



Prof. Fares Kayali

Professor of Digital Education and Learning
(Univ.-Prof. Dipl.Ing. Dr.techn.)

Born on July 17th, 1978 in Vienna

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Fares Kayali is a researcher, educator and designer living and working in Vienna, Austria. In 2020 he was appointed Full Professor of Digital Education and Learning at the Centre for Teacher Education at the University of Vienna. He previously worked as an assistant professor at the Human-Computer Interaction Group at the Vienna University of Technology. He is founder of the Computational Empowerment Lab, 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, where he lectured regularly. His research interests are situated in informatics, didactics, arts and HCI with a broad spectrum covering digital learning, teacher education, health care technology, game design and gamification, as well as music computing and interactive art.

Current employment

since 2020 **University of Vienna (Centre for Teacher Education)**
Full Professor of Digital Education and Learning

Previous employment

2018 - 2020 **University of Vienna (Centre for Teacher Education)**
Guest Professor of Digital Education and Learning

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

2010 – 2018 **University of Applied Science Technikum Vienna**
Lecturer
Courses and thesis supervision in the master program „Game Engineering & Simulation”

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”

- 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

- since 2022 Member of the Centre for Teacher Education Conference
Alternate member of the Studies Committee for the Centre for Teacher Education
Member of the PhD Committee of the Faculty of Educational Sciences, University of Vienna
Member of the Curricular Working Group for the new subject “Informatics and digital literacy”, University of Vienna
Head of the Curricular Working Group for the extra curriculum “Understanding and designing digitalization”, University of Vienna
- since 2018 Co-spokesperson for the professors at the Centre for Teacher Education, University of Vienna
- 2022 Panel Chair, Foundations of Digital Games Conference FDG 2022
Partner of the Initiative Equal Opportunities in Digitisation (<https://www.idc.vision/en/>)
- 2022 Advisor to the Austrian Ministry of Education, Science and Research regarding the framework curriculum for the new subject „Digital Literacy”
Member of the University of Vienna rectorate working group on COVID learnings in teaching and learning

2021	Chair Games and Demos Exhibition FDG Adjunct Member University of Vienna Doctoral School of Computer Sciences
2020, 2021	Impact Award University of Vienna, Member of the Jury
2020	Member of the University Council of the University of Education Upper Austria (PH Oberösterreich) Associate Chair of the ACM CHI PLAY conference Track Chair of the Immersive Learning Conference ILRN 2020
2019	Reviewer for the Joint Science Conference (Ger) funding initiative „Digitalisation in Teacher Education” Track chair of the Foundations of Digital Games FDG 2019 conference
2018	Advisor to the Austrian Ministry of Education Review committee of the International Journal of Medical Informatics Member of the CGX Mentor Lounge Network Scientific committee of the Teaching Arts and Research Conference 2018 Program committee of the ACM CHI PLAY Spotlight track Program committee of the Foundations of Digital Games FDG 2018 conference Review committee of the IDC ACM SIGCHI Interaction Design & Children Conference
2017	Jury member of the „We Make Games” student competition 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 Scientific committee of the InSEA: International Society for Education through Art Conference
2016	Reviewer for the NWO – Netherlands Organisation for Scientific Research
2015 - present	Review committee of the Entertainment Computing Journal Review committee of the International Journal of Medical Informatics
2014 - present	Program committee of the Joint Conference on Serious Games Review committee of Games and Culture, a Journal of Interactive Media Program committee of the EMCSR – European Meetings on Cybernetics and Systems Research
2014	Program Committee of the ACE14 Workshop on „Designing Systems for Health and Entertainment: what are we missing?”
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 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, the WINTEC award, the VCÖ mobility prize and the eAward.

2022 Ars Docendi nomination for *Digitale Transformationen: VU mit Begleitung durch die MOOCS Digitales Leben und Digitales Leben 2*.

Selected Science Communication Activities

2022 Lernelebnis Computerspiel. Aula am Campus, Universität Wien, 6 Oct 2022.
 2019 - 2022 MOOCs *Digitales Leben* parts 1-3, available online (imoox.at)
 2021 FWF Am Puls-Wissenschaftstalk in Linz: Die digitale Bildung von morgen – zwischen Schulbuch und Suchmaschine, Ars Electronica, Linz, 9 Sep 2021.
 2021 Workshop Organization. JustPLAY – Digital Games for topics of the future. 3 workshops at the University of Vienna (online), 6 Oct, 3 Nov and 1 Dec 2021.
 2020 Was können wir aus Spielen lernen? Invited public lecture: Kinderuni, University of Vienna
 2016 Sparkling Games. Invited lecture. *Sparkling Impacts – Von Sparkling Science zu Open Innovation*. Sparkling Science-Tagung, Vienna
 2016 Interactive showcase of student games from the project *Sparkling Games* at GameCity 2016.
 2013 Showcase of videos and research results from the project *Serious Beats* at GameCity 2013.

In the press

2022 Das Spiel und wir. Salzburger Nachrichten, 09 Jul 2022
 Was muss man in der Digitalisierung können. Die Macher, 23 Mar 2022
 Der Bildungsriese. Forbes Online, 24 Feb 2022
 Lernen und Spielen haben viele gemeinsam. Makerspace, 23 Feb 2022
 2021 Corona: Neue Melange an die Unis. Die Furche, 22 Oct 2021
 Mehr Laptops: Österreichs Regierung investiert in Digitalunterricht. Deutschlandfunk, 1 Oct 2021
 Gestaltung und Bau digitaler Musikinstrumente zur Wissensvermittlung in Musikerziehung und MINT-Fächern. OEAD Sparkling Science, Web, 13 Jun 2021
 Digitale Schule könnte soziale Kluft im Klassenzimmer verstärken, Der Standard, 27 May 21
 Das Klassenzimmer steht Kopf, Wiener Zeitung, 28 Apr 2021
 Interview für den #YouthMediaLife Podcast, 13 Jan 2021
 2020 E-Learning: Ein Fußtritt für mehr Selbstbestimmtheit. Der Standard, 31 Aug 2021

National cooperations (selection):

TU Wien, Human-Computer interaction Group (Prof. Fitzpatrick, Prof. Purgathofer)
 Graz University of Technology. Institute of Interactive Systems and Data Science (Prof. Pirker)
 University of Applied Arts Vienna, Teacher Education & Digital Arts (Prof. Mateus-Berr, Prof. Jahrmann)
 Academy of Fine Arts Vienna, Education in the Arts (Prof. Sattler)
 Medical University of Vienna, Bionic Reconstruction (Prof. Aszmann)
 University of Art and Design Linz, Teacher Education (Prof. Posch)

International cooperations (selection):

MIT Massachusetts Institute of Technology (USA), Gamelab (Prof. Osterweil)
 ITU Copenhagen (Denmark), Digital Design (Prof. Pichlmair)

Tampere University (Finland), Centre of Excellence in Game Culture Studies (Dr. Harrer)
 Uppsala University (Sweden), Department of Game Design (Prof. Rusch)
 Laval University (Canada), Faculté de musique (Prof. Dubé)
 UC Santa Cruz (USA), Jack Baskin School of Engineering (Prof. Whitehead)
 University of Gothenburg (Sweden), Department of Education, Communication and Learning (Prof. Linderoth)
 Technical University of Munich (Germany), Computational Social Science & Big Data (Prof. Pfeffer)
 KU Leuven (Belgium). Department of Computer Science (Prof. Gerling)
 Eindhoven University of Technology (Netherlands), Department of Industrial Design, Systemic Change (Prof. Wallner)
 Utrecht University (Netherlands), Department of Media and Culture Studies (Prof. Raessens)
 The Open University (UK), School of Computing & Communications (Dr. Holland)

Project Acquisition

Year	Project	Funded by	Role in acquisition	Role in project	Grant size
2022-2024	Working Sober. A digital scavenger hunt on the topic of addiction prevention in apprenticeship training.	Arbeitskammer Oberösterreich	Co-author	Collaborator	€53,000
2022-2024	Serious Game Changers	Arbeitskammer Wien	Co-author	Co-principle Investigator	€ 147,449
2021 - 2022	We:Design. A participatory approach to designing inclusive application tools	Arbeiterkammer Wien	Co-author	Principle Investigator	€ 139.705
2020 - 2021	Forscher*innengruppe Subjektorientierung in der Didaktik	Universität Wien	-	Senior Researcher	€ 5.000
2020 - 2021	Technology-mediated Audience Participation in Live Music	FWF: Wisskomm	Lead author	Principle Investigator	€ 49.566
2020 - 2023	Teaching Digital Thinking	BMBWF	Co-author	Senior Researcher	€ 2.000.000
2019 - 2020	Understanding the Value of Play for Young People with Cognitive Disabilities	KU Leuven	Co-author	Principal Investigator	€ 80.000
2018 - 2019	COMPASS: Cooperative Design Spaces for Next Generation Internet-of-Things Solutions	FFG	Co-author	Senior Researcher	€ 196,582
2017 - 2019	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

