

Curriculum Vitae

Personal information

Surname(s) / First name(s)	MORAN-NAE, Andrei (publishing as Andrei Nae)
E-mail	andrei.nae@lils.unibuc.ro
Nationality	Romanian
Date of birth	18.12.1989

Work experience

Dates	January 2025 – present
Occupation or position held	Postdoctoral Researcher in the research project “Ideological Functions of Popular Fiction in Postcommunist Romania” PN-IV-P2-2.1-TE-2023-1275
Main activities and responsibilities	Ideological critique of Romanian postcommunist paraliterature
Name and address of employer	Lucian Blaga University of Sibiu
Type of business or sector	Education and research
Dates	February 2023 – present
Occupation or position held	Associate Lecturer
Main activities and responsibilities	Course: Video Games as Art (MA in the Art of Game Design)
Name and address of employer	IL Caragiale National University of Theatre and Film, Bucharest
Type of business or sector	Education and research
Dates	October 2022 – present
Occupation or position held	Lecturer

Main activities and responsibilities	<p>Courses:</p> <ol style="list-style-type: none"> 1. Video Games and Cultural Identity (MA in British Cultural Studies) 2. Narrative Communication in Video Games (elective course, BA in English) 3. Ideology in post-1945 subaltern British fiction (elective course, BA in English) <p>Seminars:</p> <ol style="list-style-type: none"> 1. Post-1945 American literature 2. 20th-century and contemporary American literature 3. 20th-century British literature 4. Translations
Name and address of employer	English Department, University of Bucharest
Type of business or sector	Education and research
Dates	September 2020 – August 2022
Occupation or position held	Principal Investigator/Project Manager in the research project “Colonial Discourse in Video Games,” PD 54/2020 PN-III-P1-1.1-PD-2019-0898
Main activities and responsibilities	Postcolonial and postcommunist approaches to video games
Name and address of employer	Center for American Studies, University of Bucharest
Type of business or sector	Research
Dates	July 2017 – December 2019
Occupation or position held	Assistant Researcher/Key Expert in the research project “The circulation of Shakespeare’s texts in the South-Eastern Border,” 1/2017, PN-III- P4-ID- PCE-2016
Main activities and responsibilities	The adaptation of Shakespeare in new media and video games
Name and address of employer	Centre of Excellence for the Study of Cultural Identity, University of Bucharest
Type of business or sector	Research
Dates	September 2022 – present
Occupation or position held	German teacher
Main activities and responsibilities	Teaching German at primary-school level
Name and address of employer	EdVenture Language Centre
Type of business or sector	Education
Dates	October 2014 – September 2022
Occupation or position held	Assistant Lecturer

Main activities and responsibilities	Legal English (seminar) at the Faculty of Law (until 2021); Video Games and Cultural Identity (course), Introduction to the Study of Video Games as Narrative Media (course), Nineteenth- and Twentieth-Century American Literature (seminar), Twentieth-Century British Literature (seminar) at the English Department of the Faculty of Foreign Languages and Literatures, German for Beginners (seminar) at the German Department (2018)
Name and address of employer	University of Bucharest
Type of business or sector	Education
Period	October 2022 – July 2024
Occupation or position held	German Teacher
Main activities and responsibilities	Teaching German A1 level students
Name and address of employer	EdVenture Language Centre
Type of business or sector	Education
Period	October 2014 – July 2017
Occupation or position held	English and German Teacher
Main activities and responsibilities	Teaching English and German to course participants of various levels from beginner to advanced
Name and address of employer	Ariel Language Centre, University of Bucharest
Type of business or sector	Education
Dates	October 2012 – June 2023
Occupation or position held	German Teacher
Main activities and responsibilities	Teaching the German course at secondary school and high school level
Name and address of employer	“Scoala M.E.A.” Theoretical High-school
Type of business or sector	Education
Dates	October 2012 – September 2013
Occupation or position held	Translator
Main activities and responsibilities	From German into Romanian: 10 episodes of the talk-show <i>Glauben Einfach</i> ; From English into Romanian: 12 episodes of the talk-show <i>The Turning Point</i> .
Name and address of employer	Hope Channel Romania
Type of business or sector	Media/Television

Works Published

Books Authored

Immersion, Narrative, and Gender Crisis in Survival Horror Video Games. 2021. London and New York: Routledge, 2022. ISBN: 9780367894115, 236 pages. <https://www.routledge.com/Immersion-Narrative-and-Gender-Crisis-in-Survival-Horror-Video-Games/Nae/p/book/9780367894115>

Reviewed in:

1. Koscelníková, Mária. "Review of: NAE, A.: *Immersion, Narrative and Gender Crisis in Survival Horror Video Games*. London, New York: Routledge, 2022. 223 p. ISBN 978-1-003-01902-2." *Acta Ludologica*, vol. 4, no. 2, 2021, pp. 114-116.

Cited in:

