



Fares Kayali

Professor for Digitalisation in Education
(Univ.-Prof. DI Dr.)

Born on July 17th, 1978 in Vienna

Citizenship: Austrian

Online CV: <http://piglab.org/fares>

Fares Kayali is a researcher, educator and designer living and working in Vienna, Austria. In 2018 he was appointed a full professor of digitalisation in education at the Centre for Teacher Education at the University of Vienna. Earlier he worked as an assistant professor at the Human-Computer Interaction Group at the Vienna University of Technology. He is co-founder of the Positive Impact Games Lab and principal investigator of a number of projects situated at the intersection of design, people and technology. Fares holds a habilitation in didactics from the University of Applied Arts Vienna and also lectured there regularly. His research interests are situated in informatics, didactics, arts and HCI with a broad spectrum covering teacher education and digital learning, health care technology, game design and gamification, as well as music computing and interactive art. Fares has presented his work in highly regarded academic publications and international conferences such as CHI, CHI Play, DiGRA, GDC, GLS, Ars Electronica, Games for Health, Games for Change and Entertainment Computing. His works have won or been nominated for high-profile awards such as IndieCade, the Independent Games Festival, Europrix, eAward, Games for Change, WinTec and Occursus.Current employment:

Current employment:

from 2018 **University of Vienna (Centre for Teacher Education)**
Full professor of digitalisation in education

Previous employment:

2011 – 2018	Vienna University of Technology (Human Computer Interaction Group) Principal investigator of several FWF, FFG and ministry-funded research projects, lecturer and thesis supervision in the “Media Informatics” master program
2011 – 2018	University of Applied Arts Vienna (Didactics of Art, Textile and Design) Lecturer Courses and thesis supervision in the master program “Art Education”
2009 – 2018	Danube University Krems Lecturer Courses and thesis supervision in the “Media Didactics” and “Game Studies” master programs
2001 – 2018	SAE Online / Middlesex University / SAE Vienna Academic Advisor and Lecturer Lectures in various programs and supervision of theses in the master program “Professional Practice”
2010 – 2018	University of Applied Science Technikum Vienna Lecturer Courses and thesis supervision in the master program “Game Engineering & Simulation”

2008 - 2010	studio radiolaris interactive entertainment GmbH Managing Director and Game Designer Production, development and design of four iPhone games
2006 - 2008	Vienna University of Technology, Institute of Design and Assessment of Technology Project Associate & Stipendiary Research projects “Playful Interfaces” and “Gestural interaction with time based media”
2001 - 2005	Video Artist and DJ Performances at international concerts and clubbings
1999 - 2004	Vienna University of Technology, Information Technology Services Tutor Student support and network administration
2001 - 2002	TW-1 & WPTV AltErlaa Assistant Director Collaboration on several TV productions

Education:

2017	University of Applied Arts Vienna, Institute of Art Sciences and Art Education Habilitation: “Game Design and Education”
2009	Vienna University of Technology, Institute of Design and Assessment of Technology Doctoral degree (Ph.D.), with distinction Dissertation: “Playing Music: Design, Theory, and Practice of Music-based Games”
2004	Madrid (Spain) 6-month Spanish language stay
2004	Vienna University of Technology, Institute of Design and Assessment of Technology Diplom Ingenieur (MSc), with distinction Thesis: “Sonic-Image, audiovisual synchronisation at live performances”
2001	SAE College Vienna Multimedia Producer Diploma (with distinction)

Peer Esteem:

2018	Member of the CGX Mentor Lounge Network
2018	Scientific committee of the Teaching Arts and Research Conference 2018
2018	Program committee of the ACM CHI PLAY Spotlight track
2018	Program committee of the Foundations of Digital Games FDG 2018
2018	Review committee of the IDC ACM SIGCHI Interaction Design & Children Conference
2017	Jury member of the “We Make Games” student competition
2017	Review committee of the International Journal of Human-Computer Interaction
2016 - present	Review committee of the ACM CHI Conference on Human Factors in Computing Systems
2016	Reviewer for the NWO – Netherlands Organisation for Scientific Research
2016 - present	Scientific committee of the InSEA: International Society for Education through Art Conference
2015 - present	Review committee of the Entertainment Computing Journal
2015 - present	Review committee of the International Journal of Medical Informatics

2014 - present	Program committee of the Joint Conference on Serious Games
2014 - present	Review committee of Games and Culture, a Journal of Interactive Media
2014	Program Committee of the ACE14 Workshop on "Designing Systems for Health and Entertainment: what are we missing?"
2014 - present	Program committee of the EMCSR – European Meetings on Cybernetics and Systems Research
2013 - present	Program committee of the Game Engineering Conference Vienna
2012 - 2015	Program co-chair of the FROG: Vienna Games Conference
2012 - 2013	Program committee of the Gamedays – International Conference on Serious Games and Edutainment
2011 - 2013	Gaming with a Purpose, advisory board member http://www.gamingwithapurpose.com
2010 - present	Member of SAE's delegation in the academic accreditation process with Middlesex University
2010 - present	Jury member of the IndieCade International Festival of Independent Games
2007 - present	Member of the DiGRA, Digital Games Research Association

Languages:

German (native speaker), English (fluent), Spanish (intermediate skills), French (basic skills).

Awards:

Several awards and nominations for industry and creative works at venues including Games for Change, the IndieCade International Festival of Independent Games, the Independent Games Festival, the Good Practice and Innovation Award (Dialogforum Integration), the ZIT Call Smart Vienna, the Europrix Multimedia Awards, the Occursus award and the eAward.

List of Publications and Works

Book Chapters:

