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## STEFFEN P. WALZ

Date of birth November 19, 1973  
Place of birth Böblingen, Federal Republic of Germany (FRG)  
Office ETH Zurich, Chair for CAAD, HIL E15.1  
CH-8093 Zurich, Switzerland  
Home Stauffacherstr. 147  
CH-8004 Zurich, Switzerland  
Mobile +49 177 272 3413  
E-Mail walz@arch.ethz.ch  
Citizenship German  
Marital status Single  
Languages German (native), English (fluent), French (reading), Latin (reading)

Web (portfolio) <http://spw.playbe.com>  
Web (academic) <http://wiki.arch.ethz.ch/twiki/bin/view/Main/SteffenPWalz>

## RESEARCH AND PROFESSIONAL INTERESTS

Game design theory, practice, and experimentation; mobile and pervasive computing; persuasive media and technologies; human-computer interaction; convergent and cross media design; cultural studies; critical theory.

## EDUCATION

- 08/2004 – **ETH Zurich (CH)**  
Ph.D. cand. in Computer Aided Architectural Design (CAAD)  
Co-funded by the Swiss National Science Foundation,  
NCCR Mobile Information and Communication Systems
- Supervisor: Prof. Dr. Ludger Hovestadt, Chair for CAAD  
Co-supervisor: Prof. Drew Davidson, Ph.D., Director, Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA (USA)  
Working title: “Pervasive Persuasive Play: A Design Rhetoric for Ubiquitous Games”  
Completion: 08/2007 (expected)
- 1993 – 2003 **University of Tübingen (FRG)**  
Magister Artium (M.A.) - Final grade: “sehr gut”  
Empirische Kulturwissenschaft (maj.)  
Politikwissenschaft (min.)  
Allgemeine Rhetorik (min.)
- Supervisor: Prof. Dr. Bernd Jürgen Warneken  
Co-supervisor: Prof. Dr. Kaspar Maase  
Title of thesis: “On the Move between Proximate Distance and Distant Proximity”  
Completion: 03/2003
- 1998 – 1999 **The University of Texas at Austin (USA)**  
Study year at the Advanced Communication Technologies Laboratory (ACTLab)  
Director: Prof. Sandy Stone, Ph.D.

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## HONORS

- 2007 Forum Nokia Champion  
**Nokia Corp. (FI)**
- 2007 Finalist for portfolio website <http://spw.playbe.com> (competition pending)  
**SXSW Web Awards (USA)**
- 2006 Finalist with "DOIT – Dermatology Online with Interactive Technology" and its Online e-learning dermatology game "Save your Skin!"  
<http://www.medidaprix.org> (FRG / AT / CH)
- 2002 International Bauhaus Award 2002  
2<sup>nd</sup> prize for pervasive game & qualitative social science study "M.A.D. COUNTDOWN"  
**Stiftung Bauhaus Dessau (FRG)**
- 2001 – Fellow of the Advanced Communication Technologies Lab, College of Communications  
**University of Texas at Austin (USA)**
- 2001 Graduate stipend, Tübinger Stipendienstiftung  
**University of Tübingen (FRG)**
- 2001 – Winner of several New Media / Internet Awards as concept/creative executive for AGI, Stuttgart (FRG) & 21Torr GmbH, Stuttgart (FRG), e.g. **London International Advertising Awards (Gold)**; **Annual Multimedia Award (Distinctions)**; **New York Festivals (Gold)**; **Clio Awards (Shortlist)**, **Jahrbuch der Werbung (Mentions)**
- 2000 Travel grant, Universitätsbund  
**University of Tübingen (FRG)**
- 1998 Travel grant  
**Ministry for Science, Research and Art, State of Baden-Württemberg (FRG)**

## PROFESSIONAL EXPERIENCE

- 08/04 – **Research associate**, ETH Zurich, Dept. of Architecture, Chair for CAAD (CH)
- 01/04 – 05/04 **Program director & Co-Head of Game Design B.A. study program** (commenced October 2004), HGKZ – School for Art and Design Zurich (CH)
- 03/03 – 12/03 **Project lead and co-initiator / fund raiser**, Game Design B.A. program on behalf of the Swiss Ministry for Vocational Education and Technology, BBT (CH) and commissioned by HGKZ School for Art and Design Zurich, Study Program Interactiondesign (CH)  
*Raised > CHF 750'000,- for new program together with Prof. Dr. Gerhard M. Buurman and authored a feasibility study including a prototypical curriculum, business plan etc.*
- 10/02 – **Founder and director, playbe records** – a Creative Commons music label experimenting with alternative, game-like music distribution: Customers decide what to pay or swap in exchange for shipped CDs (principle of "Careware"), cf. [www.steffenstrom.de](http://www.steffenstrom.de)
- 09/02 – 01/03 **Principal consultant, feasibility study „Interactive\_Materials“** on behalf of the Swiss government committee for innovation and technology, KTI (CH)
- 2001 – 2002 **Research assistant**, University of Stuttgart, High Performance Computing Center (HLRS), Dept. Visualization, Virtual Reality Lab / CAVE (FRG)

