

Curriculum Vitae

Personal information

Surname(s) / First name(s)	MORAN-NAE, Andrei (publishing as Andrei Nae)
E-mail	andrei.nae@lls.unibuc.ro
Nationality	Romanian
Date of birth	18.12.1989
CV Sections	1. Work experience 2. Works published 3. Talks 4. Grants, scholarships and awards 5. Research stays 6. Organisational activities 7. Memberships 8. Peer-review activity 9. Classes taught 10. Education and training 11. List of works referencing or reviewing my list of publications

1. Work experience

Dates	September 2025 – present
Occupation or position held	Associate Lecturer
Main activities and responsibilities	Teaching game studies
Name of employer	Echo School of Technology, Digital Arts and Video Games in partnership with Abertay University
Type of business or sector	Higher education
Dates	September 2025 – present
Occupation or position held	Vice-chair
Main activities and responsibilities	Organising the yearly CEEGS conferences and supporting the chair in the management of the association
Name of employer	Central and Eastern European Game Studies (CEEGS), DiGRA Chapter
Type of business or sector	Professional association of researchers in game studies

	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 of employer		Lucian Blaga University of Sibiu
Type of business or sector		Research
	Dates	February 2023 – September 2025
Occupation or position held		Associate Lecturer
Main activities and responsibilities		Course: Video Games as Art (MA in the Art of Game Design)
Name of employer		IL Caragiale National University of Theatre and Film, Bucharest
Type of business or sector		Higher 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. Understanding 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. English Language Practice
Name of employer		English Department, University of Bucharest
Type of business or sector		Higher 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 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 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 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	Courses: 1. Video Games and Cultural Identity 2. Introduction to the Study of Video Games as Narrative Media
	Seminars: 1. Legal English (Faculty of Law until 2021) 2. Nineteenth-Century American Literature (English Department) 3. Twentieth-Century American Literature (English Department) 4. Twentieth-Century British Literature (English Department) 5. English Language Practice (English Department) 6. German as a Foreign Language (German Department in 2018)
Name of employer	Modern Languages Department, University of Bucharest
Type of business or sector	Higher education and research
Period	October 2014 – July 2017
Occupation or position held	English and German Teacher
Main activities and responsibilities	Teaching English and German as a foreign language
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 German as a foreign language 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

2. Works Published (40)

Research Monographs (2)

2. ***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>

1. ***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/>

Collective Volumes and Special Issues (4)

4. ***Video Games Between Postcolonialism and Postcommunism***, ed. Andrei Nae, Berlin: De Gruyter, 2025. ISBN: 978-3-11-162251-4, 286 pages. (accepted for publication). <https://www.degruyterbrill.com/document/isbn/9783111622750/html>

3. “**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.

2. ***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-europe-s-borderlands/>

1. ***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-shakesperares-death/>

Articles, Book Chapters, Conference Proceedings Papers and Encyclopaedia Entries (30)

30. "The Frontier as American National Identity Narrative in the *Red Dead Redemption* Games." *American, British and Canadian Studies*, 2025. ISSN: 1841-1487. (accepted for publication)
 Indexed in: MLA International Bibliography, Web of Science – Emerging Sources Citation Index, Intute, Ulrich's Periodicals Directory, Index Copernicus International, EBSCO Publishing, Inc, CEEOL, Central and Eastern European Online Library, Publons, ERIH Plus, Elsevier's SCOPUS

29. "Representing the Holocaust in *Wolfenstein: The New Order*: Ethics of Play, Thanatopolitics and State of Exception." *Word and Text*, 2025. ISSN: 2069-9271. (accepted for publication)
 Indexed in: CEEOL, Clarivate Analytics, Emerging Sources Citation Index Journal List, CNKI (China National Knowledge Infrastructure), DOAJ Directory, EBSCO (Academic Search Complete), ERIH Plus, MLA (Modern Language Association) International Bibliography, SCIMAGO, SCIPION, Scopus, Sherpa Romeo

28. (with Daria Nedelea) "Biopolitică colonială în *Red Dead Redemption*" ["Colonial Biopolitics in Red Dead Redemption 2"]. *Arta biopolitică în era post-Holocaust: perspective filosofice asupra mărturiilor estetizate, esteticii politizate și viață nudă*, ed. Oana Șerban, Bucharest: Eikon, 2025. (accepted for publication)