1. Meier, Marie-Luise. „'War never changes.' Gender Roles and the Transformative Potential for Role Reversal in Roleplay Games with Post-Apocalyptic Settings." *Gamevironments*, no. 16, 2022. ISSN 2364-382X DOI: <https://doi.org/10.48783/gameviron.v16i16.172> (cited on pg. 34, 55)
2. Meier, Marie-Luise. *Gender in Games – Methodology and Analysis*. Tartu, University of Tartu Press: 2022. ISSN 1736-4469 (cited on pg. 7, 11, 17, 18, 38, 39, 47, 49, 56, 58, 59)
3. Koscelníková, Mária. "Review of: PETTINI, S.: *The Translation of Realia and Irrealia in Game Localization: Culture-Specificity between Realism and Fictionality*. London, New York, NY: Routledge, 2022. 231 p. ISBN 978-0-367-43232-4." *Acta Ludologica*, vol. 5, no. 1, 2022 ISSN 2585-8599 (cited on pg.132)
4. Staszak, Angieszka. "You Can't Let Yourself Be Defined by the Parts That Are Broken': Immersion, Traumatic Memory and the Representation of PTSD in *Tell Me Why*." *CURRENTS. A Journal of Young English Philology Thought and Review*. Vol. 7-8, 2021-22. ISSN 2545-0387 (cited on pg. 177)
5. Jancsovcics, Klaudia. "Spatiality, Focalization and Temporality in Horror Games." *Acta Ludologica*, vol. 5, no. 2, 2022 ISSN 2585-8599 (cited on pg. 8)
6. Formánková, Lucie. "Performing pleasure and suffering: Playthrough Resident Evil: Village through the lens of psychoanalytical theory of spectatorship." Charles University, Prague, 2022, Dissertation.
7. Betanzo Norambuena, Lucas Agustín Salvador. "La trayectoria artística de Stalker: De la literatura, al cine, al videojuego. Analisis de un imaginario y una comunidad activa como proceso historico." Universidad de Concepción, 2021, Habilitation thesis. (cited on pg. 15)
8. Staszenko-Chojnacka, Dominika, „Postklasyczna groza. Przeobrażenia fuzji gatunkowej survival horroru [Postclassic horror. Transformations of survival horror genre fusion]". *Images*. vol. XXXIII, no. 42. 2023 (cited on pg. 132-4).
9. Roller, Tereza. „Genre and the Game." The Academy of Performing Arts Prague, 2022. MA Thesis (cited on pg. 43)
10. Loring, Jennifer. „Redefining the Monstrous-Feminine: Applying a Postfeminist (Eco)Gothic Reading to Horror Video Games." Union Institute and University, Cincinnati, 2023. Dissertation.
11. Touzos, A. Amina. "The Silver Fox of Video Games: Questions of Aging and Masculinity in CD Projekt's The Witcher Series." *Gender Forum*, vol. 22, no. 2, 2023. ISSN 1613-1878. (cited on pg. 49).
12. Marak, Katarzyna, et al. „The Next Level of Horror Entertainment: Facing Fear in Cooperative Interactive Drama Survival Horror Games." *Proceedings of the 57th Hawaii International Conference on System Sciences*. HICCS, 2024. ISBN: 978-0-9981331-7-1 (cited on pg. 2675-6)
13. Ремізовський А., „Комп'ютерні ігри у жанрі horror: індустрія, геймдизайн та створення естетики жаху (2015-2022), Universitatea Națională din Kiev, 2023, MA Graduation Paper (cited on pg. 31, 40)
14. Kuschill, Stefanie D., et al. „Gender* in Games–Geschlechterbilder in analogen und digitalen Spielen des 21. Jahrhunderts. Eine Spielanleitung zur Genese der Ausstellung." *SpielFormen* no. 3. 2024. ISSN 2748-6001. (cited on pg.286) <https://www.gamescoop.uni-siegen.de/spielformen/index.php/journal/article/view/49/44>
15. Harris, Paige. „Women in Horror Video Games: Agency and the Complication of Monstrosity." Pennsylvania State University, 2024, BA Paper (cited on pg. 18-9).
16. Ursa, Mihaela. *Indisciplina ficțiunii*. Presa Universitară Clujeană, 2024. ISBN 9786061720422 (cited on pg. 113-114, 293).
17. Martino, Giulia. „Prospettive fungine videoludiche : il fungo come agente distruttore e creatore in scenari distopici, horror e post-apocalittici da The Last of Us a In Other Waters." *ContactZone : Rivista dell'Associazione Italiana per lo Studio della fantascienza e del Fantastico*, no. 1, 2024. DOI: 10.26379/2040. ISSN: 2723-8881
18. Hainault, Stéphanie. „Représentations genrées de la violence dans les jeux vidéo d'horreur." University of Montreal, Montreal, 2024. MA Graduation Paper. (cited on pg. 30, 47)
19. Jackson, Connor. *Zombies, Consumption, and Satire in Capcom's Dead Rising*. Routledge, 2024. ISBN 9781003467175. (cited on pg. 13)
20. Vișan, Bogdan. "Monstruoziitate, extincție și alienare în poezia recentă română și basarabeană." *Transilvania*, no. 06-074 (2024): 121-133. <https://doi.org/10.51391/trva.2024.06-07.13> ISSN 0255-0539 (citat la pag. 123)
21. Dauber, Jeremy. *American Scary. A History of Horror, from Salem to Stephen King and Beyond*. Little, Brown, 2024. ISBN 9781643755977 (cited on pg. 66)
22. Schubert, Stefan. „Feeling Nature: Ludoaffective Dissonance and Harmony in Survival Horror Video Games." In *Video Game Ecologies and Culture*, ed. Nathalie Aghoro. Berlin: De Gruyter, 2025. ISBN 9783839471463

Horror Video Games as Procedural Narratives: Extreme Colonial Encounters in the Digital Heart of Darkness. Bucharest: The Bucharest University Press, 2019. ISBN: 978-606-16-1096-9, 270 pages. <https://editura-unibuc.ro/en/produs/horror-video-games-as-procedural-narratives-extreme-colonial-encounters-in-the-digital-heart-of-darkness/>

Cited in:

1. Milesi, Laurent. "Mind Games: Affective Ludo(bio)technologies of Fear," *Gaming and Affect*, special issue of *parallax*, edited by Laurent Milesi, vol. 28, no. 2, 2022, pp. 195-212.

Books & Special Issues Edited

Video Games Between Postcolonialism and Postcommunism, ed. Andrei Nae, Berlin: De Gruyter, 2025 (forthcoming).

"Challenging the Status Quo in Contemporary American Culture," special issue eds. Mihaela Precup and Andrei Nae. *[Inter]sections*, no. 23, 2020. <https://intersections-journal.com/2020/11/06/intersections-23-2020/>

Indexed in MLA Directory of Periodicals, Ulrichsweb, DOAJ, CEEOL, and EBSCO.

Cited in:

1. Ivanov, A.A. "Russian Pagan Metal as a Communicative System." *Homep*: 11 (103) Год: 2022 ISSN: 2221-2787; eISSN: 2223-6449
2. Moberg, Marcus, and Christopher Partridge. *The Bloomsbury Handbook of Religion and Popular Music*. London, Bloomsbury, 2023.
3. Kingdon, Ashton. *The World White Web: Uncovering the Hidden Meanings of Online Far-Right Propaganda*. Palgrave Macmillan, Cham. 2024. ISBN 978-3-031-75392-3.
4. Dormal, Elise. "Le Folk Metal en Fédération Wallonie-Bruxelles." Université de Liège, Liège, 2024. MA Graduation Paper. (cited on pg. 35, 36, 87, 88)

Perspectives on Shakespeare in Europe's Borderlands. eds. Mădălina Nicolaescu, Oana-Alis Zaharia, Andrei Nae. Bucharest: The Bucharest University Press, 2020. ISBN 978-606-16-1063-1, 397 pages. <https://editura-unibuc.ro/en/produs/perspectives-on-shakespeare-in-europes-borderlands/>

Cited in:

1. Lagae-Devoldere, Denis et al. *Agrégation anglais 2023. William Shakespeare. Hamlet, Prince of Denmark*. Ellipses, 2022.
2. Pożar, Przemysław. "Panowie i państwo na Szekspirze: Czesław Miłosz i Roman Brandstaetter jako tłumacze Szekspirowskich dzieł w Polskiej Rzeczypospolitej Ludowej." *Przekładaniec* vol. 45, 2022, pp. 110–132 (cited on pg. 114, 115, 117, 119, 120)
3. Khomenko, Natalia, et al. "Russia, and Shakespeare." in *The Palgrave Encyclopedia of Global Shakespeare*, ed. Alexa Alice Joublin. Palgrave, 2022, 1-17. ISBN 978-3-319-99378-2.