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- 04/00 – **Self-employed under the name of *playbe*** as interactive/convergent media conceptualist & consultant, for example for: DaimlerChrysler AG; BMW Group; ZDF [2<sup>nd</sup> German TV]; VIAG Interkom GmbH & Co.KG [today: O<sub>2</sub> Germany]; HypoVereinsbank AG; IncaGold Games Ltd, London (UK); HGKZ - School for Art and Design Zurich (CH); Pixelpark AG; janglednerves GmbH; 21Torr GmbH; AGI Think Tank. Task Force. Agency GmbH
- 08/99 – 04/00 **Head of Interaction Research & Development**, AGI Think Tank. Task Force. Agency GmbH, Stuttgart / Berlin / Munich (FRG) [one of Germany's leading multimedia / Internet agencies; supervised & conceptualised Online services creation] – today: Dorten GmbH, Stuttgart (FRG)
- 01/99 – 07/99 **Short film producer / writer**, Captive Eye Entertainment LLC., Austin, TX (USA)
- 04/98 – 06/98 **Assistant to the director**, Dance and Theatre Studio Association, Ludwigsburg (FRG)
- 03/98 – 04/98 **Internship: cultural management**, KulturRegion Stuttgart (FRG)
- 05/97 – 07/98 **Project assistant**, Interkommunale Kulturförderung Region Stuttgart (FRG)
- 1995 - 1998 **Freelance and employed satire TV journalist and producer**, PR07, Munich, Germany; SCAN-TV, Berlin, Germany (3SAT, ORB, N3, ARTE); Attila Weidemann Fernsehproduktion GmbH, Berlin, Germany (FRG)
- 1994 – 1996 **Fanzine co-editor**, „HARAKIRI“, Stuttgart (FRG) [topics included indie/punk rock music, indie films, computer games, subculture – the magazine shipped with a VHS tape and an audio CD]

#### ACADEMIC AND TEACHING EXPERIENCE

- 02-03/2007 Visiting researcher with Prof. Drew Davidson, Ph.D.  
**Carnegie Mellon University, Entertainment Technology Center (USA)**
- 01/2007 Atelier co-leader, "Serious Pervasive Game Design", invited one week workshop together with Tico Ballagas (RWTH Aachen) and Zhao Chen Ding (Tsinghua University Beijing)  
**Tsinghua University, Academy of Arts and Design, Information Art and Design program, Beijing (PR of China)**
- 01/2007 Atelier co-leader, "Serious Pervasive Game Design", invited one week workshop together with Tico Ballagas (RWTH Aachen) and Zhao Chen Ding (Tsinghua University Beijing)  
**Shih Chien University, Institute of Fashion and Communications Design, Taipei (Taiwan)**
- Summer 2006 Lecturer, CAAD MAS Postgrad Program 2005/06: Design studio concerning the construction of a pervasive game controller shell and interface surface for the pervasive and mobile tourist sightseeing game REXplorer  
**ETH Zurich, Chair for CAAD (CH)**  
Web: <http://wiki.arch.ethz.ch/twiki/bin/view/MAS0506/MAS0506Module06alt>
- 07/2006 Guest lecturer, "Spezielle Benutzerschnittstellen: Spiele",  
**University for Applied Sciences Winterthur, Inst. for Applied Information Science (CH)**
- Winter 2005/06 Co-lecturer, "Application of Computer Games for Psychotherapy" seminar together with Dr. Dr. Veronika Brezinka and University for Art, Media and Design Zurich – Game Design Program, carried out at:  
**University of Zurich, Center for Child and Adolescent Psychiatry (CH)**
- 09-10/2005 Visiting researcher with Prof. Drew Davidson, Ph.D.  
**Carnegie Mellon University, Entertainment Technology Center (USA)**