27. "Introduction." *Video Games Between Postcolonialism and Postcommunism*. ed. Andrei Nae, Berlin: De Gruyter, 2025, pp. 1-22. ISBN: 978-3-11-162251-4. (accepted for publication)

26. "Colonial Realism in Video Games." *Video Games Between Postcolonialism and Postcommunism*. ed. Andrei Nae, Berlin: De Gruyter, 2025, pp. 23-55. ISBN: 978-3-11-162251-4. (accepted for publication)

25. (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. Pp. 103-22. ISBN: 978-3-11-162251-4. (accepted for publication)

24. "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, pp. 229-46. ISBN: 978-3-11-162251-4. (accepted for publication)

23. "From Saviour to Colonial Perpetrator. Manipulating Player Empathy in *Silent Hill 2* and *Silent Hill Origins*". *Parallax*, vol. 28, no. 2, 2022, pp. 179-194. ISSN: 1353-4645.
<https://www.tandfonline.com/doi/full/10.1080/13534645.2023.2184949>
 Indexed in Arts and Humanities Citation Index®; 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®

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

21. "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>

20. "(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/>
Indexed in SCOPUS; EBSCO; ERIH+

19. "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.

18. "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>

17. "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>

16. "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>
Indexed in Web of Science (WOS) - Clarivate Analytics (former Thomson Reuters); EBSCO; ICI Journals Master List - Index Copernicus; CEEOL; Ulrich ProQuest; Cabell, Journalsseek; Scipio; Philpapers; SHERPA/RoMEO repositories; KV; WorldCat; CrossRef; J-GATE; Ideas RePeC; Econpapers; Socionet; Google Scholar;

15. "Global Conrad? The Simulation of Colonial Entrepreneurship in Video Game Adaptations of *Heart of Darkness*." *Conference Proceedings of 7thSWS International Scientific Conference on Social Sciences /SCSS 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>

14. "'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-europe-s-borderlands/>

13. (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>

12. "Salvaging Patriarchy in the 2018 Film Adaptation of *Tomb Raider*." *English Literature*. Vol. 6, 2019, Edizioni Ca' Foscari - Digital Publishing, pp. 127-140. (ISSN-L): 2385-1635, ISSN (Print):2385-1635, ISSN (Online): 2420-823X. DOI 10.30687/EL/2420-823X/2019/01/007. <https://edizionicafoscari.unive.it/en/edizioni4/riviste/english-literature/2019/1/salvaging-patriarchy-in-the-2018-film-adaptation-o/>

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

11. "Shakespeare and the Accumulation of Cultural Prestige in Video Games." *Intermediality Now: Remapping In-Betweenness*, special issue of *Acta Universitatis Sapientiae Film and Media Studies*. vol. 17, 2019, Sapientia Hungarian University of Transylvania Scientia Publishing House & De Gruyter Online, pp. 115-128, ISSN 2066-7779 (online version), ISSN 2065-5924 (printed version), ISSN-L 2065-5924 DOI: 10.2478/ausfm-2019-0018. <http://www.acta.sapientia.ro/acta-film/C17/film17-07.pdf>

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).

10. "Adapting Shakespeare around the Globe: The Construction of Otherness and its Ideological Stakes in the Films *O* and *Omkara*." *English Literature: Theories, Interpretations, Contexts*. vol. 5, 2018, Edizioni Ca' Foscari - Digital Publishing, pp. 77-90, (ISSN-L): 2385-1635, ISSN (Print):2385-1635, ISSN (Online): 2420-823X. DOI 10.30687/EL/2420-823X/2018/05/005. <https://phaidra.cab.unipd.it/detail/o:432370?mode=full>

Indexed in DOAJ, ERIH PLUS, MLA, WorldCat.

9. "Mission Objective: Carry the White Man's Burden to Outer Space – The Gamification of Colonization in *Dead Space*." *Ekphrasis. Images, Cinema, Theory, Media*. vol. 20, no. 2, 2018, Accent, pp. 157-167, ISSN 2067-631X. DOI: 10.24193/ekphrasis.20.9 <https://www.ekphrasisjournal.ro/docs/R1/20E9.pdf>

Indexed in Emerging Sources Citation Index (Web of Science), ERIH PLUS, EBSCO, NSD, and CEEOL.

