Lars de Wildt (魏来)

10 Feb 2025

Assistant Professor in Media and Cultural Industries, Centre for Media and Journalism Studies, University of Groningen, Faculty of Arts, Oude Kijk in 't Jatstraat 26, 9712 EK Groningen
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ORCiD: 0000-0002-6901-6903 // ResearcherID: M-8304-2015
Google Scholar h-index 15 // 531 citations
Expertise: game studies; cultural industries; cultural sociology; (digital) ethnography; cultural studies; sociology of religion; worldview studies.

Education

2020 **Ph.D.**, KU Leuven, Social Sciences (approved with no corrections).
2014 **Research Master (MPhil)** Leiden University, Literary Studies (cum laude, highest distinction).
2012 **B.A.**, Leiden University, English Language and Culture.

Positions

2023— **Assistant Professor (tenured)** in Media and Cultural Industries, University of Groningen, Centre for Media and Journalism Studies.
2023— **Research Fellow**, KU Leuven, Institute for Media Studies.
2020-'23 **Postdoctoral Research Associate**, KU Leuven, Institute for Media Studies.
2014-'20 **Assisting Academic Personnel**, KU Leuven, Institute for Media Studies.
2014 **Research Assistant.** Leiden University, Centre for the Arts in Society [LUCAS]. Curriculum co-design Game Studies minor.

Visiting Positions

2025 **Fellow**, Heidelberg University, Centre for Apocalyptic and Post-Apocalyptic Studies, CAPAS, Heidelberg, Germany
2024 **Visiting Fellow**, Jyväskylä University, Centre of Expertise in Esports, Jyväskylä, Finland.
2024 **Visiting Fellow**, Universität Bremen, ZeMKI [Zentrum für Medien-, Kommunikations- und Informationsforschung], Bremen, Germany.
2021 **Visiting Scholar**, Tampere University, Centre of Excellence in Game Culture, Tampere, Finland.
2019 **Chercheur Invité**, Université de Montréal, LUDOV, Montréal, Canada.
2017 **Visiting Scholar**, Deakin University, REDI, Melbourne, Australia.

Grants and Fellowships

Grants

2025 VI.Veni.231C.024 (de Wildt, L.), NWO Talent Programme Veni 2023. "Reorienting Global Gaming: how Western games adapt to Chinese worldviews." Dutch Research Council (NWO), 2025–2029: €320.000,-
2025 Käte Hamburger Centre for Apocalyptic and Post-Apocalyptic Studies (CAPAS) Fellowship 2025-26. "The Biopolitics of Post-Apocalyptic Videogames." University of Heidelberg, Apr-Jul 2025: €30.000,-

2024 1628/13.00.05.00/2023 (de Wildt, L.), JYU Visiting Fellow Programme Grant 2024. "A Cultural Sociology of Awkwardne(rd)ss," University of Jyväskylä , November 2024: €4.500,-

2024 ZeMKI Visiting Research Fellowship 2024. "The Re-Orientation of Global Gamevironments toward China," Universität Bremen Zentrum für Medien-, Kommunikations- und Informationsforschung, October 2024: €4.500,-

2021 AH/V001213/1 (PI: Knight, P.), AHRC *Research Grant*. "Everything Is Connected: Conspiracy Theories in the Age of the Internet" As post-doctoral researcher 01/11/2021 – 30/01/2023: €78.664,32 out of total: £786.083

2020 PDM/20/033 (de Wildt, L.), Post-Doctoral Mandate *Internal Funds KU Leuven*. "Truth is Broken: Online conspiracy theories in competition with science." 01/11/2020 – 31/10/2021: € 57.453,76

2020 435-2020-1263 (PI: Therrien, C.), *Conseil de recherches en sciences humaines du Canada / Social Sciences and Humanities Research Council of Canada*. "Towards a visualization-assisted international history of videogame culture." (as international collaborator). 2019 — 2025. $195.676,-

2018 GR-003058 (with Pollefeyt, D., Bieringer, R., Aupers, S., de Wildt, L., Steegen, M., Androsova, V., Devogelaere, C.) *Porticus Grant*. "Finding the Bible - Researching how new communication formats can help youngsters get in touch with the Bible." (co-applicant). 01/07/2018 – 01/07/2021: €90.000,-

2018 IGDA Foundation [International Game Developers Association] *IGDA Scholarship* for GDC [Game Developer Conference] fieldwork. San Francisco, March. $4000,-

2017 JuMo/600408 (de Wildt, L.). European Commission/KU Leuven. *Junior Mobility Programme* (JuMo) fellowship for research abroad; Melbourne, 01/06/2017 – 01/10/2017: €4.000,-

2017 Group Humanities and Social Sciences grant for conference abroad (*CHI Play*, Amsterdam). €500,-

2014 FLOF-Bursaal (PI: Aupers, S), Ph.D. Funding KU Leuven: €270.171,48

Publications

Book

2023 de Wildt, L. (2023). *The Pop Theology of Videogames. Producing and Playing with Religion*. Amsterdam University Press. Open Access. doi:10.5117/9789463729864.