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- 08-09/2005 Invited lecturer, on behalf of Prof. Sungah Kim, Ph.D.  
**Sungkyunkwan University, Faculty of Architecture, Seoul** (South Korea)
- Summer 2005 Lecturer, "Serious Fun: Game Design as Architectural Drafting Method", design studio class, together with PD Dr. Erwin Herzberger  
**University of Stuttgart Dept. of Architecture and Urban Planning  
Institute of Presentation and Design 1** (FRG)  
Detailed web documentation: <http://wiki.arch.ethz.ch/twiki/bin/view/Game05>
- Summer 2005 Lecturer, CAAD Postgraduate Study Program 2004/05: "Bioplay", design studio concerning biofeedback input based computer integrated spaces, with Dipl. Arch. Philipp Schaerer  
**ETH Zurich, Chair for CAAD** (CH)  
Web: <http://wiki.arch.ethz.ch/twiki/bin/view/NDS0405/Nds0405module05>
- Summer 2005 Co-lecturer, "Application of Computer Games for Psychotherapy" seminar, together with Dr. Dr. Veronika Brezinka  
**University of Zurich, Center for Child and Adolescent Psychiatry** (CH)
- 03/2005 Visiting researcher with Prof. Eric Klopfer, Ph.D., project: "Learning with Augmented Reality games and simulations"  
**MIT, School of Architecture and Planning, Dept. Urban Studies and Planning** (USA)
- 01/2005 Guest lecturer, "Spezielle Benutzerschnittstellen: Spiele"  
**University for Applied Sciences Winterthur, Inst. for Applied Information Science** (CH)
- Winter 2004/05 Lecturer, "ETHGame: ArchITectural Game Design" seminar and design project  
**ETH Zurich, Chair for CAAD** (CH)  
Detailed web documentation: <http://wiki.arch.ethz.ch/twiki/bin/view/Game0405>
- Winter 2004/05 Lecturer, "Computer and video game architecture" seminar and mini design project, together with PD Dr. Erwin Herzberger  
**University of Stuttgart, dept. of Architecture and Urban Planning  
Institut of Presentation and Design 1** (FRG)  
Detailed web documentation: <http://wiki.caad.hbt.arch.ethz.ch/twiki/bin/view/Gamearch>
- 12/2004 Guest seminar, "Research Issues in Architectural Game Design"  
**KTH - Royal Institute of Technology Stockholm** (SE)
- 12/2004 Guest seminar, "The Spiel Is Where You Are" together with Prof. Dr. Ludger Hovestadt  
**SICS - Swedish Institute of Computer Science** (SE)
- 08-09/2004 Invited guest professor at EU Convivio Thematic Network (IST\_2001\_38265) / EU Interaction Design Summer School; two week design atelier on "Monumental Game Design"  
**Arts Academy University of Split** (CRO)
- 07/2004 Guest lecturer, "Spezielle Benutzerschnittstellen: Spiele"  
**University for Applied Sciences Winterthur, Inst. for Applied Information Science** (CH)

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- 03/2003 – Program co-initiator, project lead, and academic director / curriculum planner,  
Game Design B.A. study program
- 05/2004 **HGKZ – School for Art and Design Zurich (CH)**
- 2002 – 2004 Lecturer and researcher, study program Interactiondesign  
**HGKZ – School for Art and Design Zurich (CH)**
- 2002 Curriculum advisor, postgraduate program: Mobile Application Design  
**HGKZ – School for Art and Design Zurich (CH)**  
[with special permission by the school and the federal commission due to lack of degree at that time]
- 2001 – 2002 Lecturer and researcher, Mobile Entertainment & Mobile Human-Computer Interaction,  
postgraduate program: Mobile Application Design  
**HGKZ – School for Art and Design Zurich (CH)**  
[with special teaching permission by the school due to lack of degree at that time]
- Winter 2001/02 and Winter 2002/03 Co-lecturer, “Rhetoric of New Media” seminar,  
**University of Tübingen, Seminar for General Rhetoric (FRG)**  
[co-taught twice with Mr. Martin Eymer, M.A. – with special permission by the seminar due to then unfinished degree]

## PROJECTS

Please visit <http://spw.playbe.com> (aka playbe’s playce) for an up to date overview of projects.

## PUBLICATIONS

### Books

- 2007
- von Borries, Friedrich, Walz, Steffen P., and Matthias Böttger (eds.) (2007): **Space Time Play. Exploring the Synergies Between Computer Games, Architecture, and Urbanism.** Birkhäuser: Basel / Berlin / Boston. Distributed in the USA by Princeton Architectural Press [in progress]  
*Raised CHF 20'000,- in funding from ETH Zurich and HGKZ – School for Art and Design Zurich for book production*

### Book chapters and journals

- 2007
- Walz, Steffen P. (2007): „**Enterveillance? Surveiltainment! Imagining the game generation world.**“ In: Davidson, Drew (ed.): *Cross-Media Communications: An Introduction to the Creation of Integrated Media Experiences.* Thompson New Media. [accepted]
- Ballagas, Rafael and Steffen P. Walz, (2007): „**REXplorer: Using Player-Centered Iterative Design Techniques for Pervasive Game Development.**“ In: Magerkurth, Carsten (ed.) : *Pervasive Games.* Aachen: Shaker [accepted]
- Walz, Steffen P. (2007): „**M.A.D. Countdown: A Rhetorical Analysis of An Early Serious Pervasive Game.**“ In: Magerkurth, Carsten (ed.) : *Pervasive Games.* Aachen: Shaker [accepted]