8. "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-shakesperares-death/>

7. "Immersion at the Intersection of Technology, Subjectivity, and Culture: An Analysis of *Silent Hill 2*." *Acta Universitatis Sapientiae, Film and Media Studies*. vol. 13, no. 1, 2016, Sapientia Hungarian University of Transylvania Scientia Publishing House & De Gruyter Online, pp. 7-19, ISSN 2066-7779 (online version), ISSN 2065-5924 (printed version), ISSN-L 2065-5924. DOI: 10.1515/ausfm-2016-0011. <http://www.acta.sapientia.ro/acta-film/C13/film13-01.pdf>

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, and WorldCat (OCLC).

6. "Imperialist Ideology and Its Counterpoint in Joseph Conrad's *Heart of Darkness*". *Annals of the University of Bucharest, Foreign Languages and Literatures*. Vol. 1, 2015, The Bucharest University Press, ISSN: 1220 - 0263 pp. 45-54.

https://www.researchgate.net/publication/313891840_Imperialist_Ideology_and_its_Counterpoint_in_Joseph_Conrad's_Heart_of_Darkness

Indexed in CEEOL.

5. “**Remediating Pornography in Game of Thrones: Where Sex and Memory Intertwine.**” *[Inter]sections*. no. 18, 2015, The Bucharest University Press, pg. 17-44, ISSN 2068 – 3472. <https://intersections-journal.com/wp-content/uploads/2016/03/Andrei-Nae-article-1.pdf>

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

4. “**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

3. “**The Politics of Tourism: Translating, Correcting and Remediating Difference in Jhumpa Lahiri’s The Interpreter of Maladies**”. *Annals of the University of Craiova. Series: Philology, English*, vol. 16, no.2, 2015. The University of Craiova Press, ISSN: 1454 – 4415, pg. 111-117. <https://www.ceeol.com/search/article-detail?id=523289>

Indexed in Fabula, Scipio, and CEEOL.

2. “**Caught between Nationalisms: How the Margin Conquered the Centre in Hanif Kureishi’s The Buddha of Suburbia and Amitav Ghosh’s The Shadow Lines.**” *University of Bucharest Review*. vol. 4, no. 2, 2014, The Bucharest University Press, pg. 32-40, ISSN 2069 – 8658. <http://www.ubr.rev.unibuc.ro/wp-content/uploads/2017/10/AndreiNae.pdf>

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

1. “**Leidenschaften in den Gedichten von Emily Dickinson.**” *Zeitschrift der Germanisten Rumäniens* 22. vol. 44, no. 2, 2013, Editura Paidea, pp. 201-208, ISSN 1454-4008. <http://www.gqr.ro/inhalt44.htm>

Non-academic publications (4)

4. “Resident Evil Village și „Ciorb’ dă legîm” sau ce înțeleg japonezii că înțeleg americanii despre România (adică nimic).” [“Resident Evil Village și „Ciorb’ dă legîm”, or What the Japanese Think that Americans Think about Romania (which is nothing)"] *Scena 9*, 23.06.2021. <https://www.scena9.ro/article/resident-evil-village-romania-recenzie>

3. “De ce să învăță despre jocuri video la facultate.” [Why You Should Take a Game Studies Course.] *Scena9*, 4 august 2020. <https://www.scena9.ro/article/studii-culturale-jocuri-video>

2. “Dealing with the Troubled Past.” *Questions from Cultural Studies* series, 12 June 2020. <https://britishculturalstudies.com/2020/06/12/dealing-with-the-past-questions-from-cultural-studies/>

1. “Anxietățile bărbatului neaos.” [The Anxieties of the Trueborn Man.] *Dilema Veche*, nr. 636, 28 aprilie - 4 mai 2016. <https://dilemaveche.ro/sectiune/tema-saptamanii/articol/anxietatile-barbatului-neaos>

3. Talks (67)

Conferences, workshops, scientific seminars and other academic events (51)

51. CEEGS 2025: Landscapes, Cities, Localities (workshop “Video Games between Postcolonialism and Postcommunism” — 8-10.09.2025 — Central and Eastern European Game Studies (DiGRA chapter) and University of Wrocław
Event: Dialogue with Dorota Kołodziejczyk on Video Games between Postcolonialism and Postcommunism by Andrei Nae

