


## DR. FEDERICO ALVAREZ IGARZÁBAL

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Website	<a href="http://federicoalvarez.com">federicoalvarez.com</a>	
Birth date	May 4, 1983	
Nationality	Argentinian/German	
Research interests	Play, games, fiction, time perception, narratology, philosophy of art, philosophy of mind, psychology, cognitive science	

### EDUCATION

05/ 2013 – 07/2018	<b>Ph.D. in Media Studies</b> 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	<b>Participation</b> in the <a href="#">2014 European Summer School in Game Research</a> at Utrecht University, The Netherlands
03/ 2010 – 02/ 2011	<b>Postgraduate degree in Media Art Theory</b> at the Universidad Nacional de Córdoba, Argentina. Title: Posgraduado en Artes Mediales
03/ 2004 – 10/ 2010	<b>Degree in Audiovisual Communications</b> at the Universidad Blas Pascal, Córdoba, Argentina. Title: Licenciado en Comunicación Audiovisual
03/ 2003 – 06/ 2010	<b>Degree in Visual Arts</b> at the fine arts academy Dr. José Figueroa Alcorta, Córdoba, Argentina. Title: Técnico Superior en Artes Visuales

### ACADEMIC WORK EXPERIENCE

09/2022 – today	<b>Researcher &amp; Project Coordinator</b> at the Cologne Game Lab, TH Köln – University of Applied Sciences, Germany, in the Horizon Europe project <i>ISED</i> A (Innovative Solutions for Eliminating Domestic Abuse)
03/2019 – today	<b>Postdoctoral Researcher</b> at the Institute for Frontier Areas of Psychology and Mental Health in Freiburg, Germany, in the Horizon 2020 project <i>VIRTUALTIMES</i> : <a href="https://virtualtimes-h2020.eu/">https://virtualtimes-h2020.eu/</a> Research topic: Time perception in virtual environments
10/ 2015 – 02/2019	<b>Research assistant</b> 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	<b>Research assistant</b> at the Department of Media Culture and Theatre of the University of Cologne, Germany. Responsibilities: student counseling, organization of lectures and summer schools

**TEACHING EXPERIENCE**

01/2022 – today	<b>Lecturer</b> at the Cologne Game Lab: Academic Work seminar (M.A.)
03/ 2015 – 02/ 2019	<b>Co-lecturer</b> at the Cologne Game Lab of the Media and Game Studies seminars (M.A. & B.A.) with Prof. Freyermuth and the Game Design seminar (B.A.) with Prof. Guardiola and Prof. Diemer. Teaching areas: game studies, media studies, game design, narratology
03/ 2018 – 07/ 2018	<b>Lectureship</b> at the Department for Media Studies of the Ruhr-Universität Bochum, Germany. Seminar on video games as an art form (B.A.). Teaching areas: game studies, philosophy of art
05/ 2018	<b>Lecturer</b> 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	<b>Lectureship</b> at the ifs (international film school), Cologne, Germany. Teaching areas: media studies, media history, film, adaptation
10/ 2015 – 02/ 2016	<b>Co-lecturer in seminar</b> <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	<b>Lectureship</b> 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	<b>Co-lecturer</b> in Game Studies seminar at the Santander Summer School, University of Cologne. Teaching areas: game studies
03/ 2010 – 07/ 2010	<b>Teaching assistant</b> 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	<b>Teaching assistant</b> 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

**CAREER BREAKS**

08/2021 & 12/2021	Paternity leave
04/ 2022 – 09/ 2022	Paternity leave

**PUBLICATIONS**

In press	Alvarez Igarzábal, F. “Art, Video Games, and the Comeback of Human Nature.” <i>Leonardo Electronic Almanac</i> , MIT Press. ( <a href="#">Preprint</a> )
2023	Landeck, M., Alvarez Igarzábal, F., Unruh, F., Habenicht, H., Khoshnoud, S., Wittmann, M., Lugin, J.-L., & Latoschik, M.E. “Journey through a virtual tunnel: Simulated motion and its effects on the experience of time.” <i>Frontiers in Virtual Reality</i> 3:1059971. <a href="https://doi.org/10.3389/frvir.2022.1059971">https://doi.org/10.3389/frvir.2022.1059971</a>

- 2022  
 Aguilar, J., Alvarez Igarzábal, F., Debus, M. S., Maughan, C. L., Song, S. J., Vozaru, M., & Zimmermann, F. (Eds.). *Mental Health / Atmospheres / Video Games* (working title). Bielefeld: transcript.
- Chaumon, M., Rioux, PA., Herbst, S.K. et al. [including Alvarez Igarzábal, F.]. "The Blursday Database as a Resource to Study Subjective Temporalities During COVID-19." *Nature Human Behavior*. <https://doi.org/10.1038/s41562-022-01419-2>
- Khoshnoud, S., Alvarez Igarzábal, F., & Wittmann, M. "Brain–Heart Interaction and the Experience of Flow While Playing a Video Game." *Frontiers in Human Neuroscience* 16. <https://doi.org/10.3389/fnhum.2022.819834>
- 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." *Technology, Mind, and Behavior*, 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." *Timing & Time Perception*, 9(4), 353–76. <https://doi.org/10.1163/22134468-bja10033>
- 2020  
 Khoshnoud, S., Alvarez Igarzábal, F., & Wittmann, M. "Peripheral-physiological and neural correlates of flow experience while playing video games: a comprehensive review." *PeerJ* 8:e10520. <https://doi.org/10.7717/peerj.10520>
- Alvarez Igarzábal, F. "Experiencing the Passage of Time in Video Games." *Proceedings of the 13th Philosophy of Computer Games Conference*. St. Petersburg, October 2019.
- 2019  
 Alvarez Igarzábal, F. Debus, M. S., Maughan, C. L. (Eds.). *Violence / Perception / Video Games. New Directions in Games Research*. 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. "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.
- 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.