- 2018 Prahm, C., Sturma, A., Vujaklija, I., Kayali, F.: "Novel Technologies in Upper Extremity Rehabilitation", in "Bionic Limb Reconstruction", Aszmann, O., Farina, D. (eds.), Springer. (forthcoming)
- 2018 O.Hödl, F.Kayali, G. Fitzpatrick, S.Holland: "TMAP Design Cards for Technology-mediated Audience Participation in Live Music" in "Music and Human Computer Interaction: Remixed", T. Mudd, S. Holland, K. Wilkie, A. McPherson, M. Wanderley (eds.), Springer.
- 2017 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Sparkling Games - Die Gestaltung von Lernspielen zu Themen aus Informatik und Gesellschaft" in "Spielend lernen!", Zielinski, W., Aßmann, S., Kaspar, K., Moormann, P. (Eds.) Schriftenreihe zur digitalen Gesellschaft NRW,, Kopaed, pp. 159-170.
- 2016 F. Kayali, J. Ortner: "Level Design Practises in Independent Games" in: "Level Design: Processes and Experiences", C. Totten (ed.). CRC Press.
- 2015 B. Franz, F. Kayali, G. Götzenbrucker, V. Schwarz, J. Pfeffer, P. Purgathofer "Internet Games: Games for Change?" in: "Immigrant Youth, Hip Hop, and Online Games: Alternative Approaches to the Inclusion of Working-Class and Second Generation Migrant Teens", B. Franz (ed.). Lexington Books, pp. 67 - 83.
- 2014 G. Götzenbrucker, V. Schwarz, P. Purgathofer, F. Kayali, J. Pfeffer, B. Franz: "Serious Beats: Internetnutzung und Freundschaftsstrukturen von jungen MigrantInnen in Wien"; in "Migration & Integration 4", G. Biffl, L. Rössl (ed.); Guthmann-Peterson, Wien, 2014, ISBN: 978-3-900782-73-3, 59-64.
- 2013 F. Kayali: "Playing Ball - Fan Experiences in Basketball Videogames"; in: "Sports Videogames", M. Consalvo, K. Mitgutsch, A. Stein (ed.); Routledge, New York, 2013, ISBN: 978-0-415-63755-8, 197 - 216.
- 2013 F. Kayali, M. Jahrmann, B. Felderer, J. Ortner: "Persuasion and Play - Towards an Augmented Reality Exhibition Interface"; in: "Play and Prosume, Schleichende Werbung und schnelle Avantgarde", M. Jahrmann, B. Felderer (ed.); Verlag für moderne Kunst, Nürnberg, 2013, 75 - 83.

Publications in Scientific Journals:

- 2018 Prahm, C., Kayali, F., Vujaklija, I., Sturma, A., Aszmann, O. "PlayBionic: Game-based interventions to encourage patient engagement and performance in prosthetic motor rehabilitation", PM&R The journal of injury, function and rehabilitation. (forthcoming)
- 2018 Luckner N., Kayali F., Purgathofer P.: "Game Mechanics to Further Engagement with Physical Activity". In: Special Issue: Aging with ICTs in the 21st century, Interaction Design and Architecture(s) Journal, 36 (2018).
- 2018 F. Kayali, O. Hödl, C. Bartmann, U. Kühn, T. Wagensommerer, R. Mateus-Berr: "Learnings from an Iterative Design Process for Technology-Mediated Audience Participation (TMAP) using Smartphones". EAI Endorsed Transactions on Creative Technologies, 5(14).
- 2017 K. Peters, F. Kayali, M. Silbernagl, A. Lawitschka, H. Hlavacs: "A proposed framework for the collection of health-related data from Serious Games and Apps"; International Journal of Serious Games, Special Issue on Applied Games & Accessibility, 4(2), pp. 59-73.
- 2017 C. Prahm, I. Vujaklija, F. Kayali, P. Purgathofer, O. Aszmann: "Game-based Rehabilitation for Myoelectric Prosthesis Control"; JMIR Serious Games 5(1), pp. 1-13.
- 2016 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Learning, Gaming, designing: Using Playful Participation to Create Learning Games together with High School Students"; Conjunctions: Transdisciplinary Journal of Cultural Participation 3 (1).
- 2016 F. Kayali, M. Silbernagl, K. Peters, R. Mateus-Berr, A. Reithofer, D. Martinek, A. Lawitschka, H. Hlavacs: "Design Considerations for a Serious Game for Children after Hematopoietic Stem Cell Transplantation"; Special Issue on "Fun and Engaging Computing Technologies for Health", Entertainment Computing 15 (2016), pp. 57-73
- 2015 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Design Principles for Social Impact Games"; eLearning Papers - The Open Education Journal, Issue 43. ISSN: 1887-1542. 12 pages.
- 2015 V. Schwarz, G. Götzenbrucker, F. Kayali: "Du bist dran! Spielerisch die Welt verändern? Eine qualitative Längsschnittstudie und Spielintervention zum Thema Klassismus und Rassismus unter Wiener Jugendlichen mit ArbeiterInneneltern"; Diskurs Kindheits- und Jugendforschung, Issue 4/2015, pp. 445 - 461.
- 2009 F. Kayali: "Pure Hardcore - wipEout HD and current game design"; Eludamos - Journal for Computer Game Culture (2009), Vol. 3 Issue 1; 103-106.
- 2008 F. Kayali, P. Purgathofer: "Two Halves of Play"; Eludamos - Journal for Computer Game Culture (2008), Vol. 2 Issue 1; 105-127.

Peer-reviewed Conference Papers:

- 2018 Luckner, N., Kayali, F., Purgathofer, P., Werner, K., Capatu, M., Mühlergger, V., Schauer, V.: "Technological Interventions to Increase Mobility of Older Adults with Dementia", Proceedings of the 6th International Conference on Serious Games and Applications for Health, IEEE SeGAH 2018, Vienna, Austria, May 16 - 18 2018.
- 2018 Kayali, F., Luckner, N., Purgathofer, P., Spiel, K., Fitzpatrick, G.: "Design Considerations towards Long-term Engagement in Games for Health", Proceedings of the Foundations of Digital Games FDG 2018, Malmö, Sweden, Aug 7-10 2018, ACM.
- 2018 Spiel, K., Kayali, F., Horvath, L., Penkler, M., Harrer, S., Sicart, M., Hammer, J., "Fitter, Happier, More Productive? The Normative Ontology of Fitness Trackers", CHI EA '18 Proceedings of the 36th Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems.
- 2017 Prahm, C., Kayali, F., Vujaklija, I., Sturma, A., Aszmann, O., "Increasing motivation, effort and performance through game-based rehabilitation for upper limb myoelectric prosthesis control," 2017 International Conference on Virtual Rehabilitation (ICVR2017), Montreal, QC, 2017, pp. 1-6. doi: 10.1109/ICVR.2017.8007517
Best Paper Award
- 2017 F. Kayali, O. Hödl, G. Fitzpatrick, P. Purgathofer, A. Filipp, R. Mateus-Berr, U. Kühn, T. Wagensommerer, J. Kretz, S. Kirchmayr: "Playful Technology-Mediated Audience Participation in a Live Music Event". The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2017, Amsterdam, NL, Oct 15th - 18th.
- 2017 O. Hödl, G. Fitzpatrick, F. Kayali, S. Holland: "Design Implications for Technology-Mediated Audience Participation in Live Music". Sound and Music Computing 2017, Helsinki, Finland July 5th-8th.
- 2017 K. Spiel, S. Bertel, F. Kayali: "Not another Z piece!" Adaptive Difficulty in TETRIS", ACM CHI 2017, Denver, US, May 6-11 2017. **ACM Honorable Mention (best 4% of submissions)**