50. Conference: Games and Game Studies Beyond Postmodernism — 4-5.09.2025 — University of Konstanz
Paper: Dialectics of Play in Action-Adventure RPG Video Games

49. Conference DiGRA 2025: Games at the Crossroads — 30.06-04.07.2025 — Digital Games Research Association and University of Malta
Paper: Stabilising Ideology in Gameplay: An ideological critique of modal consonance in video games

48. Conference: Historical Materialism Paris: Combating the Catastrophe — 26-28.06.2025 — Historical Materialism and Paris Dauphine University
Paper: Harnessing Disaster Discourse for Antisocialist Purposes: Representing Socialist Romania in Sand Sailor Studio’s *Black the Fall*

47. Seminar: PlayingPast CIVIS Meeting: Culture, Education and Technology. Public History and Heritage through Video Games — 14.03.2025 — Autonomous University of Madrid
Paper: Coloniality and Ideological Consonance in *Red Dead Redemption 2*

46. Workshop: Playing the Aggressor: Historical Conquest, Colonization, and Resistance in Video Games — 15-16.11.2024 — University of Heidelberg
Paper: Arthur Morgan as Colonial Saviour? Simulating Manifest Destiny in *Red Dead Redemption 2*

45. Central and Eastern European Game Studies 2024: “Reimagining Games, Art, and Performativity” (workshop “Biopolitical reimagining of games: understanding, identifying, and interpreting game biopolitics”) — 10-12.10.2024 — CEEGS and University of Peloponnese
Paper: Playing Frontiersman: The Biopolitical Colonial Frame of *Red Dead Redemption 2*

44. Conference: Historical Materialism Cluj-Napoca: “Polycrisis across Divides” — 29-31.08.2024 — Universitatea Babeș Bolyai, Historical Materialism, and tranzit.ro/Cluj
Paper: Coloniality in the Double Dialectics of Video Games

43. Conference: Playing the Field IV: Video Games and Politics — 11-13.07.2024 — Technische Universität Dortmund
Paper: Colonial Diversity in *Uncharted: The Lost Legacy* (with Alessandra Ciufu)

42. Research seminar: Digital Humanities Series — 13.12.2023 — Institute of Research University of Bucharest
Paper: Colonial Realism in Video Games

41. Conference: NextGenCommunication - First Edition, “Pluralism in digital communication” — 05.12.2023 — George Emil Palade University of Medicine, Pharmacy, Sciences and Technology
Paper: The Double Dialectics of Video Games

40. Research seminar: British Cultural Studies Research Seminar — 21.11.2023 — British Cultural Studies Centre, University of Bucharest
Paper: Colonial Realism in Video Games

39. Conference: Playing the Field III: Video Game Ecologies and American Studies — 17-19.11.2022 — Bavarian American Academy, German Research Foundation, Katholische Universität Eichstätt
Paper: Simulating the Environment in *Horizon: Zero Dawn*: Ideological Consonance and Complicity with Neoliberal Capitalism

38. Workshop: Z9 Popular: Translation and Theory Workshop — 05.11.2021 (online participation) — Z9 Popular and the Faculty of Letters and Arts, “Lucian Blaga” University of Sibiu
 Paper: **Studying Video Games at the Intersection of Narratology and Cultural Studies**

37. Workshop Video Games at the Intersection of Postcolonialism, Postcommunism, and Globalisation — 19.09.2021 (online participation) — “Colonial Discourse in Video Games” postdoctoral research project via the Center for American Studies, University of Bucharest
 Paper: **Colonial Perpetuation in the *Silent Hill* Series**

36. Conference: The 22nd Annual International Conference of the English Department: “Re-Writing/Re-Imagining the Past” — 03-05.06.2021 (online participation) — University of Bucharest
 Paper: **Gameplay and the Colonisation of the Past in *Fatal Frame***

35. Conference “The art itself is nature”: Shakespeare’s Nature, Art, Politics, ESRA Virtual Conference 2021 — 03-06.06.2021 (online participation) — European Shakespeare Research Association and National and Kapodistrian University of Athens
 Paper: Survival Horror and Colonialism: the Role of Caliban in *Silent Hill: Origins*

