

SABINE HARRER

MMag.a, Bakk.a



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Sabine is a cultural researcher, writer, and member of the Copenhagen Game Collective. Her work combines cultural studies and an applied designerly lens. It includes approaches to loss and grief, sexuality, gender and colonialism in videogames. She has been a PhD fellow at the Austrian Academy of Sciences, taught courses in games and cultural studies at IT University Copenhagen, and has held workshops on intimate game design at DePaul University Chicago, the Lyst summit, Amaze festival Berlin, and the ITU Copenhagen.

WORK EXPERIENCE

PhD candidate (English studies/TU Wien) - Uni Wien and Austrian Academy of Sciences, 2011-2017

Research Assistant - IT-University Copenhagen, 2013-2014

University Lecturer - English Department Uni Wien, 2011-2013

Student Assistant - English Department Uni Wien, 2009-2011

Student Tutor - Publizistik Uni Wien, 2008-2009

EDUCATION

Mag.a (Communication studies) - Uni Wien, 2012

Mag.a (English studies) - Uni Wien, 2011

Bakk.a (Communication studies) - Uni Wien, 2008

Reifeprüfung - BORG for students of music Wien, 2004

TEACHING

Game Culture - IT University Copenhagen (interactive course), 2013, 2016

Qualitative Methods - IT University Copenhagen (interactive course), 2014

Metaphorical Design - IT University Copenhagen (design workshop), 2013

Perspectives on Games - English Department Uni Wien (interactive course), 2013

Making Deep Games - DePaul University Chicago (design workshop), 2012

Approaching Cultural Studies - English Department Uni Wien (full lecture), 2012-13

YouTube-WeThink* - English Department Uni Wien (interactive course), 2012

Cultural studies als sozio-kulturelle Technik - PHÖ Linz (workshop), 2012

Tutorium (Publizistik Wien) - Uni Wien (interactive course), 2008-2009

AWARDS & SCHOLARSHIPS

ÖAW Doc Fellowship - Austrian Academy of Sciences, 2013-2016

KWA Mobility Grant (DK) - Uni Wien, 2014

Förderstipendium + KWA (USA) - Uni Wien, 2012

*BA Preis für innovative Lehre (Hauptpreis) - Wien, 2012

ERASMUS student exchange scholarship (NL) - University Amsterdam, 2007-2008

PUBLICATIONS

“Casual Empire: Videogames as neocolonialist praxis” (forthcoming)

“Black Skin, White Guns: Becoming The Coloniser in Resident Evil 5”, Philosophy of Computer Games Conference, Berlin 2015
“Inviting Grief Into Games: The Game Design Process as Personal Dialogue”, Proceedings of the DIGRA Conference, Lüneburg 2015
“Cunt Touch This: A Conversation on Intimate Design and Embarrassment”, Proceedings of the CHI Conference, Seoul 2015
“Games Against Health: A Player-Centered Philosophy”, CHI Conference Proceedings, Seoul 2015
“From Losing To Loss: Exploring the Expressive Capacities of Videogames Beyond Death as Failure”, *Culture Unbound* 5(35).
“Game Design for Cultural Studies. An experiential approach to critical thinking“, Games Learning & Society (GLS) conference, June 2011, Madison/USA
“The LARA-Formula. Textual ambiguity and commercial success”, FROG Conference, September 2010, Vienna/AUT

SPEAKING ENGAGEMENTS (selection)

Designing for Grief - Game Developers Conference San Francisco/USA, 2017
Therapy in Games - Games Learning & Society Conference Madison/USA, 2016
Black Skin - White Guns: Becoming Colonizer in Resident Evil 5 - Philosophy of Computer Games Conference Berlin/GER, 2015
Inviting Grief Into Games - DIGRA Conference Lüneburg/GER, 2015
Games Against Success - Central European Games Conference Vienna/AUT, 2015
From Loss and Grief to Game Design - CHI Conference Toronto/CAN, 2014
Dis-playing Loss - FROG Conference Vienna/AUT, 2013
Performing Race in Patapon, [CON]ference 2.0, Brno/CZ 2012
Game Design for Cultural Studies - Games Learning & Society Conference Madison/USA, 2011
The LARA-Formula - FROG Conference Vienna/AUT, 2010

WORKS

Lovebirds (wearables, performance), 2014
Cunt Touch This (tablet colouring app), 2014
Jocoi (Windows/OSX), 2015
PrayPrayAbsolution (wearables, arduino), 2015
Get Your Rocks On (fingers on rocks), 2016