Shakespeare 400 in Romania. Papers Commemorating the 400th Anniversary of William Shakespeare's Death. eds. Mădălina Nicolaescu, Oana-Alis Zaharia, Andrei Nae. Bucharest: The Bucharest University Press, 2017. ISBN: 978-606-16-0820-1. 390 pages. <https://editura-unibuc.ro/en/produs/shakespeare-400-in-romania-papers-commemorating-the-400th-anniversary-of-william-shakespeares-death/>

Cited in:

1. Novitz, Julian. 'The Time Is out of Joint': Interactivity and Player Agency in Videogame Adaptations of *Hamlet*. *Arts* 9, no. 4, 2020, 122. <https://doi.org/10.3390/arts9040122> (cited on pages 6)

Book Chapters, Conference Proceedings Papers & Encyclopaedia Entries

"Introduction." *Video Games Between Postcolonialism and Postcommunism*. ed. Andrei Nae, Berlin: De Gruyter, 2025. (forthcoming)

"Colonial Realism in Video Games." *Video Games Between Postcolonialism and Postcommunism*. ed. Andrei Nae, Berlin: De Gruyter, 2025. (forthcoming)

(with Eirini Bourontzi) "Aloy, the Colonial Entrepreneur. Colonial Realism in *Horizon Zero Dawn* and *Horizon Forbidden West*." *Video Games Between Postcolonialism and Postcommunism*. ed. Andrei Nae, Berlin: De Gruyter, 2025. (forthcoming)

"Romania in Resident Evil Village. Colonial Power Relations in the Japanese-American-Romanian Imagological Triangle." *Video Games Between Postcolonialism and Postcommunism*. ed. Andrei Nae, Berlin: De Gruyter, 2025. (forthcoming)

"From Male to Colonial Gaze: The Intersection of Patriarchy and Colonial Discourse in the Rebooted *Tomb Raider* Video Game Series." *Video Games and Spatiality in American Studies*. ed. Dietmar Meinel. Boston and Berlin: De Gruyter, 2022. pp. 101-116. ISBN: 978-3-11-067510-8. <https://www.degruyter.com/view/title/569537>

Cited in:

1. Fitzgerald, Joshua Jacob. "As the Digital "Teocalli" Burns: Mesoamerica as Gamified Space and the Displacement of Sacred Pixels." *Review of International American Studies* 16, no. 1, 2023. ISSN 1991—2773 (cited on pg. 266)
2. Jørgensen Hammeleff, Ida Kathrine. "The bookworm of Blaviken: An intermedial analysis of books in *The Witcher 3: Wild Hunt*." *Journal of Gaming and Virtual Worlds*, vol. 16, 2024. ISSN 1757-191X
3. Chiasson, Ross. "Everything is Ruined: Mechanics, Play, and Meaning in Video Game Ruins." Charleton University, Ottawa, 2024. Dissertation.(cited on pg. 173, 176, 178, 179, 186, 191, 195)

"Can Artificial Humans Go to Heaven? Transhumanist Salvation in Shelley's *Frankenstein* and the *Hitman* Series." *Religious Narratives in Contemporary Culture: Between Cultural Memory and Transmediality*. eds. Maria-Sabina Draga Alexandru, Dragoș Manea. Leiden and Boston: Brill, 2021. pp. 180-199. ISBN 978-90-04-45374-6. <https://brill.com/view/title/56835>

"Remediation," "Romania." *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*, 2nd edition. Ed. Mark J. P. Wolf. Santa Barbara, CA: ABC-CLIO, 2021. pp. 836-840, 873-875. ISBN: 978-1-4408-7019-4. <https://products.abc-clio.com/ABC-CLIOCorporate/product.aspx?pc=A6043C>

"Global Conrad? The Simulation of Colonial Entrepreneurship in Video Game Adaptations of *Heart of Darkness*." *Conference Proceedings of 7th SWS International Scientific Conference on Social Sciences ISCSS 2020*. Sofia, 2020. ISSN 2367-5659. pp. 485-493. DOI: 10.5593/sws.iscss.2020.7.1/s09.59 <https://sgemsocial.org/index.php/conference-topics/jresearch?view=publication&task=show&id=4536>

"'Did Your Black Ass Cast a Spell on My Daughter?' Educational Digital Narcissism in Thug Notes' 'Othello'." *Perspectives on Shakespeare in Europe's Borderlands*. eds. Mădălina Nicolaescu, Oana-Alis Zaharia, Andrei Nae. Bucharest: The Bucharest University Press, 2020. ISBN 978-606-16-1063-1. pp. 277-292. <https://editura-unibuc.ro/en/produs/perspectives-on-shakespeare-in-europes-borderlands/>

Cited in:

1. Lagae-Devoldere, Denis et al. *Agrégation anglais 2023. William Shakespeare. Hamlet, Prince of Denmark*. Ellipses, 2022.

(with Alexandra Ileana Bacalu) "Toward a Reconsideration of Hypermediacy: Immersion in Survival Horror Games and Eighteenth-Century Novels." *Playing the Field. Video Games and American Studies*. ed. Sascha Pöhlmann. Boston: De Gruyter, 2019. pp. 133-152. ISBN: 9783110659405. DOI: 10.1515/9783110659405-009 <https://www.degruyter.com/document/doi/10.1515/9783110659405-009/html>

Cited in:

1. Sarah Thorne. "There Is No Immersion: Critical Intervention through Hypermediacy in Metagames." *Eludamos: Journal for Computer Game Culture* 12, no. 1, 2021 pp. 63–85 (cited on page 70)
2. Feleki, Despoina Nikolaes. "Review of *Playing the Field. Video Games and American Studies*" *Biblos Revista da FLUC*, no. 6, 2020. ISSN 0870-4112 (cited on pg. 239)

"Miranda Fights Back: Appropriating Shakespeare's *The Tempest* in Rockstar's Stealth Survival Horror *Manhunt 2* (2008)." *Shakespeare 400 in Romania. Papers Commemorating the 400th Anniversary of William Shakespeare's Death*. eds. Mădălina Nicolaescu, Oana-Alis Zaharia, Andrei Nae. Bucharest: The Bucharest University Press, 2017. pp. 371-382. ISBN: 978-606-16-0820-1. <https://editura-unibuc.ro/en/produs/shakespeare-400-in-romania-papers-commemorating-the-400th-anniversary-of-william-shakespeares-death/>

Cited in:

1. Novitz, Julian. 'The Time Is out of Joint': Interactivity and Player Agency in Videogame Adaptations of *Hamlet*. *Arts* 9, no. 4, 2020, 122. <https://doi.org/10.3390/arts9040122> (cited on pages 6)

"Representations of the Monstrous Feminine in the *F.E.A.R.* Trilogy." *Provocation as Art. Scandal, Shock and Sexuality in Contemporary Cinema and Visual Culture. Proceedings of the 2nd Ekphrasis Conference: Provocation as Art. Scandal, Shock and Sexuality in Contemporary Visual Culture*. ed. Doru Pop. Cluj: Accent, 2015. pp. 133-144. ISBN 978-606-561-148-1. https://www.researchgate.net/publication/313891798_Representations_of_the_Monstrous_Feminine_in_the_FEAR_Triology_pre-edit_version

Articles

"From Saviour to Colonial Perpetrator. Manipulating Player Empathy in *Silent Hill 2* and *Silent Hill Origins*". *Gaming and Affect*, special issue of *parallax*, ed. Laurent Milesi, vol. 28, no. 2, 2022, pp. 179-194. <https://www.tandfonline.com/doi/full/10.1080/13534645.2023.2184949>

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"The 'Pure' Romanian: (Re)writing Romanian National Identity in Dan Puric's *Romanian Soul*." *Journal of Romanian Studies*, vol. 4, no. 2, 2022. ISSN (Online): 2754-415X, ISSN (Print): 2627-5325. DOI: 10.3828/romanian.2022.13. <https://www.liverpooluniversitypress.co.uk/doi/10.3828/romanian.2022.13>

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"(Anti)Colonial Anti-Communism in *S.T.A.L.K.E.R.: Shadow of Chernobyl*. Appropriating the Anti-Colonial Rhetoric of *Heart of Darkness* and *F.E.A.R.* to Criticize Soviet Communism." *Transilvania*, no. 4, 2022, pg. 15-21. ISSN: 0255-0539. <https://revistatransilvania.ro/anticolonial-anti-communism-in-s-t-a-l-k-e-r-shadow-of-chernobyl-appropriating-the-anti-colonial-rhetoric-of-heart-of-darkness-and-f-e-a-r-to-criticize-soviet-communism/>

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1. Rush-Cooper, N. "Radiation, Ruins and the Post-Apocalyptic Stories: The Chornobyl Landscape in *S.T.A.L.K.E.R.*." In *Writing Landscape and Setting in the Anthropocene*. eds. Holloway, P., Jordan-Baker, C. Palgrave Macmillan, 2024, 171-192, ISBN: 978-3-031-49954-8.