34. Conference: VIIth SWS International Scientific Conferences (Social Sciences) — 23-27.08.2020 (online participation) — SGEM World Science
 Paper: **Global Conrad? The Simulation of Colonial Entrepreneurship in Video Game Adaptations of *Heart of Darkness***

33. Conference: 14th LUMEN RSACVP 2020 — 22-23.05.2020 (online participation) — Lumen Media Publishing & Research Centre in Social and Humanistic Sciences, Iași, Romania
 Paper: **Simulating an Entrepreneurial Ecosystem in *Horizon: Zero Dawn*: Initiative, Accumulation, and the Critique of Capitalism**

32. Conference: Student Conference — 25.04.2020 (online participation) — Faculty of Foreign Languages and Literatures, University of Bucharest
 Paper: **Metamorphosis of the Critique of Western Modernity in the Survival Horror Game *Fatal Frame***

31. Conference: Shakespeare on Screen in the Digital Era: The Montpellier Congress (seminar: “Whose Screen is it Anyway? Shakespeare in Digital Interactive Media”) — 26-28.09.2019 — Université Paul-Valéry Montpellier 3
 Paper: **The Gamification of Shakespeare in *Silent Hill 3* and *Manhunt 2*: From Reverence to Rejection**

30. Conference: Playing the Field II: Video Games, American Studies, Space — 15-17.05.2019 — University of Duisburg-Essen
 Paper: **From Male to Colonial Gaze in the Rebooted *Tomb Raider* Franchise**

29. Conference: The Circulation of Shakespeare’s Plays in Europe’s Borderland — 8-9.11.2018 — 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”**

28. Conference: Intermediality Now: Remapping In-Betweenness — 18-20.10.2018 — Sapientia Hungarian University of Transylvania
 Paper: **Let’s Play Shakespeare: The Player as Dramatis Persona in Video Games Adapting Shakespeare**

27. Conference: AAS Annual Conference 2018 — 26-28.09.2018 — Association of Adaptation Studies and University of Amsterdam
 Paper: **Thug Notes and Shakespeare: Teaching an Alternative Othello on YouTube**

26. Conference: 14th ESSE Conference — 29.08-02.09.2018 — European Society for the Study of English and Masaryk University

Paper: **Teaching Shakespeare through Gangsta Rap on YouTube: The Appropriation of Shakespeare's Plays in Thug Notes**

25. Conference: Playing the Field: Video Games and American Studies — 26-29.05.2018 — Ludwig-Maximilians Universität München

Paper: **The 18th Century Novel as a Model for Understanding Immersion in Classical Survival Horror Video Games** (with Alexandra-Ileana Bacalu)

24. Conference: The Paradigmatic City (III): Customs and Costumes — 30.11-02.12.2017 — Centre of Excellent for the Study of Cultural Identity of the University of Bucharest, Universita Ca'Foscari Venice, Romanian Cultural Institute

Paper: **Caucasian Customs: The American Ghost Town as a Site of White Trauma in *Silent Hill***

23. Conference Cinéma, cognition et art — 27-28.10.2017 — CEREFREA Villa Noël, University of Bucharest
Paper: **Immersion and Narrativity in the Survival Horror Genre**

22. Conference The 19th International Conference of the English Department "Birth, Death, and Rebirth: (Re)Generation as Text" — 08-10.06.2017 — University of Bucharest

Paper: **From Horror to Survival Horror: The Remediation of Ridley Scott's Alien into the Video Game Alien: Isolation**

21. Conference Challenges to Pluralism, Democracy, and Identity in American Culture — 28.04.2017 — Center for American Studies, University of Bucharest and the Fulbright Commission

Paper: **Survival Horror's Normative Backlash: Reinforcing the Status Quo in Condemned: Criminal Origins**

20. Conference: International Congress of Mutant Fiction: "Mutant Alert: Viral Anomaly in Fictional Genes" — 24-26.11.2016 — Faculty of Foreign Languages and Literatures, University of Bucharest

Paper: **The Cultural Prestige of B-Series Horror Film and Survival Horror Aesthetics in Resident Evil Remake HD (2014)**

19. Conference: Narrative2016 — 16-18.06.2016 — International Society for the Study of Narrative & University of Amsterdam

Paper: **The Narrativization of Gameplay in the Survival Horror Video Games *Silent Hill* and *Silent Hill 2***