Year	Project	Funded by	Role in acquisition	Role in project	Grant size
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	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	Co-lead author	Project assistant	€ 5,000
2006 - 2007	Gestural Interaction with Mobile Devices (2 stipends)	TU Wien	Lead author	Stipendiary	€ 7,272

Project Participation

Year	Project	Funded by	Role in acquisition	Role in project	Grant size
2021 - 2022	muco: A music computing learning application	Center for Technology and Society, TU Wien	Co-author	Team member	-
2020 - 2025	A numeric gaming platform for young pianists	Social Science and Humanities Research Council, Canada	-	Collaborator	-

List of Publications and Works

Books

- 2022 AG Weiterbildung im Verbund Nord-Ost (Eds.). *Lehren, Lernen, Leistungsfeststellung – digital ermöglichen*. Forum Neue Medien. Books on Demand GmbH, 2022.

Book Chapters

- 2022 Kayali, F. (2022). Ein Politik-Simulator für die Hosentasche. In S. Ancuta & A. Preisinger (Eds.). *Digitale und analoge Politiksimulatoren*. Wien: Edition polis.
- 2021 Kayali, F., Brandhofer, G., Ebner, M., Luckner, N., Schön, S., Trültzsch-Wijnen, Ch. (2021). Distance Learning 2020: Rahmenbedingungen, Risiken und Chancen. In BMWBF (Ed.). *Nationaler Bildungsbericht*. Österreich.
- Schmölz, A., Möhlen L., Kayali, F., Guenther E. A., Proyer, M., Kreamsner, G. (2021). Theoretische Zugänge zu Behinderung und Implikationen für die pädagogische Praxis mit digitalen Spielen. In J. Betz & J. Schluchter (Eds.). *Schulische Medienbildung und Digitalisierung im Kontext von Behinderung und Benachteiligung*. Beltz Verlag.
- 2020 Brandhofer, G., Miglbauer, M., Fikisz, W., Höfler, E., & Kayali, F. (2020). Die Weiterentwicklung des Kompetenzrasters digi.kompP für Pädagog*innen. In C. Trültzsch-Wijnen & G., Brandhofer (Eds.). *Bildung und Digitalisierung - Auf der Suche nach Kompetenzen und Performanzen* (1st ed., pp. 51 – 72). Series: Medienpädagogik, Bd. 4. <https://doi.org/10.5771/9783748906247-51>.
- Götzenbrucker, G., Schwarz, V., Kayali, F. (2020). Youth and Interculturality in Vienna. Gaming interventions in intercultural contexts – two project cases. In G. Knapp & H. Krall (Eds.). *Youth in a globalized World*. Springer.
- Kayali, F., Schwarz, V., Schwarz, P. (2020). Von Computational Thinking zu Computational Empowerment – digitale Bildung und Kreativität. In J. Fritz & N. Tomaschek (Eds.). *Digitaler Humanismus - Menschliche Werte in der virtuellen Welt*. Waxmann Verlag.
- Kayali, F. (2020). „Digitale Bildung im Rahmen von Unterricht. In I. Schrittmesser, J. Köhler & M. Holzmayer (Eds., pp. 46-48). *Lernen verstehen – Unterricht gestalten. Lernen und Unterrichten aus pädagogischer Perspektive*. Bundesministeriums für Bildung, Wissenschaft, Forschung.
- 2019 Hödl, O., Kayali, F., Fitzpatrick, G., Holland, S. (2019). TMAP Design Cards for Technology-mediated Audience Participation in Live Music. In T. Mudd, S. Holland, K. Wilkie, A. McPherson & M. Wanderley (Eds., pp.41-60). *New Directions in Music and Human- Computer Interaction*. Springer.
- Prahm, C., Sturma, A., Vujaklija, I., Kayali, F. (2019). Novel Technologies in Upper Extremity Rehabilitation. In O. Aszmann & D. Farina (Eds.). *Bionic Limb Reconstruction*. Springer.
- 2017 Kayali, F., Schwarz, V., Götzenbrucker, G., Purgathofer, P. (2017). Sparkling Games - Die Gestaltung von Lernspielen zu Themen aus Informatik und Gesellschaft. In W. Zielinski, S. Aßmann, K. Kaspar & P. Moormann (Eds., pp. 159-170). *Spielend lernen!*. Schriftenreihe zur digitalen Gesellschaft NRW. Kopaed.
- 2016 Kayali, F., Ortner, J. (2016). Level Design Practises in Independent Games. In C. Totten (Ed.). *Level Design: Processes and Experiences*. CRC Press.
- 2015 Franz, B., Kayali, F., Götzenbrucker, G., Schwarz, V., Pfeffer, J., Purgathofer, P. (2015). Internet Games: Games for Change?. In B. Franz (Ed., pp.67-83). *Immigrant Youth, Hip Hop, and Online Games: Alternative Approaches to the Inclusion of Working-Class and Second Generation Migrant Teens*. Lexington Books.
- 2014 Götzenbrucker, G., Schwarz, V., Purgathofer, P., Kayali, F., Pfeffer, J., Franz, B. (2014). Serious Beats: Internetnutzung und Freundschaftsstrukturen von jungen MigrantInnen in Wien. In G. Biffel & L. Rössl (Eds., pp. 59-64). *Migration & Integration 4*. Guthmann-Peterson, Wien.
- 2013 Kayali, F. (2013). Playing Ball - Fan Experiences in Basketball Videogames. In M. Consalvo, K. Mitgutsch & A. Stein (Eds., pp. 197-216). *Sports Videogames*. Routledge, New York.

Kayali, F., Jahrman, M., Felderer, B., Ortner, J. (2013). Persuasion and Play - Towards an Augmented Reality Exhibition Interface. In M. Jahrman & B. Felderer (Eds., pp. 75-83). *Play and Prosume, Schleichende Werbung und schnelle Avantgarde*. Verlag für moderne Kunst, Nürnberg.

Publications in Scientific Journals (peer-reviewed)