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- 2006
- Walz, Steffen P. and Odilo Schoch (2006): **„Pervasive Game Design as an Architectural Teaching and Research Method.“** In: Gibson, David, Aldrich, Clark, and Marc Prensky (eds.): *Games and Simulations in Online Learning: Research and Development Frameworks*. Hershey, PA: Idea Group Publishing.
- 2005
- Walz, Steffen P. (2005): **„Delightful Identification & Persuasion: Towards an Analytical and Applied Rhetoric of Digital Games.“** In: McAllister, Ken and Ryan Moeller (eds.): *Works and Days. Capitalizing on Play: The Politics of Computer Gaming*. Vol 22, Nr. 43/44. Indiana, PA: Indiana University of Pennsylvania. pp. 185-200.
- Walz, Steffen P. (2005): **„Extreme Game Design: Spielrhetorische Ueberlegungen zur Methodik des Grauens.“** In: Nohr, Rolf F., Bopp, Matthias, and Britta Neitzel (Eds.): *"See? I'm Real..." Multidisziplinäre Zugänge zum Computerspiel am Beispiel von 'Silent Hill'*. Münster: LIT. pp. 145-156.
- Walz, Steffen P. (2005): **„Constituents of Hybrid Reality: Cultural Anthropological Elaborations and a Serious Game Design Experiment merging Mobility, Media, and Computing.“** In: Buurman, Gerhard M. (Ed.): *Total Interaction. Theory and Practice of a New Paradigm for the Design Disciplines*. Basel: Birkhäuser. pp. 122-141.
- 2002
- Walz, Steffen P. (2002): **„Public Class In The State Of Mobility.“** In: Gerritzen, Mieke and Geert Lovink (Eds.): *Mobile Minded*. Amsterdam and San Francisco: BIS / Ginkgo Press. pp. 126-127.
- Walz, Steffen P. (2002): **„On the Move: Challenges and Chances of Mobile Human-Computer Interaction“** In: Petric, Mirko and Inga Tomic-Koludrovic (Eds.): *DESIGN Education: A Dialogue across Cultures*. Split: Arts Academy Press. p. 26.
- 2001
- Walz, Steffen P. (2001): **„Symbiotic Interaction a Go Go! Mobility, Interface, (Wo)Man.“** In: *Teknokultura* 1 Vol. 1. August. Published Online by the University of Puerto Rico at [http://teknokultura.rrp.upr.edu/teknosphera/symbiotic\\_interaction.htm](http://teknokultura.rrp.upr.edu/teknosphera/symbiotic_interaction.htm)
- Walz, Steffen P. and Isabel Zundel (2001): **„Madness & Virtuality – An Approximation.“** In: Riegler, Alexander et al. (Eds.): *Virtual Reality. Cognitive Foundations, Technological Issues & Philosophical Implications*. Frankfurt/Main: Lang. pp. 63-74.
- Schulze-Döbold, Jürgen, Wössner, Uwe, Walz, Steffen P., and Uli Lang (2001): **„Volume Rendering in a Virtual Environment.“** In: Fröhlich, B., Deisinger, J., Bullinger, H.-J. (Eds.): *Immersive Projection Technology and Virtual Environments*. Vienna and New York: Springer. Available Online at: <http://www.hlrs.de/people/schulze/publications/Schulze01a.pdf>
- 2000
- Walz, Steffen P. (2000): **„Symbiotic interface contingency: The reciprocal emergence of use and abuse.“** In: Sudweeks, Fay and Charles Ess (Eds.): *Cultural Attitudes towards Technology and Communication*. Perth: Murdoch University Press. pp. 125-144.
- 1998
- Staudenmaier, Ellen and Steffen P. Walz (1998): **„Körper, Kids und Kreativität.“** In: Bechdorf, Ute et al. (Eds.): *Tanzlust. Empirische Untersuchungen zu Formen alltäglichen Tanzvergnügens*. Tübingen: TVV Verlag.

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Refereed conference and workshop papers

2007

Ballagas, Rafael, Walz, Steffen P., Kratz, Sven, Fuhr, Claudia, Yu, Eugen, Tann, Martin, Borchers, Jan, and Ludger Hovestadt: „**REXplorer: A Mobile, Pervasive Spell-Casting Game for Tourists.**” In: *CHI '07 extended abstracts on Human factors in computing systems*, San Jose, CA, USA, 2007. New York: ACM Press. [accepted]

2006

Walz, Steffen P., Ballagas, Rafael, Borchers, Jan, Mendoza, Joel, Kratz, Sven, Wartmann, Christoph, Hameed, Bilal, and Laszlo Bardos (2006): „**Cell Spell-Casting: Designing a Locative Gesture Recognition Smartphone Game for Tourists.**” In: *Proceedings of PerGames 2006*, held in conjunction with the 4th Intl. Conference on Pervasive Computing, Dublin, 7 May 06. Berlin: Springer LNCS.