- Alvarez Igarzábal, F. "Predictive Thinking in Virtual Worlds: Video Games and the Bayesian Brain." In L. C. Grabbe, P. Rupert-Kruse, & N. M. Schmitz (Eds.), *Bildverstehen. Spielarten und Ausprägungen der Verarbeitung multimodaler Bildmedien*, 189-204. Darmstadt: BÜchner Verlag.
- 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.
- 2014 Alvarez Igarzábal, F. "Video Games as an Art Form. Thoughts on a Recurrent Debate and the Elusive Nature of Art." In *PAIDIA. Zeitschrift für Computerspielforschung*

### MEDIA PRESENCE (SELECTION)

- 2022 Interview in the podcast *Out of the Blank* [English]
- 2021 Interview in the podcast *Studying Pixels: Why are all games about time loops these days? (with Federico Alvarez Igarzábal)* [English]
- Interview in the podcast *Meine Challenge : Ich werde Zockerin* [German]
- 2020 Interview in the podcast *Psychology 360: Flow States, Virtual Reality and Time Perception with Dr. Federico Alvarez* [English]
- Article *Videojuegos: Del Trastorno a la Receta Contra la Ansiedad y el Aburrimiento* written with Adriana Amado for the Argentinian online magazine Red/Acción [Spanish]
- 2019 Article *How to Open a Time Portal* for Maize Magazine 7 [English]

### TALKS (SELECTION)

- 04/ 2022 *Time and Space in Video Games*, invited talk at the School of Visual Arts Dr. José Figueroa Alcorta, Córdoba, Argentina
- 10/ 2021 *Cause, Effect, and Player-Centric Time. Conflicts between Causal Intuition and Storytelling in Video Games*, RECONFIGURATIONS – New Narrative Challenges of the Moving Image. VI Narrative, Media and Cognition Conference, Lisbon Polytechnic Institute, Lisbon, Portugal
- 07/ 2021 Talk in symposium *Ordinary and Altered States of Time Consciousness*, International Conference on Time Perspectives, Vilnius, Lithuania
- 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 <i>Playing With Memory: Self, History, and Remembrance in Digital Games</i> , DiGRA 2020 conference, Tampere University, Finland
10/ 2019	<i>Experiencing the Passage of Time in Video Games</i> , Philosophy of Computer Games 2019 conference, St. Petersburg State University, Russia
08/ 2019	<i>Belief-Discordant Alief. A Common Denominator of Fiction and Non-Fictional Games</i> , 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 <sup>th</sup> 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**

2022	Co-organizer of the <i>Games &amp; Psychology</i> summit at the <i>Clash of Realities</i> conference, Cologne Game Lab, TH Köln, Germany
2019 – today	Program committee member, <i>DiGRA</i> (Digital Games Research Association) conference
2017 – 2019	Co-founder and co-organizer of the <i>Young Academics Workshop</i> at the <i>Clash of Realities</i> conference, Cologne Game Lab, TH Köln, Germany
2016 – 2019	Program board member, <i>Clash of Realities</i> conference, Cologne Game Lab, TH Köln, Germany.
11/ 2015	Co-organizer of the conference <i>Game Studies at the Museum</i> at the MAKK for the Institute of Media Culture and Theater, Cologne, Germany
11/ 2008	Co-organizer of the cycle of urban interventions on the topic of gender <i>Caracteres Comúnes</i> for the Centro Cultural España-Córdoba, Córdoba, Argentina

**RESEARCH GRANTS & AWARDS**

05/ 2022	Seal of Excellence award for the research proposal <i>The Playing Mind</i> submitted under the Horizon Europe Marie Skłodowska-Curie Actions call with the IT University of Copenhagen. Supervisor: Prof. Espen J. Aarseth. Role: Principal investigator
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 below). 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>VIRTUALTIMES</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 €

**APPOINTMENT PROCEDURE FOR PROFESSORSHIP**

03/2021	Second place in appointment procedure for the professorship in <i>Digital Narratives – Theory</i> at the ifs (internationale filmschule), TH Köln – University of Applied Sciences, Cologne, Germany
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**ACADEMIC SELF-ADMINISTRATION**

10/ 2015 – 02/2019

As a research assistant at the Cologne Game Lab:

- 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

**LANGUAGES**

Spanish

Native speaker

Portuguese

Intermediate

English

Fluent

French

Beginner

German

Fluent



Dr. Federico Alvarez Igarzábal

Cologne, January 16, 2023