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Website	federicoalvarez.com	
Birth date	May 4, 1983	
Nationality	Argentinian/German	
Research interests	Media theory, digital culture, game studies, virtual reality, history and philosophy of art, time perception, theory of play, cognitive science	

EDUCATION

05/ 2013 – 07/2018	Ph.D. in Media Studies at the Institute of Media Culture and Theatre of the University of Cologne and the Cologne Game Lab of the TH Köln – University of Applied Sciences, Germany. Topic: Time in Video Games. Grade: summa cum laude (0,0)
08/2014	Participation in the 2014 European Summer School in Game Research at Utrecht University, The Netherlands
03/ 2010 – 02/ 2011	Postgraduate degree in Media Art Theory at the Universidad Nacional de Córdoba, Argentina. Title: Posgraduado en Artes Mediales
03/ 2004 – 10/ 2010	Degree in Audiovisual Communications at the Universidad Blas Pascal, Córdoba, Argentina. Title: Licenciado en Comunicación Audiovisual
03/ 2003 – 06/ 2010	Degree in Visual Arts at the fine arts academy Dr. José Figueroa Alcorta, Córdoba, Argentina. Title: Técnico Superior en Artes Visuales

ACADEMIC WORK EXPERIENCE

03/2019 – today	Postdoctoral Researcher at the Institute for Frontier Areas of Psychology and Mental Health in Freiburg, Germany, in the context of the EU-funded project VIRTUALTIMES: https://virtualtimes-h2020.eu/ Research topic: Time perception in virtual environments
10/ 2015 – 02/2019	Research assistant (Wissenschaftlicher Mitarbeiter) at the Cologne Game Lab, TH Köln – University of Applied Sciences, Germany. Responsibilities: program management, student counseling, thesis supervision, coordination of entrance examination, organization of lectures, workshops, and conferences
04/ 2013 – 12 / 2015	Research assistant at the Department of Media Culture and Theatre of the University of Cologne, Germany. Responsibilities: student counseling, organization of lectures, workshops, and summer schools

TEACHING EXPERIENCE

03/ 2015 – 02/ 2019	Co-lecturer at the Cologne Game Lab with Profs. Freyermuth, Guardiola, and Diemer. Teaching areas: game studies, play studies, game design, media studies, narratology
03/ 2018 – 07/ 2018	Lectureship at the Department for Media Studies of the Ruhr-Universität Bochum, Germany. Seminar on video games as an art form. Teaching areas: game studies, philosophy of art
05/ 2018	Lecturer of the seminar/workshop <i>Hackers: The Playful Revolution</i> on the representations of the hacker ethics in video games at the Cologne Game Lab, Germany
04/ 2017 – 07/ 2018	Lectureship at the ifs (international film school), Cologne, Germany. Teaching areas: media studies, media history, film, adaptation
10/ 2015 – 02/ 2016	Co-lecturer in seminar <i>Game Studies at the Museum</i> at the University of Cologne in the context of the homonymous conference (see section Event Organization). Teaching areas: media studies, philosophy of art, game studies
06/ 2015	Lectureship of the block seminar <i>Time and Virtual Space in Video Games</i> at the Department of Media Studies and Theater of the University of Cologne, Germany. Teaching areas: game studies, media studies, time perception
08/ 2013	Co-lecturer in Game Studies seminar at the Santander Summer School, University of Cologne. Teaching areas: game studies
03/ 2010 – 07/ 2010	Teaching assistant in Contemporary Art History seminar at the Blas Pascal University, Córdoba, Argentina. Teaching areas: Introduction to modern and contemporary art history
04/ 2008 – 11/ 2009	Teaching assistant in Modern and Contemporary Art History seminar at the school of visual arts Dr. José Figueroa Alcorta, Córdoba, Argentina. Teaching areas: modern and contemporary art history

PUBLICATIONS

In press	Alvarez Igarzábal, F. Art, Video Games, and the Comeback of Human Nature. <i>Leonardo Electronic Almanac</i> , MIT Press. Preprint
2021	Alvarez Igarzábal, F., Hruby, H., Witowska, J., Khoshnoud, S., & Wittmann, M. What Happens While Waiting in Virtual Reality? A Comparison Between a Virtual and a Real Waiting Situation Concerning Boredom, Self-Regulation, and the Experience of Time. <i>Technology, Mind, and Behavior</i> , 2(2). https://doi.org/10.1037/tmb0000038 Rutrecht, H., Wittmann, M., Khoshnoud, S., & Alvarez Igarzábal, F. Time Speeds Up During Flow States: A Study in Virtual Reality with the Video Game Thumper. <i>Timing & Time Perception</i> , 9(4), 353–76. https://doi.org/10.1163/22134468-bja10033
2020	Alvarez Igarzábal, F. Experiencing the Passage of Time in Video Games. <i>Proceedings of the 13th Philosophy of Computer Games Conference</i> . St. Petersburg, October 2019.
2019	Alvarez Igarzábal, F. Debus, M. S., Maughan, C. L. (Eds.). <i>Violence Perception Video Games. New Directions in Games Research</i> . Bielefeld: transcript