Refereed Journal Articles

2024 Xu, H. & **de Wildt, L.** (2024). Grieving World of Warcraft's Chinese Server Shutdown. *Global Media and China*.

2024 de Wildt, L. & Aupers, S. (2024). Participatory Conspiracy Culture: Believing, doubting and playing with conspiracy theories on Reddit. *Convergence*.

2023 de Wildt, L., & Aupers, S. (2023). Marketable Religion: How Game Company Ubisoft Commodified Religion for a Global Audience. *Journal of Consumer Culture*.

2022 Harambam, J., Grusauskaite, K., & **de Wildt, L.** (2022). Poly-Truth, or the Limits of Pluralism: Popular Debates on Conspiracy Theories in a Post-Truth Era. *Public Understanding of Science*.

2021 Hammar, E., **de Wildt L.**, Mukherjee, S. & Pelletier, Caroline. (2021). Politics of Production: Videogames 10 years after Games of Empire. *Games and Culture*, 16(3), 287-293.

2021 de Wildt, L. & Aupers, S. (2021). Eclectic Religion: The flattening of religious cultural heritage in videogames. *International Journal of Heritage Studies*, 27(3), 312-330.

2020 de Wildt, L., Apperley, T., Clemens, J., Fordyce, R., Mukherjee, S. (2020). (Re-)Orienting the Avatar in Cultural Discourse. *Games and Culture*, 15(8), 962-981.

2020 de Wildt, L., & Aupers, S. (2020). Pop Theology: Forum Discussions on Religion in Videogames. *Information, Communication & Society*, 23(10): 1444-1462.

2019 Lopez, L.L.L., **de Wildt, L.** & Moodie, N. (2019). "I Don't Think You Are Going to Have Any Aborigines in Your World:" Minecrafting Terra Nullius. *British Journal of Sociology of Education*, 40(8), 1037-1054.

2019 de Wildt, L., Aupers, S. (2019). Playing the Other: Role-Playing Religion in Video Games. *European Journal of Cultural Studies,* 22(5-6), 867-884.

2018 de Wildt, L., Aupers, S., Krassen, C., & Coanda, I. (2018). "'Things Greater than Thou:' Post-Apocalyptic Religion in Games." *Religions,* 9(6), 169.

2018 Butt, M., **de Wildt, L.**, Kowert, R., Sandovar, A. (2018). Homo Includens: Surveying DiGRA's Diversity. *ToDiGRA Transactions of the Digital Games Research Association*, 4(1): 67-104.

2015 de Wildt, L. (2015). Rituals of Reading: Ergodic ways of reading through contemporary technology. *TXT Magazine*, 2 (1), 97-103.

2014 de Wildt, L. (2014). Precarious Play: To Be or Not to Be Stanley. *Press Start Journal,* 1 (1), 1-20.

Book Chapters

2025 de Wildt, L. & Nijtmans, H. (accepted). The Pervasive Paranoia of 'Who to trust' in the Marvel Cinematic Universe. in Daneels, R. & Vandewalle, A. (eds.) *Psychgeist of Pop Culture: The Marvel Cinematic Universe*. ETC Press.

2025 de Wildt & Van Den Heede. (accepted). A genealogy of Holy Weapons: The Weaponification of religion in games, in Meinema, E. & van Lier, L. (eds.) *The Meaning of Weapons: The materiality, representation, and discursive negotiation of weapons in religions, cultures, and beyond.*

2025 de Wildt, L. (accepted). All the World's a Stage: The ironic worlding of 'Birds Aren't Real'. In Lammes, S., F.W. Korsten, et al. (eds.) *Playing Politics: Media Platforms Making Worlds*.

2025 de Wildt, L. (2025). Hidden Monsters: Conspiracy Aesthetics in Videogames. In Meriläinen, M, J. Blom, L. Hassan & S. Stang (eds.) *Monsters in Videogames*. Amsterdam University Press.

2024 de Wildt, L., Grusauskaite, K. & Aupers, S. (2024). Encoding/Decoding Entertainment Media. In Bowman, N.D. (ed.) Entertainment Media and Communication (DeGruyter Handbooks of Communication Science). DeGruyter Mouton.

2024 de Wildt, L. (2024). Video-Game Religion beyond the Anthropocene. In: DiTommaso, J. Crossley, A. Lockhart, and R. Wagner (eds.). *End-Game: Apocalyptic Video Games, Contemporary Society, and Digital Media Culture*. Berlin: W. de Gruyter.

2023 de Wildt, L. (2023). Franchised Esotericism: Assassin's Creed's Religious Perennialism as a Marketing Strategy. In: Marcato, L. and F. Schniz (eds.) *Fictional Practice of Spirituality, Vol. 1*. Bielefeld: transcript.