- 2022 Kayali, F., Günther, E., Göbl, B., Comber, O., Freiler, A., Handle-Pfeiffer, D., Lange, D., Mayer, H., Motschnig, R., Preisinger, A., Rott, F., Schlick, M., & Taufner, J. (2022). Ergänzung zur Stellungnahme des Zentrums für Lehrer*innenbildung der Universität Wien zum Lehrplan Digitale Grundbildung. *Medienimpulse. Beiträge zur Medienpädagogik* 60(3). <https://doi.org/10.21243/mi-03-22-05>
- Braun, C., Kayali, F., Moser, T. (2022). Erstellung und Einsatz von 360-Grad-Medien in der Lehre – leicht gemacht. *Medienpädagogik* 47.
- Haselberger, D., Kayali, F. (2022). Dorothy und die Zauberer der Digitaltechnik - Versuch einer kritischen Didaktik digitaler Bildung. Ein Essay. *Medienimpulse* 60(2). <https://doi.org/10.21243/mi-02-22-08>
- 2020 Lawitschka, A., Buehrer S., Bauer, D., Peters, K., Silbernagl, M., Zubarovskaya, N., Brunmair, B., Kayali, F., Hlavacs, H., Mateus-Berr, R., Riedl, D., Rumpold, G., Peters C. (2020). A Web-Based Mobile App (INTERACCT App) for Adolescents Undergoing Cancer and Hematopoietic Stem Cell Transplantation Aftercare to Improve the Quality of Medical Information for Clinicians: Observational Study. *JMIR Mhealth Uhealth* 2020, 8(6):e18781, <https://doi.org/10.2196/18781>
- Hödl, O., Bartmann, C., Kayali, F., Löw, C., Purgathofer, P. (2020). Large-scale audience participation in live music using smartphones. *Journal of New Music Research*, Volume 49, 2020 - Issue 2, p 192-207, <https://doi.org/10.1080/09298215.2020.1722181>
- Kayali, F., Schwarz, V., Luckner, N., Hödl, O. (2020). Play it again - Digitale Musikinstrumente im MINT-Unterricht. *Journal für LehrerInnenbildung* 20 (1), p 54-66. https://doi.org/10.35468/jlb-01-2020_04
- Kayali, F. (2020). The relation of play, fan culture and sports experience in the video game Destiny. *Well Played - a journal on video games, value and meaning*, 8(3), Special Issue on The Sporting Mindset. <https://doi.org/10.1184/R1/9914447>
- Schwarz, V., Götzenbrucker, G., Kayali, F., Grill, C., Purgathofer, P. (2020). Voxel Generation: Raising awareness for informatics and society among students through a high-school game-design project. *Studies in Communication and Media*, 9(2020).
- 2019 Schwarz, V., Kayali, F., Schwarz, P. (2019). Kulturelle Bildung und die digitale Revolution – Empowerment durch Kreativität. *Schulheft 175/2019, Kunst macht Schule Kulturelle Bildung in der (Hoch-)Schule*.
- 2018 Kayali, F., Schwarz, V., Purgathofer, P., Götzenbrucker, G. (2018). Using Game Design to Teach Informatics and Society Topics in Secondary Schools. *Multimodal Technologies and Interaction*, Special Issue "Human Computer Interaction in Education", 2(4), 77; <https://doi.org/10.3390/mti2040077>
- Prahm, C., Kayali, F., Sturma, A., Aszmann, O. (2018). PlayBionic: Game-based interventions to encourage patient engagement and performance in prosthetic motor rehabilitation. *PM&R The journal of injury, function and rehabilitation*, 10(11), 1252-1260. <https://doi.org/10.1016/j.pmrj.2018.09.027>
- Prahm, C., Kayali, F., Mörth, E., Sturma, A., Aszmann, O. (2018). Smart Rehab: App-based rehabilitation training for upper extremity amputees – Case Report. *HaMiPla - Handchirurgie - Mikrochirurgie - Plastische Chirurgie* 50(6), 425-432. <https://doi:10.1055/a-0747-6037>
- Luckner N., Kayali F., Purgathofer P. (2018). Game Mechanics to Further Engagement with Physical Activity. *Interaction Design and Architecture(s) Journal*, 36, Special Issue: Aging with ICTs in the 21st century, 43 - 57.
- Kayali, F., Hödl, O., Bartmann, C., Kühn, U., Wagensommerer, T., Mateus-Berr, R. (2018). Learnings from an Iterative Design Process for Technology-Mediated Audience Participation (TMAP) using Smartphones. *EAI Endorsed Transactions on Creative Technologies*, 5(14).
- 2017 Peters, K., Kayali, F., Silbernagl, M., Lawitschka, A., Hlavacs, H. (2017). 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), 59-73.

- Prahm, C., Vujaklija, I., Kayali, F., Purgathofer, P., Aszmann, O. (2017). Game-based Rehabilitation for Myoelectric Prosthesis Control. *JMIR Serious Games* 5(1), 1-13.
- 2016 Kayali, F., Schwarz, V., Götzenbrucker, G., Purgathofer, P. (2016). Learning, Gaming, designing: Using Playful Participation to Create Learning Games together with High School Students. *Conjunctions: Transdisciplinary Journal of Cultural Participation* 3 (1). <https://doi.org/10.7146/tjcp.v3i1.23645>
- Kayali, F., Silbernagl, M., Peters, K., Mateus-Berr, R., Reithofer, A., Martinek, D., Lawitschka, A., Hlavacs, H. (2016). Design Considerations for a Serious Game for Children after Hematopoietic Stem Cell Transplantation. *Entertainment Computing* 15 (2016), Special Issue on „Fun and Engaging Computing Technologies for Health”, 57-73.
- 2015 Kayali, F., Schwarz, V., Götzenbrucker, G., Purgathofer, P. (2015). Design Principles for Social Impact Games. *eLearning Papers - The Open Education Journal*, 43, 1-12.
- Schwarz, V., Götzenbrucker, G., Kayali, F. (2015). 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*, 4, 445 - 461.
- 2009 Kayali, F. (2009). Pure Hardcore - wipEout HD and current game design. *Eludamos - Journal for Computer Game Culture* (2009), 3(1), 103-106.
- 2008 Kayali, F., Purgathofer, P. (2008). Two Halves of Play. *Eludamos - Journal for Computer Game Culture*, 2 (1), 105-127.

Editorship

- 2022 Kayali, F. (2022). *SchulVerwaltung aktuell*, 6/2022. Schwerpunkt: Digitale Schule. Digitales Lernen.
- 2021 Gabriel, S. und Kayali, F. (2021). *SchulVerwaltung aktuell*, 6/2021. Schwerpunkt: Digitalisiertes Lernen.
- 2020 Kayali, F. (2020). *SchulVerwaltung aktuell*, 6/2020. Schwerpunkt: Digitalisierung.

Conference Papers (peer-reviewed)

- 2023 Göbl, B. & Kayali, F. (2023). Promoting future competencies and empowerment through the use of commercial off-the-shelf games in formal education. *Nordic DIGRA 2023*. Uppsala, 27-28 Apr 2023.
- 2022 Posekany, A., Haselberger, D., & Kayali, F. (2022). Assessing Students' Motivation in a University Course on Digital Education. *ICL Conference*. Vienna, 27-30 Sep 2022.
- Braun, C., Kayali, F., & Moser, T. (2022). Aufwände für Lehrende im Einsatz von 360-Medien in der Lehre. *Delfi Konferenz*. Karlsruhe, Germany, 12-14 Sep 2022. 10.18420/delfi2022-024
- Hödl, O., Rafetseder, A., Hu, P., & Kayali, F. (2022). STEAM for non-novice STEM students with Digital Musical Instruments. *Audio Mostly 2022*. St. Pölten, 06-09 Sep 2022.
- Kayali, F. (2022). Distance Learning während der COVID-19 Pandemie – Eine Bestandsaufnahme. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Günther, E., Kayali, F. (2022). Soziale Gerechtigkeit und digitale Bildung zusammen denken. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Hu, P., Hödl, O., Reichl, P., Kayali, F., Eibensteiner, I., Taufner, B., Schefer-Wenzl, S., & Miladinovic, I. (2022). muco: A music computing learning application. *Sound and Music Computing 2022*. Saint-Etienne (France), 5-12 Jun 2022.