- 2017 F. Kayali, N. Luckner, K. Werner, P. Purgathofer: "Ethical Considerations for Designing Technology for People with Dementia". CHI 2017 Workshop "HCIxDementia: The Role of Technology and Design in Dementia", Denver, US, May 6-11 2017.
- 2016 H. Hlavacs, R. Wölfl, K. Peters, D. Martinek, J. Kuczwara, F. Kayali, A. Reithofer, R. Mateus-Berr, B. Brunmair, Z. Lehner, A. Lawitschka: "Usability and Fun of the INTERACCT Client" EAI International Conference on Games for WELL-being GOWELL 2016, Budapest, HU, June 14-15, 2016, 8 pages,
- 2016 C. Prahm, F. Kayali, A. Sturma, O. Aszmann: "Recommendations for Games to Increase Patient Motivation During Upper Limb Amputee Rehabilitation" in: Converging Clinical and Engineering Research on Neurorehabilitation II, Proceedings of the 3rd International Conference on NeuroRehabilitation (ICNR2016), October 18-21, 2016, Segovia, Spain, pp. 1157-1161.
- 2016 F. Kayali, C. Bartmann, O. Hödl, R. Mateus-Berr, M. Pichlmair: Poème Numérique: Technology-Mediated Audience Participation (TMAP) using Smartphones and High-Frequency Sound IDs. In Proceedings of the INTETAIN 2016 8th International Conference on Intelligent Technologies for Interactive Entertainment, June 28-30 2016, Utrecht, NL.
- 2016 K. Spiel, C. Frauenberger, J. Makhaeva, F. Kayali: "Talking about Myself – Playful Inquiry into an Absent Life World". CHI 2016 Workshop on "Games as HCI Method", San Jose, 05-07-2016 - 05-12-2016.
- 2016 O. Hödl, F. Kayali, G. Fitzpatrick, S. Holland: "TMAP Design Cards for Technology-Mediated Audience Participation". CHI 2016 Workshop on "Music and HCI", San Jose, 05-07-2016 - 05-12-2016.
- 2015 R. Mateus-Berr, B. Brunmair, H. Hlavacs, F. Kayali, J. Kuczwara, et al. "Co-Designing Avatars for Children with Cancer". Proceedings of the 3rd International Conference for Design Education Researchers, Chicago (p. 1397-1417).
- 2015 K. Peters, F. Kayali, A. Lawitschka, M. Silbernagl, R. Mateus-Berr, D. Martinek, H. Hlavacs, 2015: "INTERACCT: Remote Data Entry System with Game-Elements for young Leukaemia Patients" IEEE Healthcom 2015 17th International Conference on E-Health Networking, Application & Services, Boston, Oct 14-17, 2015, 6 pages,
- 2015 F. Kayali, 2015: "Educating secondary school teachers in game design and game-based learning." Perspectives on Art Education Symposium. D'Art - Austrian Center for Didactics of Art, Textile & Design, University of Applied Arts Vienna. May 28-30, 2015, pp. 59 - 65.
- 2015 K. Peters, F. Kayali, A. Reithofer, R. Wölfl, R. Mateus-Berr, J. Kuczwara, Z. Lehner, A. Lawitschka, B. Brunmaier, D. Martinek, M. Silbernagl, H. Hlavacs, 2015: "Serious Game Scores as Health Condition Indicator for Cancer Patients". MIE2015 "Digital healthcare empowering Europeans" Conference, Madrid, Spain. May 27-29 2015, pp. 892-899.
- 2015 F. Kayali, K. Peters, J. Kuczwara, A. Reithofer, D. Martinek, R. Wölfl, R. Mateus-Berr, Z. Lehner, M. Silbernagl, M. Sprung, A. Lawitschka, H. Hlavacs, 2015: "Participatory Game Design for the INTERACCT Serious Game for Health ". 1st Joint International Conference on Serious Games (JCSG 2015), Huddersfield, UK. June 3-4 2015, pp. 13-25.
- 2014 M. Götsch, F. Kayali, R. Mateus-Berr, T. Mikeska, K. Seirafi, 2014: Mobile Technology and Museum Education for Schools Theory, Study Results & Use Cases from the Project Art.Lector, NODEM 2014 Conference & expo "Engaging Spaces - Interpretation, Design and Digital Strategies", Warsaw, Poland, Dec 1-3 2014, pp. 170-175.
- 2014 F. Kayali, K. Peters, A. Reithofer, R. Mateus-Berr, Z. Lehner, D. Martinek, M. Sprung, M. Silbernagl, A. Lawitschka, H. Hlavacs, 2014: A Participatory Game Design Approach for Children After Cancer Treatment, ACE 2014 workshop Designing Systems for Health and Entertainment: what are we missing?, Funchal, Madeira, 11. Nov. 2014.
- 2014 A. Nash, P. Purgathofer, F. Kayali: "Using Online Games in Transport: Grr-Grr-Bike Case Study"; 2014 Transportation Research Board Annual Meeting, Washington, D.C.; 01-12-2014 - 01-16-2014; in: "TRB Annual Meeting Compendium of Papers", (2014), 17 pages.
- 2014 G. Götschbrucker, V. Schwarz, F. Kayali, P. Purgathofer, J. Pfeffer, B. Franz: Social play for integration. How Viennese teenagers with different ethnical backgrounds play "YourTurn! The Video Game" Pre-Conference to ECREA's fifth European Communication Conference, ECC 2014 (Universidade Lusófona, Lisbon, Portugal), 11.11.2014
- 2014 E. Mosor, D. Schlager-Jaschky, F. Kayali, J. Hofstätter, T. Stamm: "Lebensnetz - Entwicklung eines Computerspiels zur Demenzprevention"; 8. Forschungsforum der österreichischen Fachhochschulen; 23-04-2104 - 24-04-2014; in "Tagungsband des 8. Forschungsforums der österreichischen Fachhochschulen", (2014), 5 pages.
- 2014 F. Kayali, G. Wallner, S. Kriglstein, G. Bauer, D. Martinek, H. Hlavacs, P. Purgathofer, R. Wölfl.: "A Case Study of a Learning Game about the Internet."; GameDays 2014 - 4th International Conference on Serious Games, Darmstadt; 01-04-2104 - 04-04-2014; in "Proceedings of the GameDays 2014", Springer, (2014), 12 pages.