2023 Šisler, V., **de Wildt, L.,** Abbas, S. (2023). Breaking Barriers: The Emergence of a Videogame Culture and Industry in the Arab World. In: G. Khiabany, J.F. Khalil, T. Guaaybess, B. Yesil (Eds.), *Handbook of Media and Culture in the Middle East*. London: Wiley-Blackwell.

2021 Aupers, S., & **de Wildt, L.** (2021). Digital Religion. in Rohlinger, D. & Sobieraj, S. (eds.). *The Oxford Handbook of Sociology and Digital Media*. Oxford: Oxford University Press.

2021 Aupers, S., & **de Wildt, L.** (2021). 'Down the Rabbit Hole': Heterodox Science on the Internet. in Houtman, D., Aupers, S., & Laermans, R. (eds.) *Science under Siege: Contesting the Secular Religion of Scientism*. New York: Palgrave Macmillan (*Cultural Sociology* series).

2019 de Wildt, L. (2019). "Everything is true; nothing is permitted:" Utopia, Religion and Conspiracy in *Assassin's Creed*. in Freyermuth, G.S. & Schmidt, H.C. (eds.) *Playing Utopia: Clash of Realities*. Bielefeld: Transcript.

2019 de Wildt L. (2019). Entwining the National and Personal: Art Spiegelman's Post-9/11 Shapeshifting. In: Folio J., Luhning H. (Eds.), *Body Horror and Shapeshifting: A Multidisciplinary Exploration* (pp. 123-136). Leiden, Boston: Brill.

2019 de Wildt L., Aupers S., Krassen C., Coanda I. (2019). 'Things Greater than Thou': Post-Apocalyptic Religion in Games. In: Bosman F. (Ed..), *The Sacred & the Digital: Critical Depictions of Religions in Video Games* (pp. 30-49). Basel, Switzerland: MDPI.

2018 Aupers, S., Schaap, J., **de Wildt, L.** (2018). Qualitative in-depth interviews: Studying religious meaning-making in MMOs. *Methods for Studying Video Games and Religion*. Šisler, V., Radde-Antweiler, K. & Zeiler, X. (eds.). Routledge Studies in Religion and Digital Culture series. London: Routledge.

Book Chapter (Non-Refereed)

2021 de Wildt, L., Grusauskaite, K. (2021). Illuminati. In: J. Harambam, M. Kuiper, R. Vaessen (Eds.), The Truth is Out There, Chapt. 19, (306-309). Amsterdam: Volt. ISBN: 9789021430171.

Special Issues

2020 de Wildt, L., Hammar, E., Mukherjee, S., Pelletier, C. (eds.) Games of Empire 10 Years Later (Special Issue). *Games & Culture*

Conference Proceedings (Full papers only)

2020 de Wildt, L. (2020). Opening the Shinto Box: The Mixing of Religions, Traditions and Fictions in JRPG. *Replaying Japan 2020*.

2017 Butt M-A., **de Wildt L.**, Kowert R., Sandovar A. (2017). Homo Includens: Surveying DiGRA's Diversity. *Digital Games Research Association* 2017, *Gaming the Systems: Diversity Workshop*, University of Melbourne, Melbourne, 02 Jul 2017-02 Jul 2017.

2017 de Wildt, L., & Aupers, S. (2017). Bibles and BioShock: Affording Religious Discussion on Video Game Forums. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 463-475). ACM.

2014 de Wildt, L. (2014). Enstranging Play: Distinguishing Playful Subjecthood from Governance. In *Proceedings of the Philosophy of Computer Games Conference 2014*. The 8th Philosophy of Computer Games Conference. Istanbul, 13-15 November 2014 (art.nr. 2).

2014 de Wildt, L. (2014) "Entwining the National and Personal: Art Spiegelman's Post-9/11 Shapeshifting." In: Folio J., Luhning H. (Eds.), *At the Interface* series*: Body Horror and Shapeshifting*. Oxford, UK: Inter-Disciplinary.net, 125-136. *1st Global Conference Shapeshifters: Transformations, Hybridity and Identity*. Athens, Greece, 1-3 Nov 2013.

Encyclopedia Entries

2020 de Wildt, L. (2020). Post-apocalypse, in Possamai, A. & Blasi, A.J. (eds.) *The SAGE Encyclopedia of Sociology of Religion*. Thousand Oaks, CA: SAGE Publications. Vol. 2, pp. 593-595.

2020 de Wildt, L. (2020). Qualitative Data Analysis Software, in Possamai, A. & Blasi, A.J. (eds.) *The SAGE Encyclopedia of Sociology of Religion*. Thousand Oaks, CA: SAGE Publications. Vol. 2, pp. 642-644.

Departmental Reports

2017 de Wildt, L., Godefroidt, A., Keuleers, A., Laermans, R., Nomes, E., Seutin, A., Vandenplas, C., Vanderstraeten, F. (2017). *Doctoral Efficiency: Summary of the Survey Results & Recommendations.* KU Leuven: FSW Doctoral Committee.