18. Conference The 18th Annual Conference of the English Department "Cultural Representations of the City" — 2-4.06.2016 — The English Department, University of Bucharest

Paper: **Miranda Fights Back: Appropriating Shakespeare's The Tempest in Rockstar's Stealth Survival Horror *Manhunt 2***

17. Conference European Association of American Studies Biennial Conference — 22-25.04.2016 — European Association of American Studies & Ovidius University of Constanța

Paper: **The Cyborg as an Instance of (In)human Hybridity in Roland Emmerich's *Universal Soldier (1992)***

16. Conference: Popular Culture & World Politics 8 — 20-21.11.2015 — The Centre for the Study of Democracy; Faculty of Politics and International Relations, University of Westminster

Paper: **Agency, Castration, and Gender Politics in *Mad Max: Fury Road***

15. Conference: "The Real and the Intermedial" XVI. Film and Media Studies Conference in Transylvania — 23-25.10.2015 — Sapientia University, Cluj-Napoca

Paper: **Immersion at the Intersection of Technology, Subjectivity and Culture: An Analysis of *Silent Hill 2***

14. Conference: "The Paradigmatic City: Origins, Avatars, Frontiers" — 15-17.10.2015 — CESIC (University of Bucharest), Universidade Nova de Lisboa, Universidade dos Açores

Paper: **The Town as a Self-Reflexive Hybrid Entity in the *Silent Hill* Storyworld**

13. Conference: The Tenth Annual Conference of the Association of Adaptation Studies "Adaptations and the Metropolis" — 24-25.09.2015 — Association of Adaptation Studies & Institute of English Studies, University of London

Paper: **The Town as a Hybrid Entity in the *Silent Hill* Storyworld**

12. Conference: The 17th Annual Conference of the English Department "Religion and Spirituality in Literature and the Arts" — 4-6.06.2015 — The English Department, University of Bucharest

Paper: **Can Clones Go to Heaven? Christian Morality in the *Hitman* series**

11. Conference: 2nd Ekphrasis Conference in Cinema and Visual Culture "Provocation as Art" — 28-29.05.2015 — Faculty of Theatre and Television, Babes-Bolyai University Cluj-Napoca

Paper: **Monstrous Representations of Femininity in the *F.E.A.R.* Trilogy**

10. Conference: "Correlations: Prejudice, Anti-Discrimination Policies and Minority Rights in American Culture" — 22.05.2015 — Center for American Studies, University of Bucharest

Paper: **Remediating Pornography in *Game of Thrones*: Where Sex and Memory Intertwine**

9. Conference Interdisciplinary Student and Graduate Conference Transcultural Media Relations — 17-18.04.2015 — Goethe Universität, Frankfurt am Main

Paper: ***F.E.A.R.* – An Uncanny Adaptation of *Heart of Darkness***

8. Conference: Early Modern Graduate Conference — 28-29.11.2014 — Faculty of Philosophy, University of Bucharest

Paper: **The Therapeutic Function of Education in Locke and Bacon**

7. Conference: The 13th International Conference Language, Literature and Cultural Policies "Error in Context, Context of Error" — 19-21.11.2014 — University of Craiova; University of Lisbon; Nesna University College

Paper: **Correcting Difference in Jhumpa Lahiri's *Interpreter of Maladies***

6. Conference The 6th Yearly Colloquium of the Centre for the Study of Hermeneutics, Phenomenology and Practical Philosophy "The Seriousness of Play" — 13-14.11.2014 — Alexandru Ioan Cuza University of Iași

Paper: **Breaking the Magical Circle and the Rebirth of Abstractionism in *Candy Crush Saga***

5. Conference: "Imagological Chronotopes: Emblems, Clichés, Stereotypes" — 23-25.10.2014 — CESIC, University of Bucharest

Paper: **Romanian Purity in Dan Puric's *Romanian Soul***

4. Conference: The 16th Annual Conference of the English Department "Transnational Dimensions of Literature and the Arts" — 5-7.06.2014 — The English Department, University of Bucharest

Paper: **Caught between Nationalisms: How the Margin Conquered the Centre in Hanif Kureishi's *The Buddha of Suburbia* and Amitav Ghosh's *The Shadow Lines***