- 2013 F. Kayali, N. Luckner, R. Mateus-Berr, P. Purgathofer: "Play and Artistic Exploration"; FROG 2013 Vienna Games Conference, Vienna; 09-27-2013 - 09-29-2013; in: "Context Matters! Exploring and Reframing Games in Context. Proceedings of the 7th Vienna Games Conference FROG 2013", new academic press, Wien (2013), ISBN: 978-3-7003-1864-4; 288 - 300.
- 2013 F. Kayali, N. Luckner, O. Hödl, G. Fitzpatrick, P. Purgathofer, T. Stamm, D. Schlager-Jaschky, E. Mosor: "Elements of Play for Cognitive, Physical and Social Health in Older Adults"; SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 07-01-2013 - 07-03-2013; in: "Human Factors in Computing and Informatics", Springer, (2013), ISBN: 978-3-642-39062-3; 296 - 313.
- 2013 N. Luckner, F. Kayali, O. Hödl, P. Purgathofer, G. Fitzpatrick, E. Mosor, T. Stamm, D. Schlager-Jaschky: "From Research to Design - Sketching a Game to Trigger Reminiscence in Older Adults"; SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 07-01-2013 - 07-03-2013; in: "Human Factors in Computing and Informatics", Springer, (2013), ISBN: 978-3-642-39062-3; 617 - 624.
- 2012 O. Hödl, F. Kayali, G. Fitzpatrick: "Designing interactive audience participation using smart phones in a musical performance"; International Computer Music Conference 2012, Ljubljana; 09-09-2012 - 09-14-2012; in: "Proceedings Of The International Computer Music Conference 2012", Ljubljana, Slovenia (2012), ISBN: 978-0-9845274-1-0; 236 - 242.
- 2012 V. Schwarz, B. Franz, G. Götzenbrucker, F. Kayali, J. Pfeffer: "Intersections of identities in Europe's Turkish Immigration Youth: Questions of Ethnicity, Gender, Class and New Media"; IPSA Madrid 2012, XXII World Congress of Political Science, Madrid, Spain; 07-08-2012 - 07-12-2012; in: "Proceedings of the IPSA Madrid 2012, XXII World Congress of Political Science", (2012), 14 pages.
- 2012 F. Kayali, M. Jahrmann, J. Schuh, B. Felderer: "Alternate Reality Games: Persuasion in Context"; FROG 2012 Vienna Games Conference, Vienna; 09-27-2013 - 09-29-2013; in: "Applied Playfulness. Proceedings of the 6th Vienna Games Conference FROG 2012", new academic press, Wien (2013); 253-266.
- 2012 B. Franz, G. Götzenbrucker, F. Kayali, J. Pfeffer, V. Schwarz, P. Purgathofer: "Young, Female and Turkish in Europe Today: Questions of Ethnicity, Gender, Class and the New Media"; Gender, Bodies & Technology: (Dis)Integrating Frames, Roanoke, Virginia (US); 04-26-2012 - 04-28-2012; in: "Proceedings of the Gender, Bodies & Technology: (Dis)Integrating Frames", (2012), 18 pages.
- 2012 B. Franz, G. Götzenbrucker, F. Kayali, J. Pfeffer, V. Schwarz, P. Purgathofer: "New Media, Hip Hop, and Young Migrants: Social Capital, Entertainment and Political Articulation of Minority Groups"; 53rd Annual International Studies Convention, San Diego, California (US); 04-01-2012 - 04-04-2012; in: "Proceedings of the 53rd Annual International Studies Convention", (2012), 17 pages.
- 2011 F. Kayali, J. Schuh: "Retro Evolved: Level Design Practice exemplified by the Contemporary Retro Game"; DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht; 09-14-2011 - 09-17-2011; in: "Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games", (2011), 14 pages.
- 2011 F. Kayali, V. Schwarz, G. Götzenbrucker, J. Pfeffer, B. Franz, P. Purgathofer: "Serious Beats: Transdisciplinary research methodologies for designing and evaluating a socially integrative serious music-based online game"; DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht; 09-14-2011 - 09-17-2011; in: "Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games", (2011), 19 pages.
- 2008 F. Kayali, M. Pichlmair: "Playing Music and Playing Games - Simulation vs. Gameplay in Music-based Games"; F.R.O.G. - Vienna Games Conference 2008, Vienna; 10-17-2008 - 10-19-2008; in: "F.R.O.G. - Vienna Games Conference", Phaidra, Universität Wien, Vienna (2008), 12 pages.
- 2008 M. Pichlmair, F. Kayali: "Intentions, Expectations and the Player"; the [player] conference, Copenhagen; 08-26-2008 - 08-29-2008; in: "Proceedings - the [player] conference", IT University of Copenhagen, Copenhagen (2008), ISBN: 978-87-7949-182-3; 220 - 242.
- 2008 F. Kayali, M. Pichlmair, P. Kotik: "Mobile Tangible Interfaces as Gestural Instruments"; Mobile Music Workshop, Vienna; 05-13-2008 - 05-15-2008; in: "Creative Interactions - The MobileMusicWorkshop 2004 - 2008", University of Applied Arts, Vienna (2008), ISBN: 978-3-200-0-1221-9; 38 - 40.
- 2007 M. Pichlmair, F. Kayali: "Levels of Sound: On the Principles of Interactivity in Music Video Games"; DIGRA 2007: Situated Play, Tokyo, Japan; 09-24-2007 - 09-28-2007; in: "Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA 2007", A. Baba (ed.); (2007), 424 - 430.

Talks and Posters (Peer-reviewed):

- 2018 Kayali, F., Klein, P., Hödl, O.: "Making Digital Music Instruments: Design as a Means of Teaching Creative and Technological Literacy", Abstract and Talk: Teaching Artistic Research Conference, Vienna, Austria, June 28-30 2018.