- Raab, A., Diketmüller, R., Guenther, E. A., Höger, B., Kayali, F., Guzman-Medrano, D., & Meier, S. (2022). Bildung und Ermächtigung von Jugendlichen zur reflexiven Gestaltung digitaler Gesundheitstechnologien. Online Tagung: *Materialität – Digitalisierung – Bildung*. FernUniversität Hagen, 25-26 Feb 2021.
- 2021 Steinböck, M., Kayali, F., Krendl, M., & Deschmann, F. (2021). Evoking Ambivalence through Game Design: Prototypes of a morally engaging game for ethics education. *FDG '21: Foundations of Digital Games*, 03-06 Aug 2021, fully online. ACM, New York, NY.
- Haselberger, D., Steinböck, M., & Kayali, F. (2021). Facilitating Interpersonal Exchange on Digital Transformations by Anchoring a MOOC in a Distance-Learning University Course. *FIE 2021: Frontiers in Education Conference*, Lincoln, USA, 13-16 Oct 2021.
- 2019 Peters, K., Bühner, S., Silbernagl, M., Kayali, F., Hlavacs, H., & Lawitschka, A. (2019). Evaluation of informative content of health data submitted through a mobile serious game. *IFIP International Conference on Entertainment Computing and Joint Conference on Serious Games*, ICEC-JCSG 2019, Arequipa, Perú, 11-15 Nov 2019. **Best Paper Award**
- Spiel, K., Bertel, S., & Kayali, F. (2019). Adapting Gameplay to Eye Movements – An Exploration with TETRIS. *The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2019*, Barcelona, Spain, 22-25 Oct 2019.
- Kayali, F., Luckner, N., Purgathofer, P. (2019). Guidelines for Teaching Gameful Design. *Proceedings of Foundations of Digital Games, San Luis Obispo, California, USA, August 2019 (FDG'19)*, 6 pages. https://doi.org/10.475/123_4 **Best Poster Award**
- Steinböck, M., Luckner, N., Kayali, F., Proyer, M., & Kreamsner, G. (2019). Cologon: A Game to Foster Communication Skills in Inclusive Education. *Proceedings of Foundations of Digital Games, San Luis Obispo, California, USA, August 2019 (FDG'19)*, 6 pages. <http://dx.doi.org/10.1145/3337722.3341834>
- Kayali, F., Klein, P., Hödl, O., & Luckner, N. (2019). Digital Musical Instruments, Making and Learning. *Proceedings of the Teaching Artistic Research Conference*, Vienna, Austria, 28-30 Jun 2018, De Gruyter.
- Luckner, N., Kayali, F., & Purgathofer, P. (2019). Intentions vs reality - how strategies to create a more diverse HCI course fail. *The 9th International Conference on Communities & Technologies - Transforming Communities (C&T 2019)*, 3-7 Jun 2019, Vienna, Austria. ACM, New York, NY, USA, 4 pages. <https://doi.org/10.1145/3328320.3328379>
- Prahm, C., Kayali, F., Sturma, A., & Aszmann, O. (2019). MyoBeatz: Using music and rhythm to improve prosthetic control in a mobile game for health. *IEEE 7th International Conference on Serious Games and Applications for Health (SeGAH)*, Kyoto, Japan, 5-7 Aug 2019.
- 2018 Luckner, N., Kayali, F., Purgathofer, P., Werner, K., Capatu, M., Mühlergger, V., & Schauer, V. (2018). 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, 16-18 May 2018.
- Kayali, F., Luckner, N., Purgathofer, P., Spiel, K., & Fitzpatrick, G. (2018). Design Considerations towards Long-term Engagement in Games for Health. *Proceedings of the Foundations of Digital Games FDG 2018*, Malmö, Sweden, 7-10 Aug 2018, ACM. <https://doi.org/10.1145/3235765.3235789> **Best Paper Candidate & Honorable Mention**
- Spiel, K., Kayali, F., Horvath, L., Penkler, M., Harrer, S., Sicart, M., & Hammer, J. (2018). 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. (2017). 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**
- Kayali, F., Hödl, O., Fitzpatrick, G., Purgathofer, P., Filipp, A., Mateus-Berr, R., Kühn, U., Wagensommerer, T., Kretz, J., & Kirchmayr, S. (2017). 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, 15-18 Oct 2017.
- Hödl, O., Fitzpatrick, G., Kayali, F., & Holland, S. (2017). Design Implications for Technology-Mediated Audience Participation in Live Music. *Sound and Music Computing 2017*, Helsinki, Finland, 5-8 July 2017.
- Spiel, K., Bertel, S., & Kayali, F. (2017). Not another Z piece! Adaptive Difficulty in TETRIS. *ACM CHI 2017*, Denver, US, 6-11 May 2017. **ACM Honorable Mention (best 4% of submissions)**

- Kayali, F., Luckner, N., Werner, K., & Purgathofer, P. (2017). Ethical Considerations for Designing Technology for People with Dementia. *CHI 2017 Workshop „HCIXDementia: The Role of Technology and Design in Dementia”*, Denver, US, 6-11 May 2017.
- 2016 Hlavacs, H., Wölfle, R., Peters, K., Martinek, D., Kuczwarra, J., Kayali, F., Reithofer, A., Mateus-Berr, R., Brunmair, B., Lehner, Z., & Lawitschka, A. (2016). Usability and Fun of the INTERACCT Client. *EAI International Conference on Games for WELL-being GOWELL 2016*, Budapest, HU, 14-15 Jun 2016, 8 pages.
- Prahm, C., Kayali, F., Sturma, A., & Aszmann, O. (2016). Recommendations for Games to Increase Patient Motivation During Upper Limb Amputee Rehabilitation. *Converging Clinical and Engineering Research on Neurorehabilitation II, Proceedings of the 3rd International Conference on NeuroRehabilitation (ICNR2016)*, 18-21 Oct, 2016, Segovia, Spain, pp. 1157-1161.
- Kayali, F., Bartmann, C., Hödl, O., Mateus-Berr, R., & Pichlmair, M. (2016). Poème Numérique: Technology-Mediated Audience Participation (TMAP) using Smartphones and High-Frequency Sound IDs. *Proceedings of the INTETAIN 2016 8th International Conference on Intelligent Technologies for Interactive Entertainment*, 28-30 June, Utrecht, NL.
- Spiel, K., Frauenberger, C., Makhaeva, J., & Kayali, F. (2016). Talking about Myself – Playful Inquiry into an Absent Life World. *CHI 2016 Workshop on „Games as HCI Method”*, San Jose, 7-12 May 2016.
- Hödl, O., Kayali, F., Fitzpatrick, G., & Holland, S. (2016). TMAP Design Cards for Technology-Mediated Audience Participation. *CHI 2016 Workshop on „Music and HCI”*, San Jose, 7-12 May 2016.
- 2015 Mateus-Berr, R., Brunmair, B., Hlavacs, H., Kayali, F., Kuczwarra, J., et al. (2015). Co-Designing Avatars for Children with Cancer. *Proceedings of the 3rd International Conference for Design Education Researchers*, Chicago, 1397-1417.
- Peters, K., Kayali, F., Lawitschka, A., Silbernagl, M., Mateus-Berr, R., Martinek, D., Hlavacs, H. (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, 14-17 Oct 2015, 6 pages.
- Kayali, F. (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*. 28-30 May 2015, 59 - 65.
- Peters, K., Kayali, F., Reithofer, A., Wölfle, R., Mateus-Berr, R., Kuczwarra, J., Lehner, Z., Lawitschka, A., Brunmaier, B., Martinek, D., Silbernagl, M., Hlavacs, H. (2015). Serious Game Scores as Health Condition Indicator for Cancer Patients. *MIE2015 „Digital healthcare empowering Europeans” Conference*, Madrid, Spain. 27-29 May, 892-899.
- Kayali, F., Peters, K., Kuczwarra, J., Reithofer, A., Martinek, D., Wölfle, R., Mateus-Berr, R., Lehner, Z., Silbernagl, M., Sprung, M., Lawitschka, A., Hlavacs, H. (2015). Participatory Game Design for the INTERACCT Serious Game for Health. *1st Joint International Conference on Serious Games (JCSG 2015)*, Huddersfield, UK. 3-4 June 2015, 13-25.
- 2014 Götsch, M., Kayali, F., Mateus-Berr, R., Mikeska, T., Seirafi, K. (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, 1-3 Dec 2014, 170-175.
- Kayali, F., Peters, K., Reithofer, A., Mateus-Berr, R., Lehner, Z., Martinek, D., Sprung, M., Silbernagl, M., Lawitschka, A., Hlavacs, H. (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 Nash, A., Purgathofer, P., Kayali, F. (2014). Using Online Games in Transport: Grr-Grr-Bike Case Study. *TRB Annual Meeting Compendium of Papers*. 2014 Transportation Research Board Annual Meeting, Washington, D.C., 01 Dec 2014.
- Götzenbrucker, G., Schwarz, V., Kayali, F., Purgathofer, P., Pfeffer, J., Franz, B. (2014). 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 Nov 2014
- Mosor, E., Schlager-Jaschky, D., Kayali, F., Hofstätter, J., Stamm, T. (2014). Lebensnetz - Entwicklung eines Computerspiels zur Demenzprävention. *Tagungsband des 8. Forschungsforums der österreichischen Fachhochschulen*. 8. Forschungsforum der österreichischen Fachhochschulen; 23-24 Apr 2104, 5 pages.