3. Conference: Students' Conference — 17.05.2013 — Faculty of Foreign Languages and Literatures, University of Bucharest

Paper: **Radical Nationalism in Mihai Eminescu's Epistle III**

2. Conference: The 9th International Congress of Romanian Germanists — 4-7.06.2012 — Department of Germanic Languages, University of Bucharest

Paper: **Leidenschaften in den Gedichten von Emily Dickinson**

1. Conference: Students' Conference — May 2012 — 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.) (16)

16. University of Tübingen — 12.07.2025 (online participation)

Guest lecture: **Narrativity in Video Games**

15. Doctoral Intensive Seminar: The Power of Words. Construction of Gender and Sexuality in Language, University of Tartu — 10-12.04.2025

Guest lecture: **The Role of Language in Disciplining Sex and Gender in Video Games**

14. PACE University New York — 03.12.2024 (online participation)

Guest lecture: **The Intersection of Queerness and Disability in Romania**

13. CPES Conference Series, Centre for the Study of Equality of Opportunity, Faculty of Political Sciences, University of Bucharest — 22.11.2024

Guest lecture: **The Patriarchal Disciplinary Regime of Video Games**

12. Bucharest International Experimental Film Festival 2024 – 14th edition: “Serious Games”, organised by BIEFF — 24-29.09.2024

Discussion: **Grand Theft Hamlet (with film curators)**

11. Telefonu' fără fir: Linia verde (Summer school), organised by Tranzit — 29.07-04.08.2024

Guest lecture: **Exploiting the Environment in Video Games**

10. National Museum of Romanian Literature — 17.11.2023

Event: **Public reading and discussion of Mark Fisher's *Capitalist Realism. Is There No Alternative?***

9. Blended Intensive Programme “Solidarity, Change and Resistance in a Threatened World: The Transformative Power of the Humanities in the Twenty-first Century,” Universidad de les Illes Balears — 06.07.2023

Guest lecture: **Video Games as Simulators of Cultural Identities**

8. New Books Network (podcast) — 26.10.2022

Book presentation: Andrei Nae, *Immersion, Narrative, and Gender Crisis in Survival Horror Video Games* (Routledge, 2021)

7. AMC Ro Studio (YouTube channel) — 20.02.2022

Interview: **+REP**

6. MA in British Cultural Studies, Centre of Excellence for the Study of Cultural Identity, University of Bucharest — 12.11.2021

Book launch: **Andrei Nae, *Immersion, Narrative, and Gender Crisis in Survival Horror Video Games* (Routledge, 2021) — with Prof. Dr. Sascha Pöhlmann & Dr. Aline Job**

5. Z9 Popular and the Faculty of Letters and Arts, “Lucian Blaga” University of Sibiu — 05.11.2021

Book launch: **Andrei Nae, *Immersion, Narrative, and Gender Crisis in Survival Horror Video Games* (Routledge, 2021)**

4. RADAR (Romanian Artists Developing Alternative Realities) — 23.09.2021

Talk show: **New Media Art in Romanian Education**

3. Ecologies of Emancipation (Summer school) and Tranzit — 01-05.09.2021

Guest lecture: **Video Games as Simulators of Cultural Identities: The Intersection of Race, Gender, and Class in the Context of the Climate Crisis**

YA Festival, Cărturești — 12.05.2021

Talk: Representing LGBTQ Identities in *The Last of Us Part II*

2. Gaudeamus Radio România 2020 — 16-22.11.2020

Book launch: **Andrei Nae, *Horror Video Games as Procedural Narratives: Extreme Colonial Encounters in the Digital Heart of Darkness* (Bucharest University Press, 2019)**

1. Gaudeamus Radio România 2020 — 16-22.11.2020

Book launch: **Perspectives on Shakespeare in Europe's Borderlands** (Bucharest University Press, 2020, eds. Nicolaescu, M. et al.)