- Alvarez Igarzábal, F. *Time and Space in Video Games: A Cognitive-Formalist Approach*. Bielefeld: transcript
- Alvarez Igarzábal, F. En el Laberinto del Tiempo. El Videojuego y la Evolución de la Narrativa. (In the Time Labyrinth. Video Games and the Evolution of Narrative.) *Cuaderno del Centro de Estudios en Diseño y Comunicación de la Universidad de Palermo* 98
- 2017 Alvarez Igarzábal, F. (2017b). Marshmallows and Bullets. In Clash of Realities (Ed.), *Clash of Realities 2015/16. On the Art, Technology, and Theory of Digital Games*, 217-34. Bielefeld: transcript Verlag
- Alvarez Igarzábal, F. Bits to the Big Screen: Zur Filmadaption des Computerspiels Resident Evil. In J. Früh (Ed.), *Film-Konzepte* 46. Bernd Eichinger, 90-105. Munich: text+kritik
- 2016 Alvarez Igarzábal, F. The Groundhog Day Effect. Iterations in Virtual Space. In S. Höltgen & J. C. van Treeck (Eds.), *Time to Play. Zeit und Computerspiel*, 225-46. Glückstadt: Verlag Werner Hülsbusch

MEDIA PRESENCE

- 2021 Interview [Meet the members of VIRTUALTIMES](#). [English]
- Interview in the podcast [Meine Challenge: Ich werde Zockerin](#) [German]
- 2020 Interview for the Bell Ville Book Fair (Feria del Libro de Bell Ville), Argentina: [Conversatorio con Federico Alvarez Igarzábal](#) [Spanish]
- Interview in the podcast [Psychology 360: Flow States, Virtual Reality and Time Perception with Dr. Federico Alvarez](#) [English]

TALKS (SELECTION)

- 07/ 2021 Talk in symposium *Ordinary and Altered States of Time Consciousness*, International Conference on Time Perspectives, Vilnius, Lithuania
- 06/ 2021 [Flow and the Passage of Time in Video Games](#), invited talk at the IGPP Kolloquium, Freiburg, Germany
- 03/ 2021 *Be Kind, Respawn. Iteración y Paradoja en Mundos Virtuales*, panel Cuaderno de Game Studies de la Universidad de Palermo at the VIII Congreso Tendencias DC, Buenos Aires, Argentina
- 12/ 2020 *The Playing Mind*, Playfulness across Media workshop, School of Film, Media and Performing Arts, University for the Creative Arts (UCA), Farnham, England
- 06/ 2020
(cancelled due to pandemic) Talk in panel *Playing With Memory: Self, History, and Remembrance in Digital Games*, DiGRA 2020 conference, Tampere University, Finland
- 10/ 2019 *Experiencing the Passage of Time in Video Games*, Philosophy of Computer Games 2019 conference, St. Petersburg State University, Russia
- 08/ 2019 *Belief-Discordant Alief. A Common Denominator of Fiction and Non-Fictional Games*, DiGRA 2019 conference, Ritsumeikan University, Kyoto, Japan

06/ 2019	<i>The VIRTUALTIMES Project. Manipulating Time Perception with Virtual Reality for the Treatment of Psychopathologies</i> , IEEE GEM 2019, Yale University, New Haven, USA
10/ 2018	<i>Play, Alief, and Belief</i> , CEEGS 2018 conference, Film and TV School of the Academy of Performing Arts, Prague, Czech Republic
08/ 2018	<i>Marshmallows and Bullets. On the Aesthetics of Self-Control</i> , 4 th International Conference on Time Perspective, Nantes University, France
07/ 2018	<i>Cause, Effect, and Player-Centric Time</i> , DiGRA 2018 conference, Turin University, Italy
10/ 2017	<i>Marshmallows and Bullets. On the Aesthetics of Self-Control</i> , F.R.O.G. (Future and Reality of Games) conference, Vienna, Austria
03/ 2017	<i>Predictive Thinking in Virtual Worlds</i> , IT University, Copenhagen, Denmark
11/ 2016	<i>PhD Presentation: Time and Space in Video Games</i> , Clash of Realities 2016 conference, Cologne Game Lab, TH Köln, Germany
10/ 2016	<i>Be Kind, Respawn</i> , Extending Play 3 conference, Rutgers University, New Brunswick, USA
03/ 2016	<i>Iteration in Virtual Worlds</i> , Playing with Worlds/Worlds of Play workshop, a.r.t.e.s. Graduate School for the Humanities, University of Cologne, Germany
11/ 2015	<i>Predictive Thinking in Virtual Worlds</i> , Moving Images 2015 conference, University of Applied Sciences, Kiel, Germany
10/ 2015	<i>Be Kind, Respawn</i> , Meta-Games and Meta-Gaming workshop at the CEEGS 2015 conference, Jagiellonian University, Krakow, Poland
05/ 2014	<i>Time Perception in Video Games</i> , Utrecht University, Utrecht, The Netherlands
04/ 2014	<i>The Brain: A Missing Piece of the Puzzle</i> , AG-Games Workshop Cutting Edges and Dead Ends, Leuphana University, Lüneburg, Germany
07/ 2013	<i>User Generated: Level Editors and Mods</i> , [sic!] Summer School, University of Cologne, Germany