"Playing with Shakespeare in *Silent Hill 3* and *Manhunt 2*: From Reverence to Rejection." *Shakespeare and Gaming*, special issue of *Borrowers and Lenders: The Journal of Shakespeare and Appropriation*, ed. Michael Lutz. vol. 13, 2022, ISSN 1554-6985. <https://borrowers-ojs-azsu.tdl.org/borrowers/article/view/334/606>

Indexed in MLA Bibliography, World Shakespeare Bibliography, and other databases.

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1. Mokrani, Selma. "Cross-Modal Translation in the Digital Age: Adapting/ Remediating Shakespeare's Hamlet for Interactive Media through the Elsinore Video Game," *Journal of Languages & Translation*, vol. 05, no. 01, 2025, pp. 269-287. ISSN 2716-9359 (cited on pages 271)

"Beyond Cultural Identity: A Critique of *Horizon: Zero Dawn* as an Entrepreneurial Ecosystem Simulator." *Postmodern Openings*. vol. 11, no. 3, 2020, Lumen Publishing, pp. 269-277. p-ISSN: 2068-0236, e-ISSN: 2069-9387. DOI: 10.18662/po/11.3/ <https://lumenpublishing.com/journals/index.php/po/article/view/3167/2536>

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1. Toniolo, Francesco. "Aloy: ecocritica, narratologia e 'guanciotte'," 2021. <https://www.francescotoniolo.com/2021/05/30/aloy-ecocritica-narratologia-e-guanciotte/>
2. Jennings, Stephanie C. "Only You Can Save the World (of Videogames): Authoritarian Agencies in the Heroism of Videogame Design, Play, and Culture." *Convergence*, Feb. 2022, doi:10.1177/13548565221079157. (cited on pages 15, 16).
3. Jackson, Connor. "Dead Rising: Examining the Modes, Expressions, and Potentialities of Videoludic Satire through a Video Game Franchise." 2021. Edge Hill University, Dissertation.
4. Frank Bosman and Archibald van Wieringen. "Horizon Zero Dawn and Horizon Forbidden West." In *Critical Dictionary of Apocalyptic and Millenarian Movements*, edited by James Crossley and Alastair Lockhart. 2023.
5. Kłosiński, Michał. *Przygody cyfrowego tułacza. Interpretacje groźnawcze (Adventures of a digital wanderer. Game studies interpretations)*. University of Silesia Press, 2023. (cited on pg. 227)
6. Liao, Minghui. "Research on the Influence of Cantonese Dialect Expression Package Design on the Cultural Identity of the Younger Generation Guangfu" *Journal of Sociology and Ethnology*, Vol. 6, No. 2, 2024. ISSN 2616-2318 (cited on pg. 44)
7. Joyce, Stephen. "Horizon Zero Dawn as Genre-Medium Coevolution." In *End-game: Apocalyptic Video Games, Contemporary Society, and Digital Media Culture*, eds. Lorenzo DiTommaso, James Crossley, Alastair Lockhart and Rachel Wagner, De Gruyter, 2024, 209-222. ISBN: 9783110752809.
8. Jackson, Connor. *Zombies, Consumption, and Satire in Capcom's Dead Rising*. Routledge, 2024. ISBN 9781003467175.
9. Gonzales, I., Fisher, J.A. "Overlapping Expectations: Studying the Genre Relationship of Open-World and Ecocritical Genres." In *Interactive Storytelling. ICIDS 2024. Lecture Notes in Computer Science*, vol 15467, eds. Murray, J.T., Reyes, M.C. Cham: Springer, 2025. https://doi.org/10.1007/978-3-031-78453-8_16 ISBN 978-3-031-78452-1
10. Kłosiński, Michał. "Biopolitical Markers in Digital Games: Life/Health Interfaces." *Er(r)go. Teoria - Literatura - Kultura*, vol. 49, (2024): 211-229. <https://doi.org/10.31261/errgo.15392> ISSN 254 4 -3186 (cited on pg. 219)
11. Carolin Becklas, "Climate Catastrophe as Virtual Holiday: An Ecocritical Close Playing of *Horizon: Zero Dawn*," In *Broadening Horizon: Essays on Environment, Culture, Identity and Myth in the Game Franchise*, ed. Matthew Wilhelm Kapell, McFarland, 2025, 28-41. ISBN: 978-1-4766-9192-3 (cited on pg. 37)
12. Kłosiński, Michał. "Mythology in Play: Reading the Apocalypse Myth in *Horizon*." In *Broadening Horizon: Essays on Environment, Culture, Identity and Myth in the Game Franchise*, ed. Matthew Wilhelm Kapell, McFarland, 2025, 196-211. ISBN: 978-1-4766-9192-3 (cited on pg. 211)

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Indexed in Scopus, DOAJ, ERIH PLUS, MLA, WorldCat.

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Conferences, workshops, scientific seminars & other academic events

Date	15-16.11.2024
Workshop	Playing the Aggressor: Historical Conquest, Colonization, and Resistance in Video Games
Organiser	University of Heidelberg
Paper	Arthur Morgan as Colonial Saviour? Simulating Manifest Destiny in <i>Red Dead Redemption 2</i>
Date	10-12.10.2024
Workshop	“Biopolitical reimagining of games: understanding, identifying, and interpreting game biopolitics” within Central and Eastern European Game Studies conference 2024: “Reimagining Games, Art, and Performativity”
Organiser	University of Peloponnese
Paper	Playing Frontiersman: The Biopolitical Colonial Frame of <i>Red Dead Redemption 2</i>
Date	29-31.08.2024
Conference	Historical Materialism Cluj-Napoca: “Polycrisis across Divides”
Organiser	Universitatea Babeș Bolyai, Historical Materialism, and tranzit.ro/Cluj
Paper	Coloniality in the Double Dialectics of Video Games

Date	11-13.07.2024
Conference	Playing the Field IV: Video Games and Politics
Organiser	Technische Universität Dortmund
Paper	Colonial Diversity in <i>Uncharted. The Lost Legacy</i> (co-author Alessandra Ciufu)
Date	13.12.2023
Research seminar	Digital Humanities Series
Organizer	Institute of Research University of Bucharest
Paper	Colonial Realism in Video Games
Date	05.12.2023
Conference	NextGenCommunication - First Edition, "Pluralism in digital communication"
Organizer	George Emil Palade University of Medicine, Pharmacy, Sciences and Technology
Paper	The Double Dialectics of Video Games
Date	21.11.2023
Research seminar	British Cultural Studies Research Seminar
Organizer	British Cultural Studies Centre, University of Bucharest
Paper	Colonial Realism in Video Games
Date	17-19.11.2022
Conference	Playing the Field III: Video Game Ecologies and American Studies
Organizer	Bavarian American Academy, German Research Foundation, Katholische Universität Eichstätt
Paper	Simulating the Environment in <i>Horizon: Zero Dawn</i>: Ideological Consonance and Complicity with Neoliberal Capitalism
Date	05.11.2021 (online participation)
Workshop	Z9 Popular: Translation and Theory Workshop
Organizer	Z9 Popular and the Faculty of Letters and Arts, "Lucian Blaga" University of Sibiu
Lecture	Studying Video Games at the Intersection of Narratology and Cultural Studies
Date	19.09.2021 (online participation)
Workshop	Video Games at the Intersection of Postcolonialism, Postcommunism, and Globalisation
Organizer	"Colonial Discourse in Video Games" postdoctoral research project via the Center for American Studies, University of Bucharest