Editorial Outputs

2018 Assunção, C., Azrioual, S., Barr, M., Berry, L., Butt, M., de Wildt, L., Dunne, D., Evans, S., Murnane, E. (2018). Editorial: Body Movements. *Press Start Journal*, 4 (2).

2017 de Wildt, L., Assunção, C., Azrioual, S., Barr, M., Berry, L. K., Butt, M. A., Dunne, D. J., Evans, S. B., Murnane, E. (2017). Editorial: Behind the Making. *Press Start Journal*, 4 (1).

2016 Barr M., Berry L., Butt M., de Wildt L., Dunne D., Ecenbarger C., Evans S., Murray L., Scott M. (2016). Editorial: Conflicts. *Press Start Journal*, 3 (2), i-iii.

2016 Barr M., Berry L., Butt M., de Wildt L., Dunne D., Ecenbarger C., Evans S., Murray L., Scott M. (2016). Editorial: Negotiating Gamer Identities. *Press Start Journal*, 3 (1), i-ii.

Awards and Honors

2021 Listed in "Top 10 Articles in Digital Religion Research for 2021" by Network for New Media, Religion and Digital Culture Studies in Campbell, H. (2021). *The Digital Religion Yearbook 2021* (doi:10.21423/digitalreligionyearbook2021), for de Wildt & Aupers (2021) Eclectic religion: The flattening of religious cultural heritage in videogames. *International Journal of Heritage Studies*, 27(3), 312-330. doi:10.1080/13527258.2020.1746920.

2019 Shortlisted for Best Early Career Article of 2019 *British Journal of Sociology of Education* for Lopez, de Wildt & Moodie (2019) 'I don't think you're going to have any aborigines in your world': *Minecraft*ing terra nullius. doi:10.1080/01425692.2019.1640596.

2017 Top 5 Papers Award at *CHI Play* [*the Annual Symposium on Computer-Human Interaction in Play*] for de Wildt, L., & Aupers, S. (2017). Bibles and BioShock: Affording Religious Discussion on Video Game Forums. doi:10.1145/3116595.3116625

Popularization

Science Popularization

2025 'The Sims', de game die miljoenen gamers met een 'virtueel poppenhuis' liet spelen, bestaat 25 jaar: "En niemand die dacht dat het een succes kon worden" *Het Nieuwsblad*

2025 25 jaar 'The Sims': Hoeveel spelers hebben hun personage opzettelijk in het zwembad zonder laddertje geduwd? *Noordhollands Dagblad*

2024 Amper goeie spelletjes, flops van formaat en massale ontslagen: waarom 2024 een rotjaar was voor videogames. *Het Nieuwsblad.*

2024 Een kind kan alles maken in Roblox, behalve winst. *de Volkskrant*.

2024 Tuinenburg, R. (with contribution by) de Wildt, L. Religie is een standaardformule in videogames. 04 Mar 2024. *Friesch Dagblad* Based on research published: *The Pop Theology of Videogames. Producing and Playing with Religion*. doi:10.5117/9789463729864

2024 Gritter, G. (with contribution by) de Wildt, L. Gaming: only the benefits of religion but not the drawbacks. 6 Feb 2024. *RUG Magazine*. Based on research published: *The Pop Theology of Videogames. Producing and Playing with Religion*. doi:10.5117/9789463729864

2023 Groenendaal, L., (with contribution by) de Wildt, L. (2023). Old Books, Dark Wood, Stained Glass: The UG's all about dark academia. 29 Nov 2023. *UKrant*.

2023 Inderst, R., & de Wildt, L. (podcast). *The Pop Theology of Videogames*. New Books Network. Based on research published: *The Pop Theology of Videogames. Producing and Playing with Religion*. doi:10.5117/9789463729864

2022 Blom, J., & de Wildt, L. (podcast). *On our intimate relationship with God in video games with Lars de Wildt.* Mediated Intimacies Podcast.

2019 Wise J., Dalton R., Wallis B., (with contribution by) de Wildt L. (2019). "Episode 73: Avatar Talk." *No Avatars Allowed*. Based on research published: de Wildt, L., et al. (2019). (Re-)Orienting the Avatar in Cultural Discourse. *Games & Culture.* doi:10.1177/1555412019858890

2018 Laging, R. (2018). *AddOn.4KQuest_Helper*. Art installation (video), inspired by and partly based on research published: de Wildt, L. Aupers, S. (2019). Playing the Other: Role-Playing Religion in Video Games. *European Journal of Cultural Studies*. The Hague: Royal Academy of Art (http://riklaging.nl).

2017 de Wildt, L. (2017). Het is niet Altijd een Prinses die Gered moet Worden: Diversiteit is ook in games belangrijk. [*It is not Always a Princess that Needs to be Saved: Diversity in games is important, too.*] *De Standaard*. 25-10-2017. Antwerpen: Mediahuis.