- Kayali, E., Wallner, G., Kriglstein, S., Bauer, G., Martinek, D., Hlavacs, H., Purgathofer, P., Wölfle, R. (2014). A Case Study of a Learning Game about the Internet. *Proceedings of the GameDays 2014*. GameDays 2014 - 4th International Conference on Serious Games, Darmstadt; 01-04 Apr 2104, Springer, 12 pages.
- 2013 Kayali, E., Luckner, N., Mateus-Berr, R., Purgathofer, P. (2013). Play and Artistic Exploration. *Context Matters! Exploring and Reframing Games in Context. Proceedings of the 7th Vienna Games Conference*. FROG 2013 Vienna Games Conference, Vienna; 27-29 Sep 2013, new academic press, Wien, 288 - 300.
- Kayali, E., Luckner, N., Hödl, O., Fitzpatrick, G., Purgathofer, P., Stamm, T., Schlager-Jaschky, D., Mosor, E. (2013). Elements of Play for Cognitive, Physical and Social Health in Older Adults. *Human Factors in Computing and Informatics*. SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 1-3 Jul 2013, 296 - 313.
- Luckner, N., Kayali, E., Hödl, O., Purgathofer, P., Fitzpatrick, G., Mosor, E., Stamm, T., Schlager-Jaschky, D. (2013). From Research to Design - Sketching a Game to Trigger Reminiscence in Older Adults. *Human Factors in Computing and Informatics*, SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 1-3 Jul 2013, Springer, 617 - 624.
- 2012 Hödl, O., Kayali, E., Fitzpatrick, G. (2012). Designing interactive audience participation using smart phones in a musical performance. *Proceedings Of The International Computer Music Conference 2012*. International Computer Music Conference 2012, Ljubeljana; 9-14 Sep 2012, 236 - 242.
- 2012 Schwarz, V., Franz, B., Götzenbrucker, G., Kayali, E., Pfeffer, J. (2012). Intersections of identities in Europe's Turkish Immigration Youth: Questions of Ethnicity, Gender, Class and New Media. *Proceedings of the IPSA Madrid 2012, XXII World Congress of Political Science*. IPSA Madrid 2012, XXII World Congress of Political Science, Madrid, Spain, 14 pages.
- Kayali, E., Jahrmann, M., Schuh, J., Felderer, B. (2012). Alternate Reality Games: Persuasion in Context. *Applied Playfulness. Proceedings of the 6th Vienna Games Conference FROG 2012*. FROG 2012 Vienna Games Conference, Vienna; 27-29 Sep 2013, new academic press, Wien, 253-266.
- Franz, B., Götzenbrucker, G., Kayali, E., Pfeffer, J., Schwarz, V., Purgathofer, P. (2012). Young, Female and Turkish in Europe Today: Questions of Ethnicity, Gender, Class and the New Media. *Proceedings of the Gender, Bodies & Technology: (Dis)Integrating Frames*. Gender, Bodies & Technology: (Dis)Integrating Frames, Roanoke, Virginia (US), 26-28 Apr 2012, 18 pages.
- Franz, B., Götzenbrucker, G., Kayali, E., Pfeffer, J., Schwarz, V., Purgathofer, P. (2012). New Media, Hip Hop, and Young Migrants: Social Capital, Entertainment and Political Articulation of Minority Groups. *Proceedings of the 53rd Annual International Studies Convention*. 53rd Annual International Studies Convention, San Diego, California (US), 1-4 Apr 2012, 17 pages.
- 2011 Kayali, E., Schuh, J. (2011). Retro Evolved: Level Design Practice exemplified by the Contemporary Retro Game. *Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games*. DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht, 14-17 Sep 2011, 14 pages.
- Kayali, E., Schwarz, V., Götzenbrucker, G., Pfeffer, J., Franz, B., Purgathofer, P. (2011). Serious Beats: Transdisciplinary research methodologies for designing and evaluating a socially integrative serious music-based online game. *Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games*. DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht, 14-17 Sep 2011, 19 pages.
- 2008 Kayali, E., Pichlmair, M. (2008). Playing Music and Playing Games - Simulation vs. Gameplay in Music-based Games. *F.R.O.G. - Vienna Games Conference*. F.R.O.G. - Vienna Games Conference 2008, Vienna, 17-19 Oct 2008, Phaidra, Universität Wien, Vienna, 12 pages.
- Pichlmair, M., Kayali, E. (2008). Intentions, Expectations and the Player. *Proceedings - the [player] conference*. the [player] conference, Copenhagen, 26-29 Aug 2008, IT University of Copenhagen, Copenhagen, 220 - 242.
- Kayali, E., Pichlmair, M., Kotik, P. (2008). Mobile Tangible Interfaces as Gestural Instruments. *Creative Interactions - The MobileMusicWorkshop 2004 - 2008*. Mobile Music Workshop, Vienna, 13-15 May 2008, University of Applied Arts, 38 - 40.
- 2007 Pichlmair, M., Kayali, E. (2007). Levels of Sound: On the Principles of Interactivity in Music Video Games. *Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA 2007*. DIGRA 2007: Situated Play, Tokyo, Japan, 24-28 Sep 2007, A. Baba (ed.), 424 - 430.

Talks and Posters (peer-reviewed)

- 2022 [Kayali, F.](#) (2022). Distance Learning während der COVID-19 Pandemie – Eine Bestandsaufnahme. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Günther, E., [Kayali, F.](#) (2022). Soziale Gerechtigkeit und digitale Bildung zusammen denken. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- 2021 Raab, A., Höger, B., [Kayali, F.](#), Meier, S., Diketmüller, R. (2021). Bildung und Ermächtigung von Jugendlichen zur reflexiven Gestaltung digitaler Gesundheitstechnologien. *Materialität - Digitalisierung – Bildung*, 25.2.2021, Distance University Hagen, online.
- Panel discussion: Motivation, Autonomie und Differenzierung im (Fremd-)Sprachenunterricht: Perspektiven für die Zukunft. Sprachendidaktik in Corona-Zeiten: Digitale Innovation oder Kreidezeit 4.0? *ÖGSD-Online Tagung*, 3 December 2021.
- Günther, E., [Kayali, F.](#) (2021). Intersectional interference in digital literacy. *Sociological Knowledges for Alternative Futures*, 15th Conference of the European Sociological Association, 31 Aug – 3 Sep 2021, Barcelona, Spain.
- 2020 Steinböck, M., Spiel, K., Luckner, N., [Kayali, F.](#) (2020). Playful Communication Modes for Inclusive Play. Extended Abstract and Poster. *GamiFIN Conference 2020*.
- 2019 [Kayali, F.](#), Prahm, C. (2019). Using Augmented Reality Games in Phantom Limb Pain Therapy. *Games for Health Europe 2019*, Eindhoven, NL, 7-8 Oct 2019.
- [Kayali, F.](#), Hödl, O., Löw, C. (2019). Digitale Musikinstrumente zur Förderung des Interesses an MINT Fächern. *Lehren und Lernen im Zeitalter der Digitalisierung Symposium*. ÖFEB Kongress 2019, Linz, 17-20 Sep 2019.
- 2018 Götzenbrucker, G., Schwarz, V., [Kayali, F.](#), Purgathofer, P. (2018). Sparkling Games? A Reflection of Game-based Learning Approaches for Secondary School Students in Austria. 7th European Communication Conference, 31 Oct - 3 Nov 2018, Lugano, Switzerland.
- [Kayali, F.](#), Prahm, C. (2018). Play Bionic: Game design for neuromuscular prosthesis training. *Games for Health Europe 2018*, Eindhoven, NL, 8-9 Oct 2018.
- Prahm, C., [Kayali, F.](#), Mörth, E., Sturma, A., Aszmann, O. (2018). PlayBionic: Interaktive Rehabilitation für Patienten nach Nerventransfer oder Amputation der oberen Extremität. 59. Kongress der Deutschen Gesellschaft für Handchirurgie, Mannheim, Deutschland, 11-13 Oct 2018.
- [Kayali, F.](#), Luckner, N. (2018). Project WAY-KEY, from an initial idea to a solution matching user needs. 12th Annual Conference on Health Informatics meets eHealth, 8-9 May 2018.
- Mateus-Berr, R., Delgado, J., Lerchbaumer, A., Kühn, U., [Kayali, F.](#), Hödl, O. (2018). Breaking the Wall for Critical Requests on Digital Evolution 4.0. *INTERVENTIONS: Scientific and Social Interventions in Art Education European*. InSEA Congress 2018, Aalto University, Helsinki, 18-21 June 2018.
- 2017 [Kayali, F.](#), Hödl, O., Mateus-Berr, R. (2017). The Art-based Research Project Breaking The Wall. Poster presentation: Open House 2017, Zentrum Fokus Forschung, University of Applied Arts Vienna, 25 Oct 2017
- [Kayali, F.](#) (2017). How to Design for Long-Term Engagement in Games for Health. *Games for Health Europe 2017*, Eindhoven, NL, 2-3 Oct 2017.
- 2016 [Kayali, F.](#), Prahm, C. (2016). Using Games to Train Myoelectric Prosthesis Control. *Games for Health Europe 2016*, Utrecht, NL; 1-2 Nov 2016.
- Mateus-Berr, R., [Kayali, F.](#) (2016). Sensing the Audience. 2016 International Visual Literacy Association (IVLA) conference, Montreal, CA, 5-8 Oct 2016.
- [Kayali, F.](#), Schwarz, V., Götzenbrucker, G., Purgathofer, P. (2016). Identifying Learning Contents in Commercial Games. 10th Vienna Games Conference FROG 2016, Vienna, AT, 23-25 Sep 2016.
- [Kayali, F.](#) (2016). A Reflection of Game-based Learning Approaches for Secondary School Students. *Art and Design Education in Times of Change*. InSEA Regional Conference Vienna 2016, Vienna, AT, 22-24 Sep 2016.

