men* and *!Mediengruppe Bitnik* Collective. Bitnik is a collective of contemporary artists working on and with the internet. Bitnik's practice expands from the digital to affect physical spaces, often intentionally applying loss of control to challenge established structures and mechanisms. Bitnik's works formulate fundamental questions concerning contemporary issues.

email: adnan.hadziselimovic@um.edu.mt

ORCID: 0000-0001-6862-6745

Katarzyna Kopec – PhD; she earned her doctoral degree from the Jagiellonian University (Poland) exploring non-state cultural funding within the corporate social responsibility concept. At present, she is working at the Institute of Culture at the Jagiellonian University, where she teaches undergraduate and graduate students and conducts research in the area of creative industries, cultural policy and cultural policy evaluation.

email: katarzyna.kopec@uj.edu.pl

ORCID: 0000-0002-2426-0275

Małgorzata Kotlińska – PhD Eng.; assistant professor and executive producer of about 200 short films produced annually as part of the teaching programme of the Łódź Film School. Researcher and author of scientific articles in the field of management and quality sciences as well as cinematography. Laureate of the distinguished doctoral dissertation about contemporary methods of

managing a film project. Lecturer at the Faculty of Management at the University of Lodz and the Faculty of Film Art Organization Department at the Łódź Film School. Currently preparing a monograph on *Agile in Film: The Use of Concepts in the Management of a Film Project*.

email: malgorzata.kotlinska@wz.uni.lodz.pl

ORCID: 0000-0003-4160-7362

Marta Materska-Samek – PhD; works at the Jagiellonian University as researcher, and academic teacher of entrepreneurship, culture economics, strategy of media organizations, and project management. Author of reports and publications on cinema, children’s film market and tools for financing culture, among others. Furthermore, she is the Interim Director for Education at EIT Culture & Creativity and Chair of the Working Group on National Smart Specialisation no. 12 Creative Industries. Project manager of Strategic Partnership on “Experience and immersive technologies – from creative practice to educational theory”. She is also listed as expert of the Polish National Center for Research and Development, the National Agency for Academic Exchange and the National Agency of the Erasmus+ Programme.

email: m.materska-samek@uj.edu.pl

ORCID: 0000-0002-4432-0933

Wojciech Olchowski – doctoral student in immersive media directing at the Łódź Film School, Poland, and a guest doctoral student in immersive media production at the Film University Babelsberg in Potsdam, Germany. Research and teaching the basics of immersive media (360 degree films and VR – virtual reality experiences). Website – <http://olchowski.info>.

email: wojciech.olchowski@gmail.com

ORCID: 0000-0002-3731-6485

Penny Papageorgopoulou – computer scientist, visual artist and new media scholar currently engaged in doctoral research on embodied computing. Her scientific interests include posthumanism, embodied computing, the broader field of human-computer interaction, as well as the design, development, and evaluation of immersive systems. She is a PhD candidate at the Department of Communication and Media Studies of National and Kapodistrian University of Athens. In 2015, she received her MSc. in Digital Communication Media and Interactive Environments from the National and Kapodistrian University of Athens. In 2008, she received her BSc. in Telecommunications Science and Technology from the University of Peloponnese. She is a member of the Spatial Media Research Group.

email: pennypapageorgopoulou@gmail.com

ORCID: 0000-0002-4354-3297

Krzysztof Pijarski – Prof.; Head of the Visual Narratives Laboratory (vnLab) at the Łódź Film School. He is also, together with Katarzyna Boratyn, responsible for the Interactive Narratives Studio. Pijarski is an artist working mainly with photography, as well as a lecturer, and art historian. Recipient of a Fulbright Junior Research Grant at Johns Hopkins University (2009–2010), and grants, among others, from the Polish Minister of Science and Higher Education, the Minister of Culture and National Heritage, and the Shpilman Institute of Photography. Headed and participated in grants from the Polish Minister of Science and Higher Education, the National Science Centre, and the National Programme for the Development of Humanities. Author of *Archeologia modernizmu. Michael Fried i nowoczesne doświadczenie sztuki* [An Archeology of Modernism. Michael Fried, Photography, and the Modern Experience of Art] (2017), as well as of: *Allan Sekula / Thomas Struth* [The (Post)Modern Fate of Images] (2013). Edited the volumes *Object Lessons: Zofia Rydet's "Sociological Record"* (2017) and *The Archive as Project* (2011). A collection of his translations of essays by Allan Sekula was published by the Warsaw University Press in 2010. Participant of PLAT(T)FORM 2012 at the Fotomuseum Winterthur. His project, *Lives of the Unholy* (2009–2012), was presented at C/O Berlin. Editor at “View. Theories and Practices of Visual Culture”.

email: kpijarski@filmschool.lodz.pl

ORCID: 0000-0002-7121-3607

Lidia Pokrzycka – university professor at the Institute of Social Communication and Media Sciences of Maria Curie-Skłodowska University. She specializes, among others, in public relations, media economics, media education, and ICT. She has been implementing grants, including Norway Grants (FSS) – Norway and Iceland, European Center for the Development of Vocational Training (Ireland), Europlanet's RI 2020 expert exchange (Greece), NAWA (Belgium), TCA Erasmus (Slovenia). She is a National Foundation Archimedes scholarship holder in Estonia, as well as Eduinspirator 2019 of the Foundation for the Development of the Education System, granted for the implementation of international didactic and scientific projects and implementation of innovative didactic methods. Certified e-teacher, e-methodologist, e-learning expert of the Academic E-learning Association.

email: lidia.pokrzycka@mail.umcs.pl

ORCID: 0000-0003-3796-3030

Filip Gabriel Pudło – PhD; graduated from the Warsaw University of Technology and from the Łódź Film School at the Department of Cinematography and Television Production. He creates video works, generative art, audiovisual experiences, and virtual productions. Author of the monograph *Bruszewski. Generative Art*. Assistant professor at the Łódź Film School. He lives and works in Warsaw and Łódź.

email: filipgabrielpudlo@gmail.com

ORCID: 0000-0002-1415-1964

Charalampos Rizopoulos – assistant professor at the Department of Digital Arts and Cinema, National and Kapodistrian University of Athens. He holds a PhD on interaction design for virtual environments from the Department of Communication and Media Studies, National and Kapodistrian University of Athens. His research interests lie primarily in immersive media and technologies, new media and computer games, and interaction design for immersive virtual reality and mobile platforms. He has authored and co-authored several publications in journals, edited books, and conference proceedings and has participated in several research and artistic production projects.

email: c_rizopoulos@dcarts.uoa.gr

ORCID: 0000-0002-7835-0241

Szymon Wigienka – PhD student in media and communication studies at Nicolaus Copernicus University in Toruń. He is mostly interested in the issues of governance and discourses of disinformation and alternative social media. He is working on a PhD thesis in which he seeks to provide critical insight into the Polish media debate on various anti-disinformation initiatives.

email: szymon.wigienka@doktorant.umk.pl

ORCID: 0000-0002-4769-5458

Anita Uchańska-Bieniusiewicz – dr, assistant professor in the Department of Strategy at Kozminski University. She received her PhD in media management from the University of Warsaw in 2011. Research interests: media management and media economics, strategies and business models.

email: auchanska@kozminski.edu.pl

ORCID: 0000-0002-4445-0420