2017 de Wildt, L. (2017). Cultuurgids: Games. *De Standaard*. 09-09-2017. Antwerpen: Mediahuis.

2017 de Wildt, L. (2017). Niet kerken maar games zijn de populairste plek voor religie. [*Not Churches but Games are the most Popular Place for Religion*.] *KULeuvenblogt*. Leuven: KU Leuven.

2017 de Wildt, L. (2017). Religietje Spelen. *deFusie*. 20-03-2017. Amsterdam: Stichting deFusie.

2016 de Wildt, L. (2016). Jammin' in the Name of the Lord: using Religion in Game(Jam) Design. *Gamasutra*. 02-06-2016. London: Gamasutra (United Business Media).

Public Engagement

2023 De Meyer, A. (with contribution by) de Wildt, L. (2023). De nieuwe GTA, nu al razend populair door onze "foute fantasietjes". *Nieuwsblad*.

2022 21 Mar: *El Debate*: Japanese videogames and Christianity.
24 Jan: *Kotaku/GameStar/IGN/Eurogamer/etc.:* A press brief was widely taken up that I sent out on de Wildt, L. & Aupers, S. (2023). Marketable Religion. *Journal of Consumer Culture*.
12 Jan: *Het Nieuwsblad*: Zynga buyout.

2021 11 Dec: *Het Nieuwsblad*. De comeback of the Arcade.
19 Oct: *Het Nieuwsblad*. Metaverse.
24 Sept: *Culture Club VRT*. Games and Death.
28 Jul: *De Standaard*. Seksisme stuurt schokgolf door gamesector.
17 Apr: *De Tijd*. Roblox. Een virtueel schoolplein met kinderen als business.
28 Jan: *Het Nieuwsblad*. Test Aankoop dient klacht in tegen spelletjesmaker Nintendo.

2020 18 Dec: *Het Nieuwsblad*. Belgian newspaper on games industry working conditions.
15 Dec: *De Morgen*. Belgian newspaper on Cyberpunk 2077 and the industry.
09 Nov: *De Morgen*. Belgian newspaper on the success of Among Us in lockdown.
27 Oct: *HUMO*. Belgian satirical magazine on research regarding children and videogames.
20 Oct: *Veto*. University student paper on doctoral research.
07 May: *Het Nieuwsblad*. Belgian newspaper on esports legal battles.
02 May: *Het Nieuwsblad*. Belgian newspaper on gaming during the pandemic.
16 Apr: *Q-Music*. radio on WHO's statements regarding gaming and the corona pandemic.
07 Mar: *Het Nieuwsblad*. Belgian newspaper on 20 years *The Sims*.

2019 03 Dec: *Het Financieele Dagblad* quality Dutch financial newspaper on 25 years PlayStation.

27 Nov: *Tertio* Christian weekly magazine on how religion is changed through technology.
19 Nov: *Metro*. interviewed on ecological and societal ramifications of Google Stadia.
05 Aug: Radio 1 *De Wereld Vandaag* on videogames and school shooters.
25 Jul: Belgian newspaper *De Standaard* on Fortnite world cup "[*Fortnite* gets world champion] 'Fortnite' krijgt wereldkampioen."

2018 26 Nov: Radio *VRT Radio 1*, *Bij Debecker*: sidekick on a 1-hour show about the prejudices and benefits of gaming in general.
22 Nov: Television news *VTM Nieuws*, about moral panic and game addiction.
26 Oct: Belgian newspaper *Het Nieuwsblad* on realism-fetishism in the game industry.
18 May: newspaper *De Morgen* on masculinity in videogames.
12 Mar: *VRT*. "[Will Nintendo soon Teach Kids to Program?]."
09 Mar: *De Morgen* "[Gaming to survive: why Fortnite sells so well]."

Invited Talks

2025 Re-Orienting Global Gaming. 29 January. Zentrum für Medien-, Kommunikations- und Informationsforschung, University of Bremen, Germany.

2024 An Ethnography of Awkwardne(rd)ss. 20 November. University of Jyväskylä, Finland.

2024 The Reorientation of Global Gaming toward China. *Chinese Game Research Development Conference*. 15-16 June. Beijing Normal University, Beijing, China.

2023 Encoding Ideologies in the Game Industry. *Trending Topics – Engaging Objects*. 3 March, Research School for Media Studies. Utrecht, Netherlands.

2023 Producing the Videogame Audience and Appropriating the Videogame Product. *Workshop "Actor-centered research on video gaming."* 3 February, Bremen University, Germany.

2021 (Keynote) Where is your God now? Oh, they're in Videogames. *Research Seminar «Game/Play: Studies, Criticism, Design»*. 6 December, HSE University Art and Design. Moscow, Russia.

2019 *How Ubisoft Became the Biggest Church on St. Viateur*. 2 October, Université de Montréal, Laboratoire universitaire de documentation et d'observations vidéoludiques (LUDOV). Montréal, Canada.