- 2015 Hödl, O., Kayali, F., Fitzpatrick, G., Holland, S. (2015). Towards Bridging The Gap In A Musical Live Performance. *Bridging the Gaps*. Vienna Talk 2015 on Music Acoustics, Vienna, 16-19 Sep 2015. In *Proceedings of the Third Vienna Talk on Music Acoustics (2015)*, S. 221.
- Kayali, F., Luckner, N., Purgathofer, P. (2015). Long-time motivation strategies in games for health. Games for Health Europe 2015, Utrecht, NL; 1-4 Nov 2015.
- Kayali, F. (2015). Gaming Preferences of Children and Young Adolescents with Cancer. Games for Health Europe 2015, Utrecht, NL; 1-4 Nov 2015.
- Kayali, F. (2015). Abstracting Music to Game Mechanics, Abstract and Talk. Ludomusicology 2015 Conference, Utrecht, NL, 9-10 Apr 2015.
- 2014 Kayali, F. (2014). Using Explorative Design to Develop Health Game Concepts. Games for Health Europe 2014, Utrecht, NL; 27-28 Oct 2014.
- Peters, K., Kayali, F., Hlavacs, H. (2014). INTERACCT: Serious Game Performance as Medical Condition Indication. 25th European Medical Informatics Conference (MIE2014), Istanbul, 31 Aug – 3 Sep 2014.
- 2013 Kayali, F. (2013). Reminiscence and Play - Designing a Game to Prevent Cognitive Decline. Games for Health Europe 2013, Amsterdam, 28-29 Oct 2013.
- Kayali, F., Purgathofer, P., Schwarz, V., Götzenbrucker, G. (2013). Audience Creativity as Core Game Mechanic of a Social Impact Game. MASH 2013 conference on audience creativity, Maastricht, 4-5 Jul 2013.
- 2012 Fritz, S., Purgathofer, P., Kayali, F., Sturn, T., Wimmer, M. et al. (2012). Landspotting: Social gaming to collect vast amounts of data for satellite validation. European Geosciences Union General Assembly 2012, Vienna, 23 Apr 2012.
- Kayali, F. (2012). Interacct - Integrating Entertainment and Reaction Assessment into Child Cancer Therapy, Poster: Games for Health Europe, Amsterdam; 28-29 Oct 2012.
- Götzenbrucker, G., Pfeffer, J., Kayali, F., Schwarz, V., Purgathofer, P., Franz, B. (2012). 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, 22-24 Nov 2012.
- Götzenbrucker, G., Schwarz, V., Pfeffer, J., Kayali, F., Franz, B., Purgathofer, P. (2012). 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, 24-27 Oct 2012.
- Kayali, F., Purgathofer, P., Götzenbrucker, G., Schwarz, V., Franz, B., Pfeffer, J. (2012). Designing for Social Impact. How the social network game YourTurn! furthers inter-cultural communication. Abstract and Talk. *Experiencing Digital Games: Use, Effects & Culture of Gaming*. ECREA 2012 Pre-Conference, Istanbul, 23.24 Oct 2012.
- Götzenbrucker, G., Schwarz, V., Kayali, F. (2012). Sharing Music - playing life. Young Viennese 2nd generation migrants playing a cooperative positive impact game. Abstract and Talk. Digital Crossroads Conference, Utrecht, 28-30 June 2012.
- 2012 Kayali, F., Purgathofer, P., Schwarz, V., Götzenbrucker, G. (2012). Multikulturalität, Integration und jugendliche Lebenswelten in Wien. Poster: FROG 2012 Vienna Games Conference, Wien, 12-13 Oct 2012.
- Kayali, F., Purgathofer, P., Götzenbrucker, G., Schwarz, V., Harrer, S., Pfeffer, J., Franz, B. (2012). Creative Play and Social Impact. Extended Abstract and Talk: *Games+Learning+Society (GLS) Conference 8.0*, Madison, Wisconsin (US), 13-15 Jun 2012. In *GLS 8.0 Conference Proceedings*, ETC Press (2012), 509 - 510.
- 2011 Götzenbrucker, G., Schwarz, V., Franz, B., Kayali, F., Pfeffer, J., Purgathofer, P. (2011). 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. *Identity - Diversity – Integration*. 1st Vienna Forum of Social Sciences, Vienna, 21-23 Jul 2011.
- Schwarz, V., Götzenbrucker, G., Kayali, F. (2011). 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, 21-23 Jul 2011.
- 2008 Kayali, F. (2008). Playing Music. Abstract and Talk. Computer Space 2008 conference, Sofia, 31 Oct – 02 Nov 2008.

- 2005 Kayali, F. (2005). Sonic-Image, audiovisual synchronisation at live performances. Poster. *AudioKult und Hypersound? Ästhetik und Kultur digitaler Audiomedien*. Hyperkult XIV conference, Lüneburg, 14-16 June 2005.

Panel/Workshop Organization

- 2020 Workshop. Prototypische Szenarien für den Einsatz von Lernplattformen in verschiedenartigen fachdidaktischen Kontexten. PH NÖ / Universität Wien (Online), 4 Jun 2020.
- 2017 *Symposium Breaking The Wall*. Organisation of a symposium at the Ars Electronica Festival 2017, Linz, 09 Jul 2017.
- Tools to support self-determined mobility for people with dementia*. Moderation of a workshop at the eHealth Summit Austria, Vienna, Austria, 23-24 May 2017.
- 2012 *Positive Impact Games*. Moderation and organization of a peer-reviewed panel at *Game Over. Was jetzt? Vom Nutzen und Nachteil des digitalen Spiels für das Leben*, FROG 2012, 6th Vienna Games Conference, Vienna, Austria, 12-13 Oct 2012.
- 2011 *Independent game design and tactics of persuasion*. Moderation and organization of a panel at *Play and Prosume*, Technology, Exchange and Flow Expert Seminar, Kunsthalle Project Space, Vienna, Austria, 13 Jul 2011.

Invited Talks and Keynotes

- 2023 Quo vadis, Schulbuchaktion? Ein Vorzeigeprojekt erfolgreich in die digitale Zukunft führen. Podiumsdiskussion ABÖ-Café (Allianz Bildungsmedien Österreich). 26 Jan 2023.
- 2022 Tablets für Mädels und das war's? 2. Round Table, Initiative Digitalisierung Chancengerecht (IDC), discussant, 28 Nov 2022.
- 2021 Digitale Musikinstrumente in der MINKT-Bildung, invited lecture w. O. Hödl, *Ästhetisch-künstlerische Auseinandersetzungen mit digitalen Medien im Schulunterricht*, Symposium der AG Medienkultur und Bildung, Leuphana Universität Lüneburg, Online, 17 Jun 2021.
- Die digitale Bildung von morgen – zwischen Schulbuch und Suchmaschine, FWF „Am Puls“-Wissenschaftstalk, Ars Electronica, Linz, 08-13 Sep 2021.
- Wie erlernen und vermitteln wir Future Skills in der Hochschulpraxis? Keynote interview w. Prof. U. Ehlers, Bologna-Tag 2021, Austria, Online, 17 Mar 2021.
- 2020 Digitale Aufklärung: Welches Wissen erfordert das digitale Zeitalter? Keynote lecture. *University Meets Industry* conference, Postgraduate Center, University of Vienna, 28 Apr 2020.
- Was können wir aus Spielen lernen? Invited public lecture. European Researchers Night, Vienna, Austria, 27 Nov 2020.
- Was können wir aus Spielen lernen? Invited public lecture. Kinderuni, University of Vienna, Vienna, Austria, 08 Jul 2020.
- 2019 Spiel, Musik, Performance und Lernen. Keynote lecture. Tagung Bundesarbeitsgemeinschaft Theater in der Schule, Salzburg, Austria, 08 Nov 2019.
- Von Computational Thinking zu Computational Empowerment. Keynote lecture. Informatiktag 2019, TU Wien, Vienna, Austria, 3 Oct 2019.
- Playful Digital Musical Instruments in STEAM Education. Invited lecture. Serious Play Conference 2019, Montreal, 8 Oct 2019.
- Games, Gamification und spielerische Technologienutzung im Unterricht. Invited lecture. OeAD macht Schule-Fachtagung, Vienna, Austria, 30 Apr 2019.