Paper	Colonial Perpetuation in the <i>Silent Hill</i> Series
Date	03-05.06.2021 (online participation)
Conference	The 22 nd Annual International Conference of the English Department, University of Bucharest – “Re-Writing/Re-Imagining the Past”
Organizer	University of Bucharest
Paper	Gameplay and the Colonisation of the Past in <i>Fatal Frame</i>
Date	03-06.06.2021 (online participation)
Conference	“The art itself is nature”: Shakespeare’s Nature, Art, Politics, ESRA Virtual Conference 2021
Organizer	European Shakespeare Research Association & Universitatea Națională și Capodistriană din Atena
Paper	Survival Horror and Colonialism: the Role of Caliban in <i>Silent Hill: Origins</i>
Date	23-27.08.2020 (online participation)
Conference	VIIth SWS International Scientific Conferences (Social Sciences)
Organizer	SGEM World Science
Paper	Global Conrad? The Simulation of Colonial Entrepreneurship in Video Game Adaptations of <i>Heart of Darkness</i>
Date	22-23.05.2020 (online participation)
Conference	14th LUMEN RSACVP 2020
Organizer	Lumen Media Publishing & Research Centre in Social and Humanistic Sciences, Iași, Romania
Paper	Simulating an Entrepreneurial Ecosystem in <i>Horizon: Zero Dawn</i>: Initiative, Accumulation, and the Critique of Capitalism
Date	25-25.04.2020 (online participation)
Conference	Student Conference
Organizer	Faculty of Foreign Languages and Literatures, University of Bucharest
Paper	Metamorphosis of the Critique of Western Modernity in the Survival Horror Game <i>Fatal Frame</i>
Date	26-28.09.2019
Conference	Shakespeare on Screen in the Digital Era: The Montpellier Congress
Organizer	Université Paul-Valéry Montpellier 3
Paper	The Gamification of Shakespeare in <i>Silent Hill 3</i> and <i>Manhunt 2</i>: From Reverence to Rejection (presented during the seminar “Whose Screen is it Anyway? Shakespeare in digital Interactive media”)
Date	15-17.05.2019

Conference	Playing the Field II: Video Games, American Studies, Space
Organizer	University of Duisburg-Essen
Paper	From Male to Colonial Gaze in the Rebooted <i>Tomb Raider</i> Franchise
Date	8-9.11.2018
Conference	The Circulation of Shakespeare's Plays in Europe's Borderland
Organizer	Centre of Excellence for the Study of Cultural Identity, University of Bucharest
Paper	'Did your black ass cast a spell on my daughter?' Teaching a Post-Shakespeare on Youtube
Date	18-20.2018
Conference	Intermediality Now: Remapping In-Betweenness
Organizer	Sapientia Hungarian University of Transylvania
Paper	Let's Play Shakespeare: The Player as Dramatis Persona in Video Games Adapting Shakespeare
Date	26-28.09.2018
Conference	Association of Adaptation Studies Annual Conference 2018
Organizer	Association of Adaptation Studies and University of Amsterdam
Paper	Thug Notes and Shakespeare: Teaching an Alternative <i>Othello</i> on Youtube
Date	29.08.2018 – 02.09.2018
Conference	14 th ESSE Conference
Organizer	ESSE and Masaryk University
Paper	Teaching Shakespeare through Gangsta Rap on Youtube: The Appropriation of Shakespeare's Plays in "Thug Notes" (during Seminar 61 – "Shakespeare and Renaissance Drama: The New Medial Challenges of Adaptation")
Date	26.05.2018 – 29.05.2018
Conference	Playing the Field: Video Games and American Studies
Organizer	Ludwig-Maximilians Universität München
Paper	The 18th Century Novel as a Model for Understanding Immersion in Classical Survival Horror Video Games (joint paper with Alexandra-Ileana Bacalu, PhD candidate, University of Bucharest)
Date	30.11.2017 – 02.12.2017
Conference	The Paradigmatic City (III): Customs and Costumes
Organizer	Centre of Excellence for the Study of Cultural Identity (University of Bucharest), Dipartimento di Studi Linguistici e Culturali Comparati (Università Ca' Foscari, Venice), Romanian Cultural Institute

Paper	Caucasian Customs: The American Ghost Town as a Site of White Trauma in <i>Silent Hill</i>
Date	27-28.10.2017
Conference	Cinéma, cognition et art
Organizer	CEREFREA Villa Noël, University of Bucharest
Paper	Immersion and Narrativity in the Survival Horror Genre
Date	08-10.06.2017
Conference	The 19 th International Conference of the English Department "Birth, Death, and Rebirth: (Re)Generation as Text"
Organizer	The English Department, University of Bucharest
Paper	From Horror to Survival Horror: The Remediation of Ridley Scott's <i>Alien</i> into the Video Game <i>Alien: Isolation</i>
Date	28.04.2017
Conference	Challenges to Pluralism, Democracy, and Identity in American Culture
Organizer	Center for American Studies, University of Bucharest & Fulbright Commission
Paper	'Survival Horror' Normative Backlash: Reinforcing the Status Quo in <i>Condemned: Criminal Origins</i>
Date	24 - 26.11.2016
Conference	International Congress of Mutant Fiction: "Mutant Alert: Viral Anomaly in Fictional Genes"
Organizer	Faculty of Foreign Languages and Literatures, University of Bucharest
Paper	The Cultural Prestige of B-Series Horror Film and Survival Horror Aesthetics in <i>Resident Evil Remake HD</i> (2014)
Date	16-18.06.2016
Conference	Narrative2016
Organizer	International Society for the Study of Narrative & University of Amsterdam
Paper	The Narrativization of Gameplay in the Survival Horror Video Games <i>Silent Hill</i> and <i>Silent Hill 2</i>
Date	2-4.06.2016
Conference	The 18th Annual Conference of the English Department "Cultural Representations of the City"
Organizer	The English Department, University of Bucharest
Paper	Miranda Fights Back: Appropriating Shakespeare's <i>The Tempest</i> in Rockstar's Stealth Survival Horror <i>Manhunt 2</i> (2008)
Date	22-25.04.2016