2018 *DiGRA Belgium – and Encoding/Decoding Religion in Games*. 8 March, Université catholique de Louvain, LabJMV meeting, Louvain-la-Neuve, Belgium.

2017 *Learning Leadership through Online Digital Games*. 24 August, Deakin University Downtown campus and online stream. Melbourne, Australia.

2017 *Playing with Lifeworlds in Digital Games*, 21 September, Deakin University Downtown campus and online stream. Melbourne, Australia.

2016 *Using Religion for Game Design*. 25-29 May. Campus Party Europe. Jaarbeurs Utrecht, Netherlands.

Conference Activity

Conferences/Events Organized

2024 *DiGRA 2024.* Track chair (PhD Consortium organizer). *Digital Games Research Association* conference. University of Guadalajara, Mexico, 1 July.

2020 *Kosmoi Lecture: Tolkien Spirituality, Constructing Belief in Fiction-based Religion* (Davidsen, M.). Leuven, Belgium, 17 March.

2019 *DiGRA Flanders Symposium*. Leuven, Belgium, 22 November.

2019 *International Kosmoi Conference 2019*, Leuven, Belgium, 21-23 October.

2018 *DiGRA 2018.* Track chair (Doctoral Consortium organizer). *Digital Games Research Association* conference. University of Turin, Italy, 24 July.

2017 *DiGRA Flanders Symposium*. De Krook, Ghent, Belgium, 6 June.

Panels Organized

2018 Assuncao, C., Azrioual, S. Barr, M., Berry, L., Butt, M., de Wildt, L., Dunne, D., Evans, S., & Murnane, E. "Press Start: It's all Pun and Games Studies (Until Someone Gets Published)." *DiGRA Conference 2018*. Turin, 25-28 July.

2017 de Wildt, L. & Aupers, S. "Session 1: Religion and Video Games." *European Association for the Study of Religions*. KU Leuven, 18-21 September 2017.

2017 de Wildt, L. & Wysocki, J. "Session 23: Digital Games, Religious Motifs and Practice." *European Association for the Study of Religions*. KU Leuven, 18-21 September 2017.

2016 Barr, M. Berry, L. Butt, M. de Wildt, L. Dunne, D. Ecenbarger, C. Evans, S. Murray, L. Scott, M.J. "Press Start and Press On – Navigating Postgraduate Research in Game Studies Panel." *DiGRA-FDG Conference 2016*. Abertay University, Dundee, 1-6 August.

2016 de Wildt, L., Wysocki J. "Religion and Games – Perspectives on a New Research Field." *DiGRA-FDG Conference 2016*. Dundee, Scotland, 1-6 August.

Papers Presented

2024 de Wildt, L. (2024). Interviewed Workers and Industry Worldviews at Ubisoft Montréal's *Assassin's Creed*. Presented at *DiGRA* [Digital Games Research Association] Conference, July 1-5, 2024, Guadalajara, Mexico.

2024 Xu, H. & de Wildt, L. (2024). Grieving *World of Warcraft*'s Chinese Server Shutdown. Presented at *DiGRA* [Digital Games Research Association] Conference, July 1-5, 2024, Guadalajara, Mexico.

2024 de Wildt, L. (2024). A Pop Theology between Developers and Players. Presented at *EuARe* [the 7th European Academy of Religion] Conference, May 20-23, 2024, Palermo.

2023 de Wildt, L. (2023). Producing Worldview at Ubisoft Montréal (a political-economic and cultural-sociological study of the *Assassin's Creed* franchise's workers and worldview). Presented at *CEEGS* [Central and Eastern European Game Studies] Conference, October 19-21, 2023, Leipzig.

2023 de Wildt, L. (2023). A Pop Theology Between Developers and Players. Presented at *EASR* [the 20th Annual Conference of the European Association for the Study of Religions], September 4-8, 2023, Vilnius.

2023 de Wildt, L. (2023). "All the World's a Play: The truth in 'Birds Aren't Real'." Presented at the *Playing Politics Workshop*, 26-27 June, 2023, Leiden.

2023 de Wildt, L. (2023). All the World is Staged: How the 'Birds aren't Real' conspiracy theory plays with truth. Presented at the 9th *Ethnography and Qualitative Research International Conference*, 7-10 June, 2023, Trento.

2023 de Wildt, L. (2023). Producing the Videogame Audience and Appropriating the Videogame Product. *Workshop "Actor-centered research on video gaming,"* ZeMKI [Centre for Media, Communication and Information Research], 2 February, 2023, Universität Bremen.

2022 de Wildt, L. (2022). Participatory Conspiracy: Online discourses on conspiracy theories. *Dag van de Sociologie*. Groningen, Netherlands.

2022 Harambam, J., Grusauskaite, K., de Wildt, L. (2022). On the Limits of Pluralism: Popular Debates on Conspiracy Theories in a Post-Truth Era. Presented at the 72nd International Communication Association Conference 2022, Paris.