Ballagas, Rafael, Walz, Steffen P., and Jan Borchers (2006): „**REXplorer: A Pervasive Spell-Casting Game for Tourists as Social Software.**” Position paper submitted to the CHI 2006 Workshop on Mobile Social Software, Montréal, Canada, April. Available Online at <http://media.informatik.rwth-aachen.de/materials/publications/ballagas2006a.pdf>.

Walz, Steffen P. (2006): „**A Spatio-Ludic Rhetoric: Serious Pervasive Game Design for Sentient Architectures**”. In: *Proceedings of game set and match II. International Conference 2006 on Computer Games, Advanced Geometries and Digital Technologies, TU Delft*. Rotterdam: Episode Publishers.

Brezinka, Veronika and Steffen P. Walz (2006): „**Computerspiele in der Psychotherapie - den Teufel mit dem Beelzebub austreiben?**” In: *Proceedings of the 16. Kongress für Klinische Psychologie, Psychotherapie und Beratung*, 3.-7. März 2006, Berlin.

2005

Walz, Steffen P., Schoch, Odilo, Ochsendorf, Mathias, and Torsten Spindler (2005): „**Serious Fun. Pervasive Game Design as a CAAD Teaching and Research Method.**” In: *Proceedings of eCAADe 2005 - Conference on education and research in computer aided architectural design in Europe (=eCAADe 23)*, September 21-24, 2005, Technical University of Lisbon, Portugal. pp. 279-286.

2004

Walz, Steffen P., Buurman, Gerhard M., Wartmann, Christoph, Schirm, Simon, Moravanszky, Adam, and Ronald Vuillemin (2004): „**Carplication - A Rhetorical Study Information Racer.**” In: *Proceedings of the ACM SIGCHI International Conference on Advances in Computer Entertainment Technology ACE 2004*. New York: ACM Press.

2003

Walz, Steffen P. (2003): „**Delightful Identification & Persuasion: Towards an Analytical and Applied Rhetoric of Digital Games.**” In: Copier, Marinka and Jost Raessens (Eds.): *Level Up. Proceedings of the 1st International Digital Games Research Conference*. Utrecht: University of Utrecht Press. pp. 194-207.

2002

Walz, Steffen P., Poultney, Chris, and Tobias Wörner (2002): „**Container Love: Preforming the Body Electric.**” In: *Proceedings of the 2nd Conference on Computational Semiotics for Games and New Media (COSIGN 2002)*. Augsburg: Universität Augsburg. 90-95. Available for download Online at <http://cosignconference.org/cosign2002/papers/Walz.pdf>

Wössner, Uwe, Schulze, Jürgen P., Walz, Steffen P., and Uli Lang (2002): „**Evaluation of a Collaborative Volume Rendering Application in a Distributed Virtual Environment.**” In: *Proceedings of Eighth Eurographics Workshop on Virtual Environments (EGVE)*, May 2002. New York: ACM Press. pp. 113-122. Available Online at: <http://www.hlr.de/people/schulze/publications/Woessner02.pdf>

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2001

Walz, Steffen P. and Isabel Zundel (2001): „**Introducing Interrelations of Madness & Virtuality.**“ In: *Proceedings of the Conference on Computational Semiotics for Games and New Media*. Amsterdam: CWI Press. pp. 100-107.

### Posters

2005

Walz, Steffen P., Schoch, Odilo, Schaerer, Philipp, Gmelin, Sebastian, Bonwetsch, Tobias, Hillner, Bergit, Schmidt, Rafael Georg, Mermans, Bart, Przerwa, Jan, and Arno Schlueter (2005): „**Serious Bioplay: A Computer Integrated Building Service Game applying Psychophysiological Input.**“ (poster) In: *Extended Proceedings of UbiComp 2005 - The 7th International Conference on Ubiquitous Computing*, Tokyo, Japan.