4. Grants, Scholarships, and Awards

	Date	January 2025 – December 2026
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://grants.ulbsibiu.ro/ideolit/about/
	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	Andrei Nae
Researcher	
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)

5. Research Stays

Dates	06-21.04.2025
Institution	University of Tartu

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
Dates	26.07.2022 – 09.08.2022
Institution	Humboldt University Berlin
Project	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	01.12.2015 - 31.12.2015
Institution	Goethe University, Frankfurt am Main
Project	Competitive Multidisciplinary Doctoral Research in Europe POSDRU 187/1.5/S/155559

6. Organisational Activities

Dates | 08-10.09.2025

Event Responsibilities	Central and Eastern European Game Studies Conference 2025 Member of the executive board
Dates	30.06.-04.07.2025
Event Responsibilities	DiGRA 2025 Peer review of abstracts
Dates	01-05.07.2024
Event Responsibilities	DiGRA 2024 Peer review of abstracts
Dates	14-16.06.2024
Event Responsibilities	AICED 25: "Space and Time in Literature and the Arts" Member of the organising committee
Dates	9-11.06.2023
Event Responsibilities	AICED 24: „Humour and Pathos in Literature and the Arts” Member of the organising committee
Dates	02-04.06.2022
Event Responsibilities	AICED 23: Literature and Cultural Studies Section: 'Disaster Discourse: Representations of Catastrophe' Member of the organising committee
Dates	19.09.2021 (online)
Event Responsibilities	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 Organizer
Dates	8-9.11.2018
Event Responsibilities	The Circulation of Shakespeare's Plays in Europe's Borderland Member of the organising committee
Dates	30.11.2017-02.12.2017
Event Responsibilities	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 Member of the organising committee
Dates	August 2015 – October 2022
Event	Secretary of the Doctoral School of Literary and Cultural Studies
Dates	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 organising committee

7. Memberships

Member of **Digital Games Research Association (DiGRA)** since 2025

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

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

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

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

8. 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

Lucian Blaga Sibiu University Press (Romania) – 2 reviews 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.

Humanities and Social Sciences Communications – 1 review 2025

Indexed in: Scopus, Arts and Humanities Citation Index (Clarivate) [AHCI], Social Sciences Citation Index (Clarivate) [SSCI], OCLC, EBSCO Discovery Service, RePEc (Research papers in Economics), Summon by ProQuest, Google Scholar, Directory of Open Access Journals (DOAJ, PubMed Central (PMC) (only where the research in question is funded by the NIH or other NIH-accepted institutions such as the Wellcome Trust).

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, 2 reviews 2025

Studies in East European Thought (0925-9392) – 1 review 2025

Indexed in: ANVUR, Arts & Humanities Citation Index, BFI List, Baidu, CLOCKSS, CNKI, CNPIEC, Current Contents/Arts and Humanities, Dimensions, EBSCO, ERIH PLUS, Google Scholar, JSTOR, Naver Norwegian Register for Scientific Journals and Series, OCLC WorldCat Discovery Service, PhilPapers Philosopher's Index, Portico, ProQuest, SCImago, SCOPUS, Social Science Citation Index, TD Net Discovery Service, Wanfang, eLibrary.ru

9. Classes taught

University of Bucharest

Courses:

- Video games and cultural identity (MA in British Cultural Studies)
- Understanding narrative communication in video games (initially titled Introduction to the Study of Video Games as Narrative Media) (elective course, BA in English)
- Ideology in post-1945 subaltern British fiction (elective course, BA in English)

Seminars (all BA level):

- Post-1945 American literature
- 20th-century and contemporary American literature
- 19th-century American literature
- American culture and civilisation
- 20th-century British literature
- 19th-century British literature
- English Language Practice
- Legal English (Faculty of Law until 2021)
- German as a Foreign Language (German Department in 2018)

IL Caragiale National University of Theatrical Arts and Film

Courses:

- Video games as art (MA in the Art of Game Design)

Echo School of Technology, Digital Arts and Video Games in collaboration with Abertay University

Courses:

- Critical Studies Module (ART308) (BA in Computer Arts and Animation)

10. 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 Postcommunism, 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, French				
Self-assessment	Understanding Speaking Writing				
<i>European level (*)</i>	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2
German	B2	C1	B2	C1	C1
French	B1	B1	A2	A2	B1

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

11. List of works referencing or reviewing my research

Research Monographs

Immersion, Narrative, and Gender Crisis in Survival Horror Video Games.

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. Jancsovics, Klaudia. "Spatiality, Focalization and Temporality in Horror Games." *Acta Ludologica*, vol. 5, no. 2 , 2022 ISSN 2585-8599 (cited on pg. 8)
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