EVENT ORGANIZATION

2017 – 2019	Organization of the <i>Young Academics Workshop</i> at the Clash of Realities Conference, Cologne Game Lab, TH Köln, Cologne, Germany
11/ 2015	Organization of the conference <i>Game Studies at the Museum</i> at the MAKK for the Institute of Media Culture and Theater, Cologne, Germany
08/ 2013	Organization of the <i>Santander Summer School</i> at the University of Cologne, Germany
11/ 2008	Organization of the cycle of urban interventions on the topic of gender <i>Caracteres Comunes</i> for the Centro Cultural España-Córdoba, Córdoba, Argentina

EXHIBITED ART WORKS

04 – 07/ 2016	Digital photo Series <i>Spectator Mode</i> in exhibition <i>Going Beyond</i> at the a.r.t.e.s. <i>Kunstfenster</i> , University of Cologne
03 – 06/ 2014	Untitled drawing series at exhibition <i>A Party for Will!</i> at the MAKK, Cologne, Germany
08/ 2012	Individual exhibition <i>Mashups</i> of manipulated digital photography at the art gallery La Cúpula, Córdoba, Argentina
06/ 2010	Single-channel video series for the exhibition <i>Ciudad Sentida</i> at the Museo Emilio Caraffa, Córdoba, Argentina
06/ 2010	Individual exhibition <i>Reloj de Datos</i> at the art gallery La Cúpula, Córdoba, Argentina
03/ 2009	Interactive installation <i>Oxímoron</i> at the 2009 opening exhibition of the Chateau CAC contemporary art center, Córdoba, Argentina

RESEARCH GRANTS

06/ 2020	DAAD Kongressreisen grant to attend the DiGRA (Digital Games Research Association) 2020 conference at the University of Tampere, Finland (conference cancelled due to Coronavirus). Sum: 1.165,00 €
01/ 2020	DAAD German-Arab Transformation Grant: <i>Game Design and Geographical Information Systems: Exploring Roman History in Tunis</i> (follow-up to Oct. 2018 grant). Role: Co-applicant. Sum: 21.000,00 €
08/ 2019	DAAD Kongressreisen grant to attend the DiGRA (Digital Games Research Association) 2019 conference at the Ritsumeikan University in Kyoto, Japan. Sum: 2.195,00 €
01/ 2019	FET Proactive grant of the European Commission for project <u>VIRTU-ALTIMES</u> , Role: Postdoctoral researcher. Sum: 4.404.698,75 €
10/ 2018	DAAD German-Arab Transformation Grant: <i>CGL-ISAMM Strategic Planning Summit: Arab-German Game Development</i> . Role: Co-applicant. Sum: 2,780.00 €
03/ 2017	ERASMUS Staff Mobility Program grant for scientific staff exchange with IT University in Copenhagen, Denmark. Sum: 1.000,00 €

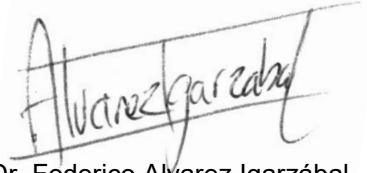
ACADEMIC SELF-ADMINISTRATION

10/ 2015 – 02/2019	As a research assistant at the Cologne Game Lab: <ul style="list-style-type: none"> - Organization of the application process (BA and MA) and participation in selecting committees - Program manager, BA in Digital Games - Member of MA and BA thesis evaluation committees - Coordination of Course Guidance student group for counseling prospective students - Coordinator of Student Life group for enhancement of campus life
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LANGUAGES

Spanish	Native speaker	Portuguese	Intermediate (B1)
English	Fluent (C2)	French	Beginner (A2)
German	Fluent (C2)		

Freiburg, October 7, 2021



Dr. Federico Alvarez Igarzábal