- 2018 Prahm, C., Kayali, F., Mörtz, E., Sturma, A., Aszmann, O.: "PlayBionic: Interaktive Rehabilitation für Patienten nach Nerventransfer oder Amputation der oberen Extremität", Abstract and Talk: 59. Kongress der Deutschen Gesellschaft für Handchirurgie, Mannheim, Deutschland, Oct 11-13 2018.
- 2018 Kayali, F., Luckner, N.: "Project WAY-KEY, from an initial idea to a solution matching user needs", 12th Annual Conference on Health Informatics meets eHealth, May 8-9 2018.
- 2018 R. Mateus-Berr, J. Delgado, A. Lerchbaumer, U. Kühn, F. Kayali, O. Hödl: "Breaking the Wall for Critical Requests on Digital Evolution 4.0", Extended abstract and Talk: INTERVENTIONS: Scientific and Social Interventions in Art Education European InSEA Congress 2018, Aalto University, Helsinki; 06-18-2018 - 06-21-2018.
- 2017 F. Kayali, O. Hödl, R. Mateus-Berr: "The Art-based Research Project Breaking The Wall", Poster presentation: Open House 2017, Zentrum Fokus Forschung, University of Applied Arts Vienna; 10-25-2017
- 2017 F. Kayali: "How to Design for Long-Term Engagement in Games for Health", Extended abstract and Talk: Games for Health Europe 2017, Eindhoven, NL; 10-02-2017 - 10-03-2017.
- 2016 F. Kayali, C. Prahm: "Using Games to Train Myoelectric Prosthesis Control", Extended abstract and Talk: Games for Health Europe 2016, Utrecht, NL; 11-01-2016 - 11-02-2016.
- 2016 R. Mateus-Berr, F. Kayali: "Sensing the Audience". Abstract and Talk: 2016 International Visual Literacy Association (IVLA) conference, Montreal, CA, 10-05-2016 - 10-08-2016.
- 2016 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Identifying Learning Contents in Commercial Games"; Abstract and Talk: 10th Vienna Games Conference FROG 2016, Vienna, AT; 23-09-2016 - 25-09-2016.
- 2016 F. Kayali: "A Reflection of Game-based Learning Approaches for Secondary School Students", Abstract and Talk: InSEA Regional Conference Vienna 2016 Art and Design Education in Times of Change, Vienna, AT; 09-22-2016 - 09-24-2016.
- 2015 O. Hödl, F. Kayali, G. Fitzpatrick, S. Holland: "Towards Bridging The Gap In A Musical Live Performance"; abstract and talk: Vienna Talk 2015 on Music Acoustics - "Bridging the Gaps", Vienna; 09-16-2015 - 09-19-2015; in: "Proceedings of the Third Vienna Talk on Music Acoustics", (2015), S. 221.
- 2015 F. Kayali, N. Luckner, P. Purgathofer 2015: "Long-time motivation strategies in games for health", Extended abstract and Talk: Games for Health Europe 2015, Utrecht, NL; 11-01-2015 - 11-04-2015.
- 2015 F. Kayali, 2015: "Gaming Preferences of Children and Young Adolescents with Cancer", Extended abstract and Talk: Games for Health Europe 2015, Utrecht, NL; 11-01-2015 - 11-04-2015.
- 2015 F. Kayali, 2015: "Abstracting Music to Game Mechanics, Abstract and Talk": Ludomusicology 2015 Conference, Utrecht, NL; 04-09-2015 - 04-10-2015.
- 2014 F. Kayali, 2014: "Using Explorative Design to Develop Health Game Concepts", Poster: Games for Health Europe 2014, Utrecht, NL; 10-27-2014 - 10-28-2014.
- 2014 K. Peters, F. Kayali, H. Hlavacs 2014: "INTERACCT: Serious Game Performance as Medical Condition Indication", 25th European Medical Informatics Conference (MIE2014), Istanbul, August 31st - September 3rd, 2014.
- 2013 F. Kayali: "Reminiscence and Play - Designing a Game to Prevent Cognitive Decline"; Abstract and Talk: Games for Health Europe 2013, Amsterdam; 10-28-2013 - 10-29-2013.
- 2013 F. Kayali, P. Purgathofer, V. Schwarz, G. Götzenbrucker: "Audience Creativity as Core Game Mechanic of a Social Impact Game"; Abstract and Talk: MASH 2013 conference on audience creativity, Maastricht; 07-04-2013 - 07-05-2013.
- 2012 S. Fritz, P. Purgathofer, F. Kayali, T. Sturn, M. Wimmer et al.: "Landspotting: Social gaming to collect vast amounts of data for satellite validation"; Abstract and Talk: European Geosciences Union General Assembly 2012, Vienna; 23-04-2012.
- 2012 F. Kayali: "Interacct - Integrating Entertainment and Reaction Assessment into Child Cancer Therapy"; Poster: Games for Health Europe, Amsterdam; 10-28-2012 - 10-29-2012.
- 2012 G. Götzenbrucker, J. Pfeffer, F. Kayali, V. Schwarz, P. Purgathofer, B. Franz: "Promoting inter-ethnic social networks: 2nd generation migrants and majority Austrian teenagers playing a positive impact game"; Abstract and Talk: Networks of transnational and transcultural communication, Dortmund; 11-22-2012 - 11-24-2012.
- 2012 G. Götzenbrucker, V. Schwarz, J. Pfeffer, F. Kayali, B. Franz, P. Purgathofer: "Your Turn! The Video Game". A Facebook Game for (migrant) teenagers' communication and social integration in Vienna"; Abstract and Talk: ECREA 2012: 4th European Communication Conference, Istanbul; 10-24-2012 - 10-27-2012.

- 2012 F. Kayali, P. Purgathofer, G. Götzenbrucker, V. Schwarz, B. Franz, J. Pfeffer: "Designing for Social Impact. How the social network game YourTurn! furthers inter-cultural communication."; Abstract and Talk: ECREA 2012 Pre-Conference: Experiencing Digital Games: Use, Effects & Culture of Gaming, Istanbul; 10-23-2012 - 10-24-2012.
- 2012 G. Götzenbrucker, V. Schwarz, F. Kayali: "Sharing Music - playing life. Young Viennese 2nd generation migrants playing a cooperative positive impact game"; Abstract and Talk: Digital Crossroads Conference, Utrecht; 06-28-2012 - 06-30-2012.
- 2012 F. Kayali, P. Purgathofer, V. Schwarz, G. Götzenbrucker: "Multikulturalität, Integration und jugendliche Lebenswelten in Wien"; Poster: FROG 2012 Vienna Games Conference, Wien; 10-12-2012 - 10-13-2012.
- 2012 F. Kayali, P. Purgathofer, G. Götzenbrucker, V. Schwarz, S. Harrer, J. Pfeffer, B. Franz: "Creative Play and Social Impact"; Extended Abstract and Talk: Games+Learning+Society (GLS) Conference 8.0, Madison, Wisconsin (US); 06-13-2012 - 06-15-2012; in: "GLS 8.0 Conference Proceedings", ETC Press, (2012), ISSN: 2164-6651; 509 - 510.
- 2011 G. Götzenbrucker, V. Schwarz, B. Franz, F. Kayali, J. Pfeffer, P. Purgathofer: "Serious Beats. Eine Analyse der integrationsstiftenden Potenziale von sozialen Netzwerken und Online-Spielen für jugendliche MigrantInnen der zweiten und dritten Generation in Wien"; Abstract and Talk: 1st Vienna Forum of Social Sciences "Identity - Diversity - Integration, Vienna; 07-21-2011 - 07-23-2011.
- 2011 V. Schwarz, G. Götzenbrucker, F. Kayali: "Socially integrative effects of Online Social Games on young adolescent migrants in Vienna"; Abstract and Talk: multi.player 2011 International Conference on the Social Aspects of Digital Gaming, Stuttgart; 07-21-2011 - 07-23-2011.
- 2008 F. Kayali: "Playing Music"; Abstract and Talk: Computer Space 2008 conference, Sofia, 31-10-2008 - 02-11-2008.
- 2005 F. Kayali: "Sonic-Image, audiovisual synchronisation at live performances"; Poster: Hyperkult XIV conference "AudioKult und Hypersound? Ästhetik und Kultur digitaler Audiomedien", Lüneburg; 14-06-2005 - 16-06-2005.