Conference	European Association of American Studies Biennial Conference
Organizer	European Association of American Studies & Ovidius University of Constanța, Romania
Paper	The Cyborg as an Instance of (In)human Hybridity in Rolland Emmerich's <i>Universal Soldier</i> (1992)
Date	20-21.11.2015
Conference	Popular Culture & World Politics 8
Organizer	The Centre for the Study of Democracy; Faculty of Politics and International Relations, University of Westminster
Paper	Agency, Castration, and Gender Politics in <i>Mad Max: Fury Road</i>: How to usurp the leading position in a macho franchise and get away with it
Date	23-25.10.2015
Conference	"The Real and the Intermedial" XVI. Film and Media Studies Conference in Transylvania
Organizer	Sapientia University, Cluj-Napoca, Romania
Paper	Immersion at the Intersection of Technology, Subjectivity and Culture: An Analysis of <i>Silent Hill 2</i> (initial title as featured in the conference programme – "Thwarting Immersion: the Issue of Remediation in Third Person Shooters")
Date	15-17.10.2015
Conference	"The Paradigmatic City: Origins, Avatars, Frontiers"
Organizer	Centre of Excellence for the Study of Cultural Identity (CESIC), University of Bucharest & Portuguese Centre for Global History (CHAM), Universidade Nova de Lisboa and Universidade dos Açores
Paper	The Town as a Self-Reflexive Hybrid Entity in the <i>Silent Hill</i> Storyworld
Date	24-25.09.2015
Conference	The Tenth Annual Conference of the Association of Adaptation Studies „Adaptations and the Metropolis"
Organizer	Association of Adaptation Studies & Institute of English Studies, School of Advanced Study, University of London
Paper	The Town as a Hybrid Entity in the <i>Silent Hill</i> Storyworld
Date	4-6.06.2015
Conference	The 17th Annual Conference of the English Department Religion and Spirituality in Literature and the Arts
Organizer	The English Department, University of Bucharest
Paper	Can Clones Go to Heaven? Christian Morality in the <i>Hitman</i> series
Date	28-29.05.2015
Conference	2nd Ekphrasis Conference in Cinema and Visual Culture "Provocation as Art.Scandal, Shock and Sexuality in Contemporary Visual Culture"

Organizer	The Cinema and Media Studies Department, Faculty of Theatre and Television, Babeş-Bolyai University Cluj-Napoca
Paper	Monstrous Representations of Femininity in the <i>F.E.A.R.</i> Trilogy
Date	22.05.2015
Conference	"Correlations: Prejudice, Anti-Discrimination Policies and Minority Rights in American Culture"
Organizer	Center for American Studies, University of Bucharest
Paper	Remediating Pornography in <i>Game of Thrones</i>: Where sex and memory intertwine
Date	17-18.04.2015
Conference	Interdisciplinary Student and Graduate Conference Transcultural Media Relations "Literature, Film, TV show adaptations and beyond"
Organizer	Goethe Universität, Frankfurt am Main, Germany
Paper	<i>F.E.A.R.</i> – An Uncanny Adaptation of Heart of Darkness
Date	28-29.11.2014
Conference	Early Modern Graduate Conference
Organizer	Faculty of Philosophy, University of Bucharest
Paper	The Therapeutic Function of Education in Locke and Bacon
Date	19-21.11.2014
Conference	The 13th International Conference Language, Literature and Cultural Policies "Error in Context, Context of Error"
Organizer	Department of British, American and German Studies, University of Craiova, Romania University of Lisbon Centre for English Studies (ULICES/CEAUL), Portugal Nesna University College, Norway
Paper	Correcting Difference in Jhumpa Lahiri's "The Interpreter of Maladies"
Date	13-14.11.2014
Conference	The 6th Yearly Colloquium of the Centre for the Study of Hermeneutics, Phenomenology and Practical Philosophy "The Seriousness of Play"
Organizer	Faculty of Philosophy and Socio-Political Sciences, Alexandru Ioan Cuza University of Iasi
Paper	Breaking the Magical Circle and the Rebirth of Abstractionism in <i>Candy Crush Saga</i>
Date	23-25.10.2014
Conference	"Imagological Chronotopes: Emblems, Clichés, Stereotypes"
Organizer	Centre of Excellence for the Study of Cultural Identity (CESIC), University of Bucharest
Paper	Romanian Purity in Dan Puric's <i>Romanian Soul</i>

Date	5-7.06.2014
Conference	The 16th Annual Conference of the English Department "Transnational Dimensions of Literature and the Arts"
Organizer	The English Department, University of Bucharest
Paper	Caught between Nationalisms: How the Margin Conquered the Centre in Hanif Kureishi's <i>The Buddha of Suburbia</i> and Amitav Ghosh's <i>The Shadow Lines</i>
Date	17.05.2013
Conference	Students' Conference
Organizer	Faculty of Foreign Languages and Literatures, University of Bucharest
Paper	Radical Nationalism in Mihai Eminescu's "Epistle III"
Date	4-7.06.2012
Conference	The 9th International Congress of Romanian Germanists
Organizer	The Department of Germanic Languages, University of Bucharest
Paper	Leidenschaften in den Gedichten von Emily Dickinson
Date	May 2012
Conference	Students' Conference
Organizer	Faculty of Foreign Languages and Literatures, University of Bucharest
Paper	Passions in the Poetry of Emily Dickinson
Other public appearances on scientific topics (talks, guest lectures, Summer schools, book launches, roundtables, interviews, etc.)	
Date	03.12.2024
Organiser	PACE University New York
Guest lecture	The intersection of queerness and disability in Romania (online)
Date	22.11.2024
Event	CPES Conference series
Organizer	Centre for the Study of Equality of Opportunity, Faculty of Political Sciences, University of Bucharest
Talk	The Patriarchal Disciplinary Regime of Video Games
Dates	24-29.09.2024
Event	Bucharest International Experimental Film Festival 2024 – 14th edition: „Serious Games”

Organizer	BIEFF
Discussion	<i>Grand Theft Hamlet</i> (with film curators)
Dates	29.07-04.08.2024
Event	Telefonu' fără fir: Linia verde (Summer school)
Organizer	Tranzit
Lecture	Exploiting the Environment in Video Games
Date	17.11.2023
Organizer	National Museum of Romanian Literature
Event	Public reading and discussion of Mark Fisher's <i>Capitalist Realism. Is There No Alternative?</i>
Date	06.07.2023
Organizer	Universidad de les Illes Balears
Event	Blended Intensive Programme "Solidarity, Change and Resistance in a Threatened World: The Transformative Power of the Humanities in the Twenty-first Century"
Lecture	Video games as simulators of cultural identities
Date	26.10.2022
Organizer	New Books Network (podcast)
Event	Book presentation: Nae, A. <i>Immersion, Narrative, and Gender Crisis in Survival Horror Video Games</i> . 2021. London: Routledge, 2022
Date	20.02.2022
Organizer	AMC Ro Studio
Event	+REP (YouTube channel)
Date	12.11.2021
Organizer	MA in British Cultural Studies, University of Bucharest
Event	Book launch: Nae, A. <i>Immersion, Narrative, and Gender Crisis in Survival Horror Video Games</i> . London: Routledge, 2021; guest speakers: Prof. Dr. Sascha Pöhlmann & Dr. Aline Job
Date	05.11.2021
Organizer	Z9 Popular and the Faculty of Letters and Arts, "Lucian Blaga" University of Sibiu
Event	Book launch: Nae, A. <i>Immersion, Narrative, and Gender Crisis in Survival Horror Video Games</i>
Date	12.05.2021

Organizer	Cărturești
Event	Representing LGBTQ Identities in <i>The Last of Us Part II</i> as part of the YA Festival
Date	23.09.2021
Organizer	RADAR (Romanian Artists Developing Alternative Realities)
Event	New media art in Romanian education
Date	16-22.11.2020
Organizer	Gaudeamus Radio România 2020
Event	Book launch: Nae, A. <i>Horror Video Games as Procedural Narratives: Extreme Colonial Encounters in the Digital Heart of Darkness</i> . Bucharest: Bucharest University Press, 2019.
Date	01-05.09.2021
Event	Ecologies of Emancipation (Summer school)
Organizer	Tranzit
Lecture	Video Games as Simulators of Cultural Identities: the Intersection of Race, Gender, and Class in the Context of the Climate Crisis
Date	16-22.11.2020
Organizer	Gaudeamus Radio România 2020
Event	Book launch: Nicolaescu, M. et al. (eds.) <i>Perspectives on Shakespeare in Europe's Borderlands</i> . Bucharest: Bucharest University Press, 2020.