Brezinka, Veronika and Steffen P. Walz (2005): „**Computerspiele in der Psychotherapie von Kindern und Jugendlichen.**“ (poster) In: *Deutsche Gesellschaft für Psychologie, 4. Fachtagung der Fachgruppe Medienpsychologie, Schwerpunkt-Thema "Kinder und Medien"*, September 7-9, Universität Erfurt. Cf. <http://www.uni-erfurt.de/LLBZ/fgt2005/>

Walz, Steffen P. and Ludger Hovestadt (2005): „**Serious Pervasive Game Design for Sentient Architectures.**“ (poster) In: *Online Proceedings of the MICS Scientific Conference 2005*, Loewenberg, Switzerland, September 21-32. Available Online <http://www.mics.org>

2002

Zundel, Isabel, Walz, Steffen P., and Stephan Miller (2002): „**Pitch-Bend: A Collaborative Sound and Space Composition World for Immersive Virtual Environments.**“ (Poster) In: *CD-ROM Proceedings of the World Congress of Architecture's Poster Exhibition*. Available through <http://www.uia-berlin2002.com>

### Abstracts

2005

Walz, Steffen P. (2005): „**Research Issues in ArchITectural Game Design**“ (Symposium statement). *Proceedings of the 2nd International Digital Games Research Association Conference (DiGRA 2005)*. Simon Fraser University, Vancouver.

Varia (magazine articles, project proposals, feasibility studies, reports, etc.)

2006

von Borries, Friedrich, Böttger, Matthias, and Steffen P. Walz (2006): „**Ausweitung der Schiesszone. Computerspiele und ihr Einfluss auf die Stadtplanung.**“ In: *archithese. Zeitschrift und Schriftenreihe für Architektur*, Issue "CAAD" / 4.2006.

2005

Hartkopf, Volker, Walz, Steffen P., Davidson, Drew, and Chris Klug (2005): „**The Energy Game: Towards deep learning of effective energy production, distribution, and consumption with serious interactive entertainment**“. *Joint Research Proposal to the U.S. Department of Energy*, October.

Walz, Steffen P. and Ludger Hovestadt (2005): „**Serious Game Applications for Sensor and Computer Integrated Buildings and Building Complexes**“. *Research Proposal for NCCR MICS2 submitted to the SNF Panel Review*, EPF Lausanne, March. (internal)



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2004

Götz, Ulrich and Steffen P. Walz (2004). "**Level-Design - eine Nische für Architekten?**". Email-Interview mit Ulrich Götz und Steffen P. Walz nach Fragen von Friedrich v. Borries und Ulrich Brinkmann. In: *Bauwelt*. 95. Jg., Nr. 30 (06.08.04). pp. 26-27.

Walz, Steffen P. (2004): "**Experimental Games. An Interview with Jonathan Blow, co-organizer of the Game Developers Conference 2004 / Experimental Gameplay Workshop**". In: *Game Face. Kulturelles Computer- und Videospieldmagazin*. Mai/Juni 2004. Vol 2. 40-41.

2003

Walz, Steffen P. and Gerhard M. Buurman (2003): **gamehouse. Machbarkeitsstudie zur Einrichtung eines pionierhaften Studienganges Digital Game Design (B.A.)**. Commissioned by the Swiss Bundesamt für Berufsbildung und Technologie (BBT), Bern, and published by HGKZ – School for Art and Design Zurich. [Feasibility study for Game Design program]

Walz, Steffen P. (2003): „**Quo Vadis Mobile Entertainment? Ein Aufruf zu globalem und konvergentem Mobile Game Design**“ In: *Game Face. Kulturelles Computer- und Videospieldmagazin*. August/September 2003. Vol. 1. pp. 16-18.

Walz, Steffen P. (2003): „**Paradigame: Computerspiele als wissenschaftliches Paradigma. Ein Kommentar zur Level Up-Konferenz.**“ In: *Game Face. Kulturelles Computer- und Videospieldmagazin*. Dezember/Januar 2003/04. Vol. 1/2.

2002

Walz, Steffen P. (2002): **On the Move between Proximate Distance and Distant Proximity**. Study published Online by Department of Mobile Application Design, University for Art, Media and Design Zurich (HGKZ), Switzerland at <http://www.madcountdown.de> [=Master's thesis at the University of Tübingen]

## PRESENTATIONS & TALKS

- 04/2007 Invited panelist, "Urban and regional planning games"  
**mitSPIELtagung 2007. Games as tools in change processes**, Saarbrücken (FRG)
- 02/2007 Guest lecture, "Playcemaking"  
**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, PA (USA)
- 02/2007 Talk, "Pervasive Persuasive play: Influencing Audiences with Mobile and Ubiquitous Games"  
**Mobile Persuasion Conference, Stanford University**, Palo Alto, CA (USA)
- 01/2007 Invited talk, "The Future of Pervasive Games: A Look Back"  
**The Future of Mobile and Pervasive Games in China Symposium**  
**Tsinghua University**, Academy of Arts and Design, Beijing (PR of China)
- 12/2006 Invited talk together with Tico Ballagas (RWTH Aachen University), "REXplorer: A Touristic Smartphone Game For A UNESCO World Heritage Protected City"  
Italian National Research Council Workshop on Culture for the Masses.  
**Venice International University**, Venice (IT)
- 12/2006 Invited talk, "Mixed Reality Games: When Serious Games Get Real"  
**Serious Games Summit Europe**, Lyon (FR)
- 09/2006 Invited lecture, "REXplorer: Place-Making with Game Design"  
**Nokia Research Center / Nokia Games Day (internal)**, Helsinki (FI)