2021 de Wildt, L., Aupers, S.D. (2021). Marketable Religion: How Games Company Ubisoft Developed Religion for a Global Audience. (Accepted, cancelled due to pandemic) at the 15th Conference of the European Sociological Association 2021, Barcelona.

2021 Harambam, J., Grusauskaite, K., de Wildt, L. (2021). Contesting the Limits of Pluralism: Popular Debates on Conspiracy Theories in a Post-Truth Era. (Accepted, cancelled due to pandemic) at the 15th Conference of the European Sociological Association 2021, Barcelona.

2021 de Wildt, L. (2021). Hidden Monsters: Conspiracy Aesthetics in Videogames. In: *Tampere Spring Seminar 2021: Monstrosity*. Presented at the Tampere Spring Seminar, Tampere, Finland, 20 Apr 2021-22 Apr 2021.

2020 de Wildt, L., Therrien, C., Bonenfant, M., Khaled, R. (conference cancelled due to Corona-pandemic). "Framing the Gamer: A Study of Invented Marginality." *Digital Games Research Association* [*DiGRA*]. Tampere, Finland, 2-6 Jun.

2020 de Wildt, L., Aupers, S. (conference cancelled due to Corona-pandemic). "Producing Nostalgic Belonging: an Interview Study of Assassin's Creed's Development." *Digital Games Research Association* [*DiGRA*]. Tampere, Finland, 2-6 Jun.

2020 de Wildt, L. (conference cancelled due to Corona-pandemic). Why we can no longer use the A-word. *State of the Avatar Workshop — Digital Games Research Association* [*DiGRA*] *conference*. Tampere, Finland, 2 June.

2020 de Wildt, L. (conference cancelled due to Corona-pandemic). "A European Carnival of Nation-States." *EURovision 2020: Music, Identity, Media, and Politics in light of the Eurovision Song Contest*. Rotterdam, Netherlands, 6-7 May.

2020 de Wildt, L., & Aupers, S. "Producing Nostalgic Belonging: an Interview Study of *Assassin's Creed* Developers." *Etmaal voor de Communicatiewetenschappen*. Amsterdam, 3-4 February.

2019 de Wildt, L. "Pop Theology: Digital Discussions on Divinity" *New Media Inspiration: Digital Humanities*. Prague, 19 October.

2018 de Wildt, L. "Remixed Religion: Videogames' Eclectic Use of Religious Traditions." *16th Cyberspace Conference*. Brno, 30 November-01 December.

2018 de Wildt, L. "From Neuromancer to Horizon: Fear and Awe of Deified Technology." *Games & Literary Theory*. Copenhagen, 13-17 August.

2018 de Wildt, L., & Aupers, S. "Indie-viduals: Videogames' Hegemonic (Re-)Production Culture." *DiGRA Conference 2018*. Turin, 25-28 July.

2018 de Wildt, L., Krassen, C., & Aupers, S. "If You Guild it, They Will Come: Organizational Leadership in Games." *DiGRA Conference 2018*. Turin, 25-28 July.

2018 de Wildt, L., Butt, M. "Beer & Pixels: Embodiment, drinking, and gaming in Australia." *DiGRA 2018*. Turin, 25-28 July.

2018 Assuncao, C., Azrioual, S. Barr, M., Berry, L., Butt, M., de Wildt, L., Dunne, D., Evans, S., & Murnane, E. "Press Start: It's all Pun and Games Studies (Until Someone Gets Published)." *DiGRA Conference 2018*. Turin, 25-28 July.

2018 de Wildt, L., Krassen, C., & Aupers, S. "Follow the Leader: the Emergence of Organizational Structures in Online Digital Gaming." *Etmaal 2018*. Ghent, 8-9 February.

2017 de Wildt, L., Aupers, S. (Awarded Top 5 paper.) "Bibles and BioShock: Affording Religious Discussion on Video Game Forums." *CHI Play 2017*. Amsterdam, 15-18 October.

2017 de Wildt, L. "Re-Learning Stupidity, Unlearning Games & Interviewing Well." *Games Research Methods Symposium*. University of Sydney, 10-11 July.

2017 de Wildt L., Aupers, S. "Role-Playing the (non-)Religious Other." *DiGRA Conference 2017*. Swinburne University of Technology, Melbourne, 2-6 July.

2017 Butt, M., de Wildt, L., Kowert, R., & Sandor, A. "Homo Includens: Surveying DiGRA's Diversity" *Gaming the Systems: Diversity Workshop*. University of Melbourne, Melbourne, 2 July.

2017 de Wildt, L. "Religion at Play: Or, 'What is Lars de Wildt doing with his life?'" *DiGRA Doctoral Consortium.* Swinburne University of Technology, Melbourne, 3 July.