Grants, Scholarships, and Awards

Date: March 2024 – February 2025

Name of the Project: **Ideological Functions of Popular Fiction in Postcommunist Romania**

Name of the Grant: Research projects for independent young independent teams

Funding Agency: UEFISCDI

Grant Reference: PN-IV-P2-2.1-TE-2023-1275

Research Institution: Lucian Blaga University of Sibiu

Project Manager: Mihai Iovănel

Postdoctoral Researcher: Andrei Nae

Project Website: <https://icub.unibuc.ro/user/andrei+nae/>

Date: March 2024 – February 2025

Name of the Project: **Ideological Consonance in Video Games**

Name of the Grant: Young Researchers Grants

Funding Agency: The Institute of Research of the University of Bucharest

Grant Reference: TC 293/2024

Research Institution: The Institute of Research of the University of Bucharest

Project Manager: Andrei Nae

Principal Investigator: Andrei Nae

Project Website: <https://icub.unibuc.ro/user/andrei+nae/>

Date: September 2020 – August 2022

Name of the Project: **Colonial Discourse in Video Games**

Name of the Grant: Postdoctoral Research Projects (PD2019)

Funding Agency: Executive Unit for Financing Higher Education, Research, Development and Innovation (UEFISCDI)

Grant Reference: PD 54/2020 PN-III-P1-1.1-PD-2019-0898

Research Institution: Center for American Studies, University of Bucharest

Project Manager: Andrei Nae

Principal Investigator: Andrei Nae

Project Website: <https://colonialdiscourseinvideogames.wordpress.com/>

Date: August 2019 – September 2020

Name of the Project: **Diversity in Video Games**

Name of the Grant: Excellence in Interdisciplinary PhD and post-PhD Research, Career Alternatives through Entrepreneurial Initiative (EXCIA)

Funding Agency: Operational Programme Human Capital

Grant Reference: POCU / 380/6/13/125245 no. 36482 / 23.05.2019

Research Institutions: The Bucharest University of Economic Studies and the University of Bucharest

Beneficiary: Andrei Nae

Project Website: <http://www.excia.ase.ro/home>

Date: July 2017 – December 2019

Name of the Project: **Borderland Circulation of Shakespeare**

Name of the Grant: Exploratory Research Projects (PCE2016)

Funding Agency: Executive Unit for Financing Higher Education, Research, Development and Innovation (UEFISCDI)

Grant Reference: PN-III-P4-IDPCE-2016

Research Institution: Centre of Excellence for the Study of Cultural Identity, University of Bucharest

Project Manager: Mădălina Nicolaescu

Key Expert/Assistant Researcher: Andrei Nae

Project Website: <https://shakespeareintheborderland.wordpress.com/>

Date: 18.12.2015

Name of the Award: Certificate of Excellence

Awarding Institution: The Sectoral Operational Programme Human Resources Development, Project 187/1.5/S/155559, "Competitive Multidisciplinary Doctoral Research in Europe"

Period: July 2015 – December 2015

Name of the Grant: **Competitive Multidisciplinary Doctoral Research in Europe**

Funding Agency: The Sectoral Operational Programme Human Resources Development

Grant Reference: POSDRU/187/1.5/S/155559

Research Institution: University of Bucharest

Period: October 2014 – September 2017

Name of the Scholarship: **Doctoral Scholarship offered by the Doctoral School of Literary and Cultural Studies, University of Bucharest**

Period: October 2011 – June 2012

Name of the Project: **Passions in the Poetry of Emily Dickinson**

Name of the Grant: The Grant for Exceptional Scientific Performance

Funding Agency: University of Bucharest

Research Institution: University of Bucharest

Principal Investigator: Andrei Nae

Period: February 2011 – June 2011

Name of the Grant: Erasmus Grant (in my 4th semester as a BA I studied at the University of Salzburg)

Research Stays

Dates: 30.10-11.11.2024

Institution: University of Tartu

Project: MC 345 12/11/2024

Dates: 16-25.08.2024

Institution: University of Groningen

Project: Ideological Consonance in Video Games, TC 293/2024

Dates: 27.03.2024-03.04.2024

Institution: University of Latvia

Project: Ideological Consonance in Video Games, TC 293/2024

Dates: 01-04.12.2023

Institution: University of Amsterdam

Dates: 23.09-04.10.2023

Institution: University of Groningen

Dates: 20.10.2022 – 30.10.2022

Institution: The British Library

Project: Colonial Discourse in Video Games, PD 54/2020 PN-III-P1-1.1-PD-2019-0898

Perioadă: 26.07.2022 – 09.08.2022

Instituție: Humboldt University Berlin

Proiect: Colonial Discourse in Video Games, PD 54/2020 PN-III-P1-1.1-PD-2019-0898

Dates: 08.08.2021-22.08.2021

Institution: University of Freiburg

Project: Colonial Discourse in Video Games, PD 54/2020 PN-III-P1-1.1-PD-2019-0898

Dates: 30.08.2017 – 08.09.2017

Institution: The British Library

Project: The circulation of Shakespeare's texts in the South-Eastern Border, 1/2017, PN-III- P4-ID- PCE-2016

Dates: 1.12.2015 - 31.12.2015

Institution: Goethe University, Frankfurt am Main

Project: Competitive Multidisciplinary Doctoral Research in Europe POSDRU 187/1.5/S/155559

Organizational Activities

Dates: 08-10.09.2025

Event: Central and Eastern European Game Studies Conference 2025

Responsibilities: Member of the executive board

Dates: 30.06.-04.07.2025

Event: DiGRA 2025

Responsibilities: Peer review of abstracts

Dates: 01-05.07.2024

Event: DiGRA 2024

Responsabilites: Peer review of abstracts

Dates: 14-16.06.2024

Event: AICED 25: "Space and Time in Literature and the Arts"

Responsabilites: Membru al comitetului de organizare

Dates: 9-11.06.2023

Eveniment: AICED 24: „**Humour and Pathos in Literature and the Arts**”

Responsibilities: Member of the organising committee

Date: 02-04.06.2022

Event: AICED 23: Literature and Cultural Studies Section: 'Disaster Discourse: Representations of Catastrophe'

Responsabilites: Member of the organising committee

Date: 19.09.2021 (online)

Event: Video Games at the Intersection of Postcolonialism, Postcommunism, and Globalisation under "Colonial Discourse in Video Games" postdoctoral research project via the Center for American Studies, University of Bucharest

Responsabilites: Organizer

Date: 8-9.11.2018

Event: The Circulation of Shakespeare's Plays in Europe's Borderland

Responsibilities: Member of the Organizing Committee

Date: 30.11.2017-02.12.2017

Event: The Paradigmatic City (III): Customs and Costumes - Centre of Excellence for the Study of Cultural Identity (University of Bucharest), Dipartimento di Studi Linguistici e Culturali Comparati (Università Ca'Foscari, Venice), Romanian Cultural Institute