- Spielerische Kommunikation zur Förderung von Diversität. Keynote lecture. Serious Games for a Humane Europe conference, Vienna, Austria, 13 Jun 2019.
- Game design and playful music interaction as methods of project-based teaching. Keynote lecture. *Learning Music Through Play in Out-of-School Context*, International Seminar, Quebec City, CA, 13-15 Apr 2019.
- Digitale Kompetenzen für die Schule 4.0. Invited lecture. Centre for Teacher Education, University of Vienna, 8 Apr 2019.
- 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, 28-30 Jun 2018.
- 2017 Compliance in Rehabilitation, Therapie und Prävention. Invited lecture. Workshop zur Zukunft der Krankenhausplanung, Vienna, 11 Oct 2017.
- MINT-Förderung im Projekt Sparkling Instruments. Invited lecture. New Skills Conference, WKÖ, Vienna, 20 Nov 2017.
- Breaking The Wall. Invited lecture: Research Salon - Artificial Intelligence, University of Applied Arts Vienna, 11 Dec 2017.
- Playful Interfaces for Audience Participation and Artistic Expression in Musical Live Performances. Opening lecture. Symposium *Breaking The Wall*, Ars Electronica Festival 2017, Linz, 09 Jun 2017.
- 2017 Promoting Mobility in Way-Key. Invited lecture. Vernetzungstreffen Mobilität und Demenz, Vienna, 21 Jul 2017.
- Die Digitalisierung der Zukunft – Ein Blick über den Tellerrand. Invited lecture. Workshop zur Zukunft der Krankenhausplanung, Vienna, 3 Sep 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. Götzenbrucker, V. Schwarz & P. Purgathofer. Final Symposium - WWTF Diversity & Identity Projects 2010/2011, University of Vienna, 15 Nov 2016.
- Sparkling Games. Invited lecture. *Sparkling Impacts – Von Sparkling Science zu Open Innovation*. Sparkling Science-Tagung, Vienna, AT, 14 Nov 2016.
- A Serious Game to Further Cultural Diversity. Invited lecture: Games and Play research seminar, Utrecht University, 23 Mar 2016.
- YourTurn! Designing for Diversity. Invited lecture. Central European Games Conference 2016, University of Vienna, 17-21 Jan 2016.
- 2015 Game Design for Social Impact. Invited public lecture. FROG 2015 - 9th Vienna Games Conference, 1-3 Oct 2015.
- 2013 Digitale Spiele zwischen Kunst und Mainstream: Gestaltung und Produktion. Keynote Lecture. *Digitale Grundkompetenzen in den Kreativfächern: Gaming-Welten*. Arbeitstagung, Mattsee; 28-30 Oct 2013.
- Demo Spotlight: Lebensnetz.Talk: 10th Annual Games for Change Festival, New York; 27-29 Jun 2013.
- What do the movie *Inception* and Alternate Reality Games have in common? Invited talk. Play & Prosume: schleichender Kommerz und schnelle Avantgarde, Wien, 6-17 Mar 2013.
- 2012 YourTurn! Designing a Music Game for Social Impact. Invited talk. 9th Annual Games for Change Festival, New York, 18-20 Jun 2012.
- Games 4 Resilience. Invited talk. Gaming with a Purpose Salon, Subotron, Vienna, 17 Feb 2012.
- Positive Impact Games. Invited talk. Gaming with a Purpose Salon, Subotron, Vienna, 13 Apr 2012.
- 2011 Fuck the magic circle! Do we need game ethics? Invited talk. AMAZE Games Culture Circle, Wien, 30 Sep 2011.
- 2009 Art, Music and Technology - an iPhone showcase. Invited talk. IndieCade 2009 Festival, Culver City, California, USA, 03 Oct 2009.
- 2007 Homebrew Music Game Development. Invited talk. *dorkbot vienna #3 hacking game machines*, Metalab, Vienna, Austria, 23 June 2007.

Game Releases and Artistic Works

- 2019 **COLOGON** (distributed mobile game for inclusive education)
Best Poster award at the Foundations of Digital Games Conference FDG 2019, San Luis Obispo, CA, 26-30 Aug 2019.
- 2018 **MyoBeatz** (game for health)
Finalist for Most Innovative and Most Significant Impact at the Games for Change Festival 2018, NY.
- WAY-KEY - Accessibility and Usability** (mobile app)
Transport Research Arena TRA Vienna 2018, A digital era for transport. Apr 16-19 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 Sep 2017
- Breaking The Wall** (interactive sound performance)
Kuppelsaal, TU Vienna, 2 Jun 2017
- AAA Profiler** (interactive media installation)
Appdate, Neuwerk, Konstanz, 19 – 26 Jan 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
- INTERACCT** (mobile e-health game)
[<http://www.interacct.at>], Winner of the Occursus Award for Communication and the eAward 2017
- 2014 **Lebensnetz** (mobile e-health game)
[<http://www.lebensnetz.at>]
- INTERACCT Partizipatorisches Design in einem interdisziplinären Kontext**
shown at Design acts!, :galeriefreihausgasse, Villach
- 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>]
- 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)
- 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
- 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)

Teaching History

Years	Level	Title	Institution	# Students	ECTS
from 2022	Bachelor	Communication and interaction, Digital Education	University of Vienna	25	5
from 2021	Bachelor	Digital Playful Learning (Lehren & Lernen)	University of Vienna	25	5
from 2021	Bachelor	Digital Schoolbook (Lehren & Lernen)	University of Vienna	15	5
from 2021	Bachelor	Communication spaces	University of Vienna	25	5
from 2021	PhD	Doctoral seminar	University of Vienna	25	5
from 2019	Master	Digital media and diversity in inclusive education	University of Vienna	25	5
from 2019	Bachelor/ Master	Transdisciplinary perspectives on digitalisation	University of Vienna	200	5
from 2019	Bachelor	Digital Education	University of Vienna	80	2
from 2019	Bachelor	Game-based Learning and Gameful Design	University of Vienna	15	5

Years	Level	Title	Institution	# Students	ECTS
from 2018	Bachelor	New Media, Gaming and Youth Culture	University of Vienna	25	5
from 2018	Bachelor	Research-based Teaching and Digitalisation	University of Vienna	25	5
2018	Master	Research Methods and Theoretical Perspectives of Subject Didactics	University of Applied Arts Vienna	20	3
2018	Bachelor	Research-led Teaching: Playful Transfer of Knowledge between Schools and Universities	University of Applied Arts Vienna	20	3
2013 - 2018	Bachelor	Didactics and New Media II - Games, Pedagogy and Youth Culture	University of Applied Arts Vienna	20	3
2013 - 2018	Bachelor	Didactics and New Media - Games, Pedagogy and Youth Culture	University of Applied Arts Vienna	20	3
2014 - 2018	Master	Gameful Design	Vienna University of Technology	25	6
2017	Master	Interface and Interaction Design	Vienna University of Technology	12	3
2011 - 2013	Master	Explorative Design 1 & 2	Vienna University of Technology	30	12
2011	Bachelor	Multimedia Production	Vienna University of Technology	100	4.5
2011	Master	Seminar Media Informatics	Vienna University of Technology	25	3
2012 - 2018	Master	Introduction to Games	University of Applied Science Technikum Vienna	30	3
2012 - 2018	Master	Development Project 1 & 2	University of Applied Science Technikum Vienna	30	6
2010 - 2018	Master	Level Design	University of Applied Science Technikum Vienna	20	3
2011 - 2018	Master	Play-centred Game Design & Persuasive Games	Danube University Krems	20	3
2011 - 2018	Master	Rapid Game Development & Modding	Danube University Krems	20	3
2010	Master	iPhone Game Development	Danube University Krems	20	3
2009 - 2018	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	-
2014 - 2018	Master	Gameful Design	Vienna University of Technology	25	6