Panel/Workshop Organization:

- 2017 "Symposium Breaking The Wall" organisation of a symposium at the Ars Electronica Festival 2017, Linz, 09-07-2017.
- 2017 "Tools to support self-determined mobility for people with dementia" moderation of a workshop at the eHealth Summit Austria, Vienna, Austria, 05-23-2017 - 05-24-2017.
- 2012 "Positive Impact Games" moderation and organization of a peer-reviewed panel at the FROG 2012: 6th Vienna Games Conference "Game Over. Was jetzt? Vom Nutzen und Nachteil des digitalen Spiels für das Leben, Vienna, Austria, 10-12-2012 - 10-13-2012.
- 2011 "Independent game design and tactics of persuasion", moderation and organization of a panel for the Technology, Exchange and Flow Expert Seminar "Play and Prosume", held at Kunsthalle Project Space, Vienna, Austria, 13-07-2011-

Invited Talks and Keynotes:

- 2018 "Can I Lend You a Hand? How to Make Engaging Games for Neuromuscular Prosthesis Training", invited lecture with C. Prahm: Games for Change Festival 2018, New York, US, 06-28-2018 - 06-30-2018.
- 2017 "Compliance in Rehabilitation, Therapie und Prävention"; invited lecture: Workshop zur Zukunft der Krankenhausplanung, Vienna, 11-10-2017.
- 2017 "MINT-Förderung im Projekt Sparkling Instruments", invited lecture: New Skills Conference, WKÖ, Vienna, 11-20-2017.
- 2017 "Breaking The Wall", invited lecture: Research Salon - Artificial Intelligence, University of Applied Arts Vienna, 12-11-2017.
- 2017 "Playful Interfaces for Audience Participation and Artistic Expression in Musical Live Performances", opening lecture of the "Symposium Breaking The Wall", Ars Electronica Festival 2017, Linz, 09-07-2017.
- 2017 "Promoting Mobility in Way-Key"; invited lecture: Vernetzungstreffen "Mobilität und Demenz", Vienna, 7-21-2017.
- 2017 "Die Digitalisierung der Zukunft – Ein Blick über den Tellerrand"; invited lecture: Workshop zur Zukunft der Krankenhausplanung, Vienna, 3-9-2017.

- 2016 "It's 'Your Turn!'" Effects of a cooperative social impact game on young Viennese 2nd generation immigrants and native Austrians"; invited lecture with G. Götzemberger, V. Schwarz & P. Purgathofer: Final Symposium - WWTF Diversity & Identity Projects 2010/2011, University of Vienna, 15-11-2016.
- 2016 "Sparkling Games"; Invited lecture: Sparkling Science-Tagung „Sparkling Impacts – Von Sparkling Science zu Open Innovation“, Vienna, AT, 14-11-2016.
- 2016 "A Serious Game to Further Cultural Diversity"; Invited lecture: Games and Play research seminar, Utrecht University, 23-03-2016.
- 2016 "YourTurn! Designing for Diversity"; lecture: Central European Games Conference 2016, University of Vienna, 01-01-2016 - 01-21-2016.
- 2015 "Game Design for Social Impact"; Invited public lecture: FROG 2015 - 9th Vienna Games Conference, 10-01-2015 - 10-03-2015.
- 2013 "Digitale Spiele zwischen Kunst und Mainstream: Gestaltung und Produktion"; Keynote Lecture: Arbeitstagung Digitale Grundkompetenzen in den Kreativfächern: Gaming-Welten, Mattsee; 10-28-2013 - 10-30-2013.
- 2013 "Demo Spotlight: Lebensnetz"; Talk: 10th Annual Games for Change Festival, New York; 06-27-2013 - 06-29-2013.
- 2013 "What do the movie *Inception* and Alternate Reality Games have in common?"; Talk: Play & Prosume: schleichender Kommerz und schnelle Avantgarde, Wien (invited); 03-06-2013 - 03-17-2013.
- 2012 "YourTurn! Designing a Music Game for Social Impact"; Talk: 9th Annual Games for Change Festival, New York; 06-18-2012 - 06-20-2012.
- 2012 "Games 4 Resilience"; Talk: Gaming with a Purpose Salon, Subotron, Vienna, 17-02-2012.
- 2012 "Positive Impact Games"; Talk: Gaming with a Purpose Salon, Subotron, Vienna, 13-04-2012.
- 2011 "Fuck the magic circle! Do we need game ethics?"; Talk: AMAZE Games Culture Circle, Wien; 09-30-2011.
- 2009 "Art, Music and Technology - an iPhone showcase", Talk: IndieCade 2009 Festival, Culver City, California, USA, 03-10-2009.
- 2007 "Homebrew Music Game Development" at the dorkbot vienna #3 "hacking game machines", Metalab, Vienna, Austria, 23-06-2007.

Artistic Works, Exhibitions and Game Releases:

- 2018 **WAY-KEY - Accessibility and Usability**
Transport Research Arena TRA Vienna 2018, A digital era for transport. April 16-19 2018.
- 2018 **Breaking The Wall** (art-based research project)
UNDERSTANDING ART & RESEARCH, Dunedin School of Art / University of Applied Arts Vienna
- 2017 **Breaking The Wall** (interactive sound performance)
Ars Electronica Festival, Linz, 7.9.2017
- 2017 **Breaking The Wall** (interactive sound performance)
Kuppelsaal, TU Vienna, 2.6.2017
- 2017 **AAA Profiler** (interactive media installation)
Appdate, Neuwerk, Konstanz, 19. - 26.1.2017
- 2016 **Sparkling Games** (student game projects)
shown at Schule@GameCity, GameCity 2016, Vienna.
- 2015 **Breaking The Wall** (art-based research project)
CONTEMPORARY CODE: ARTISTIC RESEARCH, University of Applied Arts Vienna / City University of Hong Kong
- 2015 **INTERACCT** (mobile e-health application)
[<http://www.interacct.at>], Winner of the Occursus Award for Communication and the eAward 2017