Responsibilities: Member of the Organizing Committee

Date: August 2015 – Present

Responsibilities: Secretary of the Doctoral School of Literary and Cultural Studies

<https://sdslcunibuc.wordpress.com/>

Date: 23–25.10.2014

Event: *Imagological Chronotopes: Emblems, Clichés, Stereotypes* Conference – Centre of Excellence for the Study of Cultural Identity, University of Bucharest, Romanian Cultural Institute

Responsibilities: Member of the Organizing Committee

Memberships

Member of the board of the journal **European Historical Game Studies** since 2024

Member of the executive board of **Central and Eastern Europe Game Studies (CEECS)**, DiGRA Chapter since 2024

Member of the **Centre of Excellence for the Study of Cultural Identity**, University of Bucharest, since 2014

Member of the **Centre for American Studies**, University of Bucharest, since 2020

Peer-review activity

Acta Universitatis Sapientiae Film and Media Studies (Romania, ISSN 2066-7779) – 1 review 2021

Indexed in Baidu Scholar, CEEOL - Central and Eastern European Online Library, CEJSH (The Central European Journal of Social Sciences and Humanities), CNKI Scholar (China National Knowledge Infrastructure), CNPIEC, Dimensions, DOAJ - Directory of Open Access Journals., EBSCO (relevant databases), EBSCO Discovery Service, Emerging Sources Citation Index (ESCI), ERIH PLUS (European Reference Index for the Humanities and Social Sciences), Genamics JournalSeek, Google Scholar, IBR (International Bibliography of Reviews of Scholarly Literature in the Humanities and Social Sciences), IBZ (International Bibliography of Periodical Literature in the Humanities and Social Sciences), Japan Science and Technology Agency (JST), J-Gate, JournalTOCs, KESLI-NDSL (Korean National Discovery for Science Leaders), Microsoft Academic, Naviga (Softweco), NSD (Nordic Scientific Database), Primo Central (ExLibris), Publons, ReadCube, Summon (Serials Solutions/ProQuest), TDOne (TDNet), Ulrich's Periodicals Directory/ulrichsweb, WanFang Data, Web of Science - Emerging Sources Citation Index, WorldCat (OCLC).

Arts (Switzerland, ISSN 2076-0752) – 1 review 2021

Indexed in ESCI / Web of Science (Clarivate), Web of Science (Clarivate), Norwegian Register for Scientific Journals, Series and Publishers (NSD), DOAJexternal link, Elektronische Zeitschriftenbibliothek (Universität Regensburg), Genamics JournalSeek, Master Journal List / Web of Science (Clarivate), SHERPA/RoMEO, WorldCat (OCLC), CLOCKSSexternal link, e-Helvetica (Swiss National Library), LOCKSS, Academi OneFile (Gale/Cengage Learning), EBSCOhost (EBSCO), Google Scholar, J-Gate (Informatics India), ProQuest Central (ProQuest), Science In Context (Gale/Cengage Learning), Ulrich's Web (ProQuest).

Bloomsbury (UK) – 1 review 2023

DiGRA Conference Proceedings (International, ISSN 2342-9666) – 2 reviews 2024, 1 review 2025

Editura Lucian Blaga Sibiu (Romania) – 1 review 2025

European Historical Game Studies (Poland) – 1 review 2024

Games and Culture (UK, ISSN: 1555-4120) – 1 review 2021

Indexed in Clarivate Analytics: Arts & Humanities Citation Index (AHCI), Clarivate Analytics: Current Contents - Arts & Humanities, Clarivate Analytics: Current Contents - Social & Behavioral Sciences, Clarivate Analytics: Social Sciences Citation Index (SSCI), EBSCO: SocINDEX, NISC, ProQuest, ProQuest: CSA Sociological Abstracts, SafetyLit, Scopus.

Limbă și Cultură (Romania, ISSN 2734 – 7338) – 1 review 2024

Parallax (UK, Print ISSN: 1353-4645 Online ISSN: 1460-700X) – 1 review 2022

Indexed in Arts and Humanities Citation Index (AHCI); Current Abstracts; Current Contents; Dietrich's Index Philosophicus; EBSCO (including Academic Search Complete; Humanities International; SocINDEX and TOC Premier); Scopus; MLA International Bibliography; International Bibliography of the Social Sciences; OCLC (including ArticleFirst; Arts and Humanities Search; Electronic Collections Online and Sociological Abstracts) and the Social Sciences Citation Index®.

Routledge (UK) – 1 review 2021, 1 review 2024, 1 review 2025

Education and training

Dates	2019 - 2020
Principal subjects/occupational skills covered	Gender representations in action video games (mentor: prof. Ileana Mihăilă)
Name and type of organisation providing education and training	Interdisciplinary School of Doctoral Studies, University of Bucharest
Dates	2014 - 2017
Title of qualification awarded	Ph.D.

Principal subjects/occupational skills covered	The history of literary and cultural institutions, Strategies for literary research, Aspects of the relation between literary and cultural studies, Theories of intercultural and transmedia translation and adaptation
Name and type of organisation providing education and training	Doctoral School of Literary and Cultural Studies, University of Bucharest
Doctoral Thesis	Immersion and Narrativity in the Survival Horror Genre , defended on 21 September 2017 (supervisor: prof. Mădălina Nicolaescu)
Level in national or international classification	ISCED 6
Dates	2012 - 2014
Title of qualification awarded	M.A. in British Cultural Studies
Principal subjects/occupational skills covered	Cultural History, Intellectual History, Postcolonialism and Postcomunism, Irish and Scottish Cultural Studies, Globalization, Adaptation
Name and type of organisation providing education and training	University of Bucharest, Faculty of Foreign Languages and Literatures
Level in national or international classification	ISCED 5a
Title of qualification awarded	Certificate in Psycho-Pedagogy Module II
Name and type of organisation providing education and training	University of Bucharest, Faculty of Psychology and Educational Sciences
Dates	2009-2012
Title of qualification awarded	B.A. in Philology: English Language and Literature, German Language and Literature
Principal subjects/occupational skills covered	English language, literature and culture, American language, literature and culture, English linguistics, German language, literature and culture, German linguistics
Name and type of organisation providing education and training	University of Bucharest, Faculty of Foreign Languages and Literatures
Level in national or international classification	ISCED 5a
Title of qualification awarded	Certificate in Psycho-Pedagogy Module I
Name and type of organisation providing education and training	“University of Bucharest, Faculty of Psychology and Educational Sciences
Dates	2005-2009
Title of qualification awarded	High School Graduation Diploma
Principal subjects/occupational skills covered	Romanian Literature, English, History, Geography, Philosophy
Name and type of organisation providing education and training	“Nicolae Iorga” National College

Personal skills and
competences

Mother tongue(s) **Romanian**

Other language(s) **English, German**

Self-assessment
European level ()*

	Understanding				Speaking				Writing	
	Listening		Reading		Spoken interaction		Spoken production			
English	(C2)	Proficient User	(C2)	Proficient User	(C2)	Proficient User	(C2)	Proficient User	(C2)	Proficient User
German	(C1)	Proficient User	(C1)	Proficient User	(C1)	Proficient User	(C1)	Proficient User	(C1)	Proficient User

(*) *Common European Framework of Reference for Languages*