2017	Master	Interface and Interaction Design	Vienna University of Technology	12	3
2011 - 2013	Master	Explorative Design 1 & 2	Vienna University of Technology	30	12
2011	Bachelor	Multimedia Production	Vienna University of Technology	100	4.5
2011	Master	Seminar Media Informatics	Vienna University of Technology	25	3
2012 - 2018	Master	Introduction to Games	University of Applied Science Technikum Vienna	30	3
2012 - 2018	Master	Development Project 1 & 2	University of Applied Science Technikum Vienna	30	6
2010 - 2018	Master	Level Design	University of Applied Science Technikum Vienna	20	3
2011 - 2018	Master	Play-centred Game Design & Persuasive Games	Danube University Krems	20	3
2011 - 2018	Master	Rapid Game Development & Modding	Danube University Krems	20	3
2010	Master	iPhone Game Development	Danube University Krems	20	3
2009 - 2018	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 Ambros, Roland. Von der Universität zur Schule: Prozess- und Lernenden-zentrierte Ansätze der Vermittlung digitaler Kompetenzen als Teil der 21st century skills. Faculty of Philosophy and Education, University of Vienna.
- tbd Baird, Josephine. How does videogame design create educational opportunities and space for the exploration, expression and embodiment of trans subjectivities? Faculty of Philosophy and Education, University of Vienna.
- tbd Braun, Christoph. Die virtuelle Abbildung von Lehr- und Lernräumen. Faculty of Informatics, University of Vienna.
- tbd Bressler, Michael. Virtual Environments for Traumatic Injuries and Bionic Prosthetics. TU Wien (Vienna University of Technology).
- tbd Gfeller, Noémie. Wirksamkeit und langfristige Effekte von interaktivem audiovisuellem Medienkonsum auf die Entwicklung sprachlicher Kompetenzen bei mehrsprachigen Vorschulkindern. Faculty of Philosophy and Education, University of Vienna.
- tbd Hintermeier, Florian. Adaptive E-Learning Systems (ALS). Faculty of Informatics, University of Vienna.
- tbd Kos, Anna. Developing a concept to improve child - parent interaction and the well being of long-term hospitalized children and their parents through songwriting/musiceducation (accompanied by the use of digital media) as part of the project „Your Smile“ at the general hospital Vienna. Faculty of Philosophy and Education, University of Vienna.

- tbd Steinböck, Matthias. Why do people stop playing games. Faculty of Informatics, University of Vienna.
- tbd Wendt, Georg. Developing video game literacy in the EFL classroom by analysing games' evoked narratives. University of Vienna.

PhD Co-supervision

- tbd Michel, Toni. Developing an inclusive technological toolkit to support prevention approaches. Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- tbd Nöhner, Georg. Verschwörungserzählungen im Netz als Thema im Deutschunterricht. Literatur- und mediendidaktische Zugänge.
- tbd Schwarz, Vera. Die feinen Gemeinsamkeiten. Die Überschneidungen von Class und Race speziell bei Wiener Jugendlichen. Department of Communication, University of Vienna.
- tbd Tachtler, Franziska. Designing for resilience with unaccompanied migrant youth. Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- 2020 Luckner, Naemi (2020). Enhancing Feedback Quality in Online Learning. Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- Urbanek, Michael (2020). 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 (2016). 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

- 2022 Ankerl, Irena (2022). Examining the influence of narrative and theme on the player experience in tabletop escape games. FH Technikum Wien.
- Bauer, Maximilian David (2022). Wayfinding cues in video games and their effectiveness on color vision deficient players. FH Technikum Wien.
- Berger, Lukas (2022). Key Aspects of Game Design. A Scoping Review. TU Wien (Vienna University of Technology).
- Nissl, Annabelle (2022). Serious Games und erneuerbare Energien: Designanalyse und Entwicklung eines informativen Spielprototyps. FH Technikum Wien.
- 2021 Abad Liso, Paula (2021). Spielbasierte Anwendung zur Rehabilitation und Schmerzlinderung bei Menschen mit amputierten Gliedmaßen mittels Augmented Reality. TU Wien (Vienna University of Technology).
- Brunäcker, Sandra (2021). Digitalisierung und KI im Ethikunterricht an berufsbildenden höheren Schulen - Kann Schule (Bildung 2.0) auf Arbeit 4.0 vorbereiten? Faculty of Philosophy and Education, University of Vienna.
- Deschmann, Felix (2021). Implementing Social Game Environments and evoking ambivalence in Serious Learning Games. FH Technikum Vienna.
- Huber, Esther (2021). Die Ausweitung der Bildungsungleichheit während der Corona-Pandemie unter dem Fokus des Beitrags digitaler Ungleichheit im Distance-Learning (Faculty of Philosophy and Education, University of Vienna).
- Kratky, Martina (2021). 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).
- Rott, Florian (2021). Der zukünftige Einsatz von digitalen Lernumgebungen im sekundären Bildungsbereich. Didactics of Informatics, University of Vienna.
- 2020 Kohlmayr, Patrick (2020). Prototyping Self-Care Technologies for people with hand osteoarthritis. Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).

- Dobrosovestnova, Anna (2020). Constructivism in Educational Robotics. Interpretations and Challenges. Joint Degree Programme MEi:CogSci Cognitive Science, University of Vienna.
- Metzler, Florin (2020). Wie kann das Spielverhalten eines Gamers anhand von Achievements beeinflusst werden? Department of Computer Science, University of Applied Sciences Technikum Vienna.
- 2018 Wojtak, Markus (2018). 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).
- Metzger, Manuel (2018). Differences in Culture - Differences in Gamedesign? A Comparison of WRPGs and JRPGs. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Steinmetz, Lukas (2018). Game Feel: What are the key components and how do they affect players enjoyment. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Zimmermann, Patrick (2018). Speziell auf Virtual Reality angepasstes Leveldesign im Horror-Genre. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Gümüser, Nuray (2018). Game Design Patterns für 'Informatik und Gesellschaft'- Lernspiele. Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- Gartlehner, Lukas (2018). Game-based audience participation in live performances. Institute of Visual Computing and Human-Centered Technology, TU Wien (Vienna University of Technology).
- Rockenschaub, Markus (2018). Online Content Libraries: Eine Untersuchung deren Rolle in der gegenwärtigen und zukünftigen Medienproduktion in der oberösterreichischen Medienwirtschaft. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Zimmerman, Hens (2018). 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 (2017). The emotional connection in Animation. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Iyer, Rakesh (2017). The role of dialogues and voice actors in cartoon animations. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Kitevski, Tim (2017). The role of dialogues and voice actors in cartoon animations. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Faulhaber, Marc-Pascal (2017). 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 (2016). Exploring audience participation in live music with a mobile application. Institute of Design and Assessment of Technology, TU Wien (Vienna University of Technology).
- Altenburger, Ruth (2016). Digital Film - quo vadis? MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Czycholl, Benjamin (2016). 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.
- Radvila, Samuel (2016). Implementing curricula in creative media for higher education courses. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Kummerer, Boris (2016). 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 (2015). Persuasive Games - a Tool to Increase IT-Security Awareness. Department of Computer Science, University of Applied Sciences Technikum Vienna.

- 2015 Hejlek, Maria (2015). Generierter Text in Videospielen. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Imre, Michael (2015). Community-Driven Content using Procedural Generation. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Atkinson, Daniel (2015). How Can the Modern Recording Studio Expand In an Age of DIY Musicians? MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- DeLorenzo, Anthony (2015). Music Production: Technological Changes and its Impact on Mass Communication. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Müller, Simon (2015). Music promotion on freemium music services. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Neto Soutinho, Enrique (2015). Das soziodemografische Profil der Erwerbstätigen in der Kultur- und Kreativwirtschaft in Deutschland. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Schwaighofer, Burkhard (2015). Interaktiv begehrbarer, adaptiver Konfigurator zur Optimierung von Immobilien- bzw. Produktpräsentationen. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Shai, Moshe (2015). 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 (2014). Designing a Serious Game for Dementia Awareness. Institute of Design and Assessment of Technology, TU Wien (Vienna University of Technology).
- Ramsauer, Daniela (2014). 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).
- Digles, Dominik (2014). Classification of Social Impact Games. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Hörlesberger, Alexander (2014). Designing Narrative Art Games. Department of Computer Science, University of Applied Sciences Technikum Vienna.
- Jahanlou, Amir Hosein (2014). Enterprise iPhone App. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- 2013 Manchester, Phil (2013). 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 (2013). Games: A new methodology for video games design. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Olabe, Iker (2013). Stereo image modeling: Using frequency dependent signal correlation in stereophonic systems and psychoacoustic evaluation. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Stankovic, Bransilav (2013). Music Event Marketing in Serbia. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Zanotti-Schudel, Nicolas (2013). 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 (2012). PHP MVC Frameworks - Developing web sites and applications faster. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Kreys, Simon (2012). Crisis Protection System. MA/MSc Professional Practice (Creative Media Industries), Middlesex University London.
- Lohuis, Sjoerd (2015). 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 (2011). 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.