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- 05/2006 Invited poster, "REXplorer: A Locative and Gesture Recognition Tourist Sightseeing Game for Series 60 smartphones"  
**Nokia Academic Seminar and S60 Summit**, Nice (FR)
- 11/2005 Guest lecture, "Serious Pervasive Game Design for REXplorer", Colloquium Lecture Series  
**RWTH Aachen**, Dept. of Computer Science, Media Computing Group (FRG)
- 10/2005 Guest lecture, "Serious Pervasive Games for Sentient Architectures", Ph.D. Colloquium Lectures Series  
**Carnegie Mellon University**, School of Architecture, Center for Building Performance & Diagnostics / Prof. Dr. Volker Hartkopf, Pittsburgh, PA (USA)
- 10/2005 Guest lecture, "Serious Pervasive Games for Sentient Architectures",  
**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, PA (USA)
- 08/2005 Invited lecture, "Massively Multiplayer Audio Reality Gaming"  
**Webzen Inc**, Seoul (Rep. of SK)
- 08/2005 Invited lecture, "Building Gameboards: Game Design for Computer Integrated Environments",  
**Moyang Architects & Partners**, Seoul (Rep. of SK)
- 08/2005 Invited lecture, "Play IT Smart: Serious Building Games for Sentient Architectures"  
**Posco Steel E & C**, Seoul (Rep. of SK)
- 08/2005 Invited lecture, "Everyday Playgrounds: Architecture, Game Design, and Pervasive Computing"  
**Sigong Time & Space Tech Inc.**, Seoul (Rep. of SK)
- 06/2005 Invited lecture, "Serious Pervasive Games: Vom Spass zum Ernst und zurück"  
**International symposium on Mobile Creativity, ZKMax**, Munich (FRG)
- 06/2005 Invited lecture, "Serious Building Games"  
**University of Applied Sciences Augsburg**, Multimedia / Mobile experience group (FRG)
- 04/2005 Invited lecture, "Entertainment parks as computer integrated game worlds" /  
**10. Spielraum-Fachtagung, Freizeitpark Kulturinsel**, Einsiedel (FRG) [cancelled by SPW]
- 03/2005 Guest lecture, "Gaming & Architecture", Critical-Digital Lecture Series  
**Harvard Graduate School of Design**, Dept. of Architecture, Cambridge, MA (USA)
- 03/2005 Guest lecture, "Games with, within, and in Architecture", Ph.D. Colloquium  
**MIT**, Dept. of Architecture, Prof. William Porter & Paul Keel, Cambridge, MA (USA)
- 03/2005 Guest lecture, "Surveillant Fun: Pervasive Games as Technology of Power", Colloquium Lecture Series  
**MIT**, Institute for Comparative Media Studies, Cambridge, MA (USA)
- 10/2004 Invited lecture, "Architectural Game Design",  
**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, PA (USA)
- 10/2004 Invited panelist together with Prof. Eric Kloper, Ph.D. (MIT): "Augmented Reality Games: Integrating Computer Games with Physical Environments"  
**Serious Games Summit**, Washington D.C. (USA)
- 09/2004 Invited lecture, "An Architectural Game Design Archaeology", morning lecture series,  
**EU Summer School Convivio, Arts Academy Split**, Split (CRO)
- 08/2004 Invited lecture, "An Architectural Game Design Archaeology", academic track,  
**Games Convention Developer Conference**, Leipzig (FRG)

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- 06/2004 Panelist, "Challenges and Risks – The Future of E-Sports" concluding panel, **1<sup>st</sup> International E-Sport Forum**, Düsseldorf (FRG)
- 01/2004 Guest lecture together with Prof. Dr. Buurman (HGKZ): "Game Design Education" **Quo Vadis Game Developer Gathering**, Mülheim (FRG)
- 12/2003 Invited lecture, Mobile Games Design: "[Mobility + Media + Computing] \* Rhetoric = Game-Strategien für Hybride Realitäten" **University of Wuppertal / Nokia Germany GmbH**, Wuppertal (FRG)
- 11/2003 Lecture, AG Games Workshop *Silent Hill 2*: "Spielrhetorik des Grauens" **Academy of Media Arts Cologne**, Cologne (FRG)
- 10/2003 Invited lecture, *Dies Universitatis* – **University of Tübingen, Ludwig-Uhland-Institut für Empirische Kulturwissenschaft** (FRG)
- 08/2003 Invited lecture, mobile entertainment track, (inaugural) **Games Convention Developer Conference**, Leipzig (FRG)
- 03/2003 Lecture, Experimental Gameplay Workshop **Game Developers Conference**, San Jose, CA (USA)
- 12/2002 Invited lecture, game design track **Australian Game Developers Conference, Melbourne** (AUS)
- 04/2002 Invited lecture „On the Move“ **Arts Academy University of Split**, Split (CRO)
- 03/2002 Invited lecture „Mediatecture : Entertainment“, *Face Au Present series* **anomos.org & Université de Paris VIII**, Paris (F)
- 11/2001 Guest lecture "Interactive entertainment and the public sphere" **University of Melbourne, Dept. of Media and Communication**, Melbourne (AUS)
- 11/1997 Invited lecture „Pop gender discourses in youth media“, Friedrich-Ebert-Stiftung / **International Association for the Study of Popular Music**, Freudenstadt (FRG)