- 2014 **Lebensnetz** (mobile e-health application)
[<http://www.lebensnetz.at>]
- 2014 **INTERACCT Partizipatorisches Design in einem interdisziplinären Kontext**
shown at Design acts!, :galeriefreihausgasse, Villach
- 2014 **Art.Lector** (educational tablet application)
[<http://www.fluxguide.com>], Winner of the ZIT Smart Call Vienna
- 2013 **Internet Hero** (educational game)
[<http://www.playthenet.at>]
- 2013 **Play & Prosume** (interactive media installation / augmented reality interface)
Kunsthalle project space [<http://trans-techresearch.net/tef/>]
- 2012 **YourTurn! The Video-Game** (social impact game on Facebook)
shown at GameCity 2012,[<http://yourturn.fm>]
- 2011 **AAA Profiler** (interactive media installation)
SCHAURAUM Angewandte, quartier 21, Museumsquartier Vienna, Austria [<http://ludic.priv.at/AAA/>]
- 2010 **Radio Flare REDUX HD** (iPad game)
Published by Chillingo (Electronic Arts)
- 2010 **Radio Flare REDUX** (iPhone game)
Published by Chillingo (Electronic Arts)
- 2009 **Zombies vs. Sheep** (iPhone game)
Published by Chillingo (Electronic Arts)
- 2008 **Radio Flare** (iPhone game)
self-published, Finalist at IndieCade 2009 and the Independent Games Festival 2009, Europrix Seal of Quality
- 2008 **“bagatelle concrète”, a modified pinball machine** (interactive media installation)
shown at “Homo Ludens Ludens”, LABoral Centro de Arte y Creación Industrial, Gijón, Spain and at the “Coded Cultures Festival”, Museumsquartier Vienna, Austria
- 2007 **Gestural Instruments** (Nintendo DS sound toys)
presented at dorkbot#3, Metalab, Vienna and the 5th International Music Workshop 2008, Vienna
- 2005 **POSE** (interactive media installation)
displayed at the “Echo” exhibition, Ragnahof, Vienna, Austria
- 2004 **Sonic-Image** (audio/video performance software)
Used as a DJ with Phal/drK and as a visual artist in a series of national and international performances
- 2003 **Der Kapelan**
musical score for a theater play
- 2002 **Landschaften erzählen** (TV Production)
with Erich Schleyer, shown on Austrian station TW-1
- 2001 **Stopschild** (animated short movie)

Project Acquisition:

Year	Project	Funded by	Role in the acquisition	Role in the project	Grant Size
2015 - 2017	Sparkling Instruments - Design and Construction of Digital Music Instruments to Convey Knowledge in Music and STEM School Subjects	BMWF: Sparkling Science	Lead author	Principle Investigator	€ 188,200
2017 - 2018	Way-Key: Supporting Mobility of People with Dementia	FFG: Mobility of the Future	-	Senior Researcher	€ 440,000
2015 - 2017	Breaking the Wall - Playful interfaces for audience participation and artistic expression in musical live performances	FWF: PEEK	Lead author	Principle Investigator	€ 211,459
2015 - 2017	Older adults with old joints need new technologies: Critical success factors and outcome measures in osteoarthritis	Boltzmann Institute	Co-author	Co-principle Investigator	€ 20,000
2014 - 2017	Sparkling Games - Designing Educational Games about the Relation of Informatics and Society	BMWF: Sparkling Science	Lead author	Principal Investigator	€ 164,472
2013 - 2015	Art.Lector - technological interfaces for museums and learning	ZIT	Co-author	Senior Researcher	€ 268,428
2013 - 2015	INTERACCT - Integrating Entertainment and Reaction Assessment into Child Cancer Therapy	FFG: Bridge	Co-author	Senior Researcher	€ 495,711
2013 - 2014	Lebensnetz - an application for older adults about life history, imagination and reminiscence	FFG: Benefit	Co-lead author	Co-principle Investigator	€ 343,149
2013	Play the Net - Creating a learning game about the Internet	Net.Idee	-	Design, dissemination	€ 50,000
2011 - 2013	Internet Use and Friendship Structures of Young Migrants in Vienna: The Question of Diversity within Social Networks and Online Social Games	WWTF: Identity and Diversity	Co-author	Project assistant and project management	€ 302,000
2010 - 2013	Technology, Exchange and Flow: Artistic Media Practices and Commercial Application	EU FP7: HERA	-	Project assistant	€ 860,000
2009	Radio Flare Redux	Departure: pioneer	Lead author	Project Leader	€ 25,000
2008	Playing Music - Design, Theory and Practise of Music-based Games (Dissertation)	Siemens / Vienna University of Technology	Lead author	Stipendiary	€ 3,636
2007	Playful Interfaces	Hochschul-jubiläumsstiftung Vienna	Co-lead author	Project assistant	€ 5,000
2006 - 2007	Gestural Interaction with Mobile Devices (2 stipends)	Vienna University of Technology	Lead author	Stipendiary	€ 7,272

Teaching History

Years	Level	Title	Institution	# Students	ECTS
from 2018	Bachelor /Master	Research Methods and Theoretical Perspectives of Subject Didactics	University of Applied Arts Vienna	20	3
2017	Master	Interface and Interaction Design	Vienna University of Technology	12	3
2014 - present	Master	Gameful Design	Vienna University of Technology	25	6
2012 - present	Master	Introduction to Games	University of Applied Science Technikum Vienna	30	3
2012 - present	Master	Development Project 1 & 2	University of Applied Science Technikum Vienna	30	6
2011 - present	Master	Explorative Design 1 & 2	Vienna University of Technology	30	12
2011	Master	Seminar Media Informatics	Vienna University of Technology	25	3
2011 - present	Master	Play-centred Game Design & Persuasive Games	Danube University Krems	20	3
2011 - present	Master	Rapid Game Development & Modding	Danube University Krems	20	3
2010 - 2015	Master	Level Design	University of Applied Science Technikum Vienna	20	3
2010	Master	iPhone Game Development	Danube University Krems	20	3
from 2018	Bachelor	Research-led Teaching: Playful Transfer of Knowledge between Schools and Universities	University of Applied Arts Vienna	20	3
2013 - present	Bachelor	Didactics and New Media II - Games, Pedagogy and Youth Culture	University of Applied Arts Vienna	20	3
2013 - present	Bachelor	Didactics and New Media - Games, Pedagogy and Youth Culture	University of Applied Arts Vienna	20	3
2011	Bachelor	Multimedia Production	Vienna University of Technology	100	4.5
2009 - present	Bachelor	Research Methods in Creative Media	SAE College Vienna / Middlesex University	10	3
2005 - 2008	Industry	Digital Image Editing	SAE College Vienna	30	-
2005 - 2006	Industry	Basics of PC Technology	SAE College Vienna	30	-
2001 - 2005	Industry	Scripting with Macromedia Director	SAE College Vienna	30	-

Supervision**PhD Supervision:**

- tbd Matthias Steinböck: “Why do people stop playing games”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Julia Makhaeva: “Designing Spaces for Unfolding Creative Potentials in Autistic Children”, Institute of Art Sciences and Art Education, University of Applied Arts Vienna.

PhD Co-supervision:

- tbd Luckner, Naemi: “Enhancing Feedback Quality in Online Learning”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Franziska Tachtler: “Designing for resilience with unaccompanied migrant youth”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Toni Michel: “Developing an inclusive technological toolkit to support prevention approaches”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Schwarz, Vera: “Die feinen Gemeinsamkeiten. Die Überschneidungen von Class und Race speziell bei Wiener Jugendlichen”, Department of Communication, University of Vienna
- tbd Urbanek, Michael: “Rethinking The Audio Game Design Process by Incorporating Tangible Prototyping, PhD Thesis”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- 2016 Hödl, Oliver: “The Design of Technology-mediated Audience Participation in Live Music”, PhD Thesis, Institute of Design and Assessment of Technology, TU Wien (Vienna University of Technology).

Master theses:

- tbd Kratky, Martina: “Game-based learning application for older adults to raise awareness for a safe internet use”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Schreiber, Martin: “Prototypische Entwicklung eines digitalen Mathematikschulhefts mit kontextueller Interaktion und Feedback”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Seif, Thomas: “Shuffled Board-Games - Computerunterstützte Generierung zufälliger Start-Ziel-Brettspiele”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Mänchen, Alexander: “Shuffled Board-Games – Computerunterstützte Evaluierung und Optimierung zufälliger Start-Ziel-Brettspiele”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Wojtak, Markus: “Take Me Home: Designing, Implementing and Evaluating Wayfinding Prototypes for People with Dementia”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Hauer, Alexander: “Automated measurement of Creativity”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Comaga, Naida: “Audience interaction through game based interactivity and participation”, Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Metzger, Manuel: “Differences in Culture - Differences in Gamedesign? A Comparison of WRPGs and JRPGs”, Department of Computer Science, University of Applied Sciences Technikum Vienna.
- tbd Metzler, Florin: “Wie kann das Spielverhalten eines Gamers anhand von Achievements beeinflusst werden?”, Department of Computer Science, University of Applied Sciences Technikum Vienna.
- tbd Steinmetz, Lukas: “Game Feel: What are the key components and how do they affect players enjoyment”, Department of Computer Science, University of Applied Sciences Technikum Vienna.

- tbd Zimmermann, Patrick: "Speziell auf Virtual Reality angepasstes Leveldesign im Horror-Genre", Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2018 Gümüşer, Nuray: "Game Design Patterns für 'Informatik und Gesellschaft'- Lernspiele", Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- 2018 Gartlehner, Lukas: "Game-based audience participation in live performances", Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- 2018 Zimmerman, Hens: "Deep Learning as a predictor for personalized head related transfer functions in virtual environments.", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2017 Li, Jonathan: "The emotional connection in Animation", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2017 Iyer, Rakesh: "The role of dialogues and voice actors in cartoon animations", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2017 Kitevski, Tim: "The role of dialogues and voice actors in cartoon animations", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2017 Faulhaber, Marc-Pascal: "The impact of brand trend and building of a commercial concept for the marketing success of a company from the renewable energy", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2016 Bartmann, Christoph: "Exploring audience participation in live music with a mobile application", Institute of Design and Assessment of Technology, TU Wien (Vienna University of Technology).
- 2016 Altenburger, Ruth: "Digital Film - quo vadis?", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2016 Czycholl, Benjamin: "POTAGE - Overcoming of Word-of-Mouth-Deadlocks by development of web-based dissemination of specific communication contents on convergent recipients", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2016 Radvila, Samuel: "Implementing curricula in creative media for higher education courses.", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2016 Kummerer, Boris: "Strategic Management Perspectives for SoNiC Audio Department Berlin and Development of Event Marketing Measures", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2015 Branigan, Lukas: "Persuasive Games - a Tool to Increase IT-Security Awareness", Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2015 Hejlek, Maria: "Generierter Text in Videospielen", Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2015 Imre, Michael: "Community-Driven Content using Procedural Generation", Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2015 Atkinson, Daniel: "How Can the Modern Recording Studio Expand In an Age of DIY Musicians?", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2015 DeLorenzo, Anthony: "Music Production: Technological Changes and its Impact on Mass Communication", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2015 Müller, Simon: "Music promotion on freemium music services", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2015 Neto Soutinho, Enrique: "Das soziodemografische Profil der Erwerbstätigen in der Kultur- und Kreativwirtschaft in Deutschland", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2015 Schwaighofer, Burkhardt: "Interaktiv begehbare, adaptiver Konfigurator zur Optimierung von Immobilien- bzw. Produktpräsentationen.", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2015 Shai, Moshe: "Promotion of a commercial recording studio utilizing audio and audiovisual products", MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2014 Czekierski-Werner, Sebastian: "Designing a Serious Game for Dementia Awareness", Institute of Design and Assessment of Technology, TU Wien (Vienna University of Technology).

- 2014 Ramsauer, Daniela “Creating Awareness for Demented Persons through a Conversational Bot Integrated in a Serious Game”, Institute of Design and Assessment of Technology, TU Wien (Vienna University of Technology).
- 2014 Digles, Dominik: “Classification of Social Impact Games”, Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2014 Hörlesberger, Alexander: “Designing Narrative Art Games”, Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2014 Jahanlou, Amir Hosein: “Enterprise iPhone App”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2013 Manchester, Phil: “Analysis of software restoration tools used in creative media that may provide answers to intelligence and forensic problems, to identify areas of potential design”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2013 López-Barrantes, Antonio Ramón Juliá: “Games: A new methodology for video games design”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2013 Olabe, Iker: “Stereo image modeling: Using frequency dependent signal correlation in stereophonic systems and psychoacoustic evaluation.”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2013 Stankovic, Bransilav: “Music Event Marketing in Serbia”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2013 Zanotti-Schudel, Nicolas: “Design, Play, Release: A Conceptual Model for Creating Publisher-Independent Cross-Platform Casual Games in Small Teams”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2012 Eisenschmidt, Tobias: “PHP MVC Frameworks - Developing web sites and applications faster”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2012 Krevs, Simon: “Crisis Protection System”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2012 Lohuis, Sjoerd: “Automated surf-forecasting 2.0: Using user-generated ratings to refine forecast results”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2011 Gruber, Samuel: “Case study on increasement of the appreciation of music with the aid of novel distribution channel combinations, using the example of German popular music consumers”, MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.