## PROFESSIONAL ACTIVITIES

- 2007 **Review committee**, *sandbox: an ACM symposium on video games / collocated with ACM SIGGRAPH 2007: The International Conference on Computer Graphics and Interactive Techniques, San Diego, August 5 - 9, 2007 (USA)*
- 2007 **Review committee**, *PerGames symposium / collocated with ACM SIGCHI International Conference on Advances in Computer Entertainment Technology, Salzburg, June 10-11 (AT)*
- 01/2007 **Co-organizer**, *The Future of Mobile and Pervasive Games in China Symposium, Tsinghua University, Academy of Arts and Design, Beijing (PR of China)*
- 05/2006 - **Evaluator**, *Swiss National Science Foundation, Department Humanities and Social Sciences (DORE) (CH)*
- 2005/06 **Review committee**, *sandbox: an ACM symposium on video games / collocated with ACM SIGGRAPH 2006: The International Conference on Computer Graphics and Interactive Techniques, Boston, July 30 - August 3, 2006 (USA)*

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- 2005/06: **Review committee**, *game set and match II. international conference 2006 on computer games, advanced geometries and digital technologies, TU Delft, Dept. of Architecture (NL)*
  - 12/2006 - **Scientific board**, *Computer Game Studies MA program, Danube University Krems (AT)*
  - 06/2004 - **Scientific board**, *Master of Science Program E-Sport and Competitive Computer Gaming, Danube University Krems (AT)*
  - 05/2004 **Co-organizer**, *two day Game Design Research Symposium and Workshop, IT University of Copenhagen / Center for Computer Games Research (DK)*
  - 12/2003 - **Academic advisor**, *International Game Developers Association (IGDA), Frankfurt/Main, Germany chapter (FRG)*
  - 09/2002 - **Workgroup & co-founding member**, *Digital Games Research Association - <http://www.digra.org>*
  - 2002 - **Member**, *International Game Developers Association - <http://www.igda.org>*
  - 1998 - **Member**, *Association for Computing Machinery - <http://www.acm.org>*

#### THESIS / STUDENT PROJECT SUPERVISION

- 2007 Co-supervisor for Martin Nerurkar  
University of Stuttgart, Dept. Architecture & Urban Planning  
**Dipl.-Ing. Arch. Project: Evolution of Digital Game Space**
- 2007 External supervisor for James Portnow  
Carnegie Mellon University, Entertainment Technology Center  
**Semester project: Global Warming Game**
- 2007 External supervisor for André Kuntze  
RWTH Aachen, Lehrstuhl Informatik X  
**MA thesis: Evaluation Methodologies for Pervasive and Mobile Games**
- 2006 Co-supervisor for Martin Budzinski & Henrik Isermann  
University of Stuttgart, Dept. Architecture & Urban Planning  
**Dipl.-Ing. Arch. project: Entzwei (media installation)**
- 2006 Co-supervisor for Robin Wenk, University of Stuttgart  
**Dipl.-Ing. Arch. project: Shopping Cybaverse**
- 03/2005 Guest examiner for "Gaming: Games"  
Lecturers: Prof. Dr. Gerd de Bruyn & Dipl. Arch. Henrik Mauler  
University of Stuttgart, Dept. Architecture & Urban Planning  
Institute of Modern Architecture Theory and Design (FRG)  
**Design studio / seminar**

#### EXHIBITIONS

- 08/05 - 10/05 "M.A.D. COUNTDOWN" as part of the exhibition "village global"  
**Schloss Höchstädt / University of Applied Sciences Augsburg (FRG)**
- 10/02 - 02/03 "M.A.D. COUNTDOWN" as part of the exhibition "TeleCity"  
**Stiftung Bauhaus Dessau (FRG)**

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## REFERENCES

- Prof. Dr. Ludger Hovestadt      Professor of Computer Aided Architectural Design  
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Director, Entertainment Technology Center  
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