2017 de Wildt, L., Aupers, S. "Playing the Other: Religious Role-Play in Video Games." *Cultural Sociology Lowlands*. University of Amsterdam, 19 June.

2017 de Wildt, L., Aupers, S. "Playing the Other: Role-Playing and (non-)Religious Identity in Video Games." *Etmaal van de Communicatiewetenschappen.* Tilburg Center for Cognition and Communication, 26-27 January.

2016 de Wildt, L., Aupers, S. "Playing at Religion: Religious Play in Video Games." *KOSMOI Symposium*. KU Leuven, 14 October.

2016 de Wildt, L. "Religion at Play: A study of the production, content and appropriation of religion in games" *UCSIA Summer School 2016*. Antwerp, Belgium, 27 Aug - 3 Sept.

2016 de Wildt, L. "Religious Confrontations: Four Mechanisms of Reflection." *DiGRA-FDG*. Abertay University, Dundee, Scotland, 1-6 August.

2016 de Wildt, L., Aupers, S. "Creeds, Souls & Worlds of Worship: Players' Appropriations of Religious Worldviews through Forums." *DiGRA-FDG Conference 2016*. Abertay University, Dundee, Scotland, 1-6 August.

2016 de Wildt, L. "Playing at Belief: Religious Worlds in Secularized Times?" *Playing With Worlds | Worlds of Play*. a.r.t.e.s. Graduate School for the Humanities, Cologne, 11-12 March.

2016 de Wildt, L., Aupers, S. "'Playing made me realize that I was the 'a'-word:' Forum Discussions of Religious Worldviews in Video Games." *Etmaal van de Communicatiewetenschap*. VU, Amsterdam, 4-5 February.

2015 de Wildt, L. "Upvoted for Relevance: Analysing Player Discussions in Qualitative Game Research." *ECREA Digital Games Research Winter Workshop: Challenging Methods for Games Research*. Ghent, 11-12 December.

2014 de Wildt, L. "Digital Warfare, Identity and Estrangement: Spec Ops' Brechtian Interventions in Post-9/11 War Games." *Games & Literary Theory*. University of Amsterdam, 20-21 November.

2014 de Wildt, L. "Enstranging Play: Distinguishing Playful Subjecthood from Governance." *Proceedings of the Philosophy of Computer Games Conference 2014*. The 8th Philosophy of Computer Games Conference. Istanbul, 13-15 November (art.nr. 2).

2014 de Wildt, L. "Participation, Conflict and War: Simulating the Interpellation of 'I Want You' in the Rhetoric of First Person Recruitment." *European Association for American Studies: 60th Anniversary Conference ("America: Justice, Conflict, War")*. The Hague, Netherlands, 3-6 April.

2013 de Wildt, L. "Entwining the National and Personal: Art Spiegelman's Post-9/11 Shapeshifting." *Proceedings of the 1st Global Conference Shapeshifters: Transformations, Hybridity and Identity*. Shapeshifters: Transformations, Hybridity and Identity. Athens, Greece, 1-3 November (art.nr. 27).

2013 de Wildt, L. "Weapons of Mass Displacement: Ludic (In)Stability of Time, Identity and Terror in *The 9/11 Commission Report: A Graphic Adaptation* and *In the Shadow of No Towers*." *21st*

NASA Amerikanistendag ("*American Crossroads: Transnational American Studies*"). Nijmegen, Netherlands, 22 March.

Campus or Departmental Talks

2023 Who cares about Videogames? (And who cares about religion?) The videogame industry and its audiences. *Centre for Media & Journalism Studies Lunch Lecture Series*. University of Groningen, 11 April.

2018 Religious Production, or Producing Religion. *Brown Bag seminar*. KU Leuven, 24 November.

2017 Playing at Religion: How video games are reviving enchantment in the 21st century. *Brown Bag seminar*. KU Leuven, 23 May.

2015 Playful Religiosity: Games and Religion in an Age of Secularization. *Brown Bag seminar*. KU Leuven, 19 May.

Teaching Experience

Ph.D. Supervision

Progress Committee, Sai Siddharta Maram, University of California Santa Cruz, Computational Media - Baskin School of Engineering — 2024

Mid-term Defense Committee, Lisanne Meinen, University of Antwerp, Department of Philosophy — 2023

Dissertation Committee, External Dissertation Reader, Giacomo Lauritano, University of Milan Bicocca, Department of Sociology and Social Research — 2021—2024

Groningen University

Graduate School Humanities

Managing Academic Profile (PhD), Contributing Lecturer — 2024

BA

Media Ethnography (BA2), Lecturer, Coordinator, course design — 2024—

Research Seminar Digital Cultures (BA3), Lecturer, course design — 2024—

Media Theory II (BA3), Lecturer. — 2023—

Research Seminar Media Studies I (BA3), Lecturer. — 2023—

Specialization Course Media Studies I (BA3), Lecturer. — 2023

Audiovisual Culture (BA2), Seminar lecturer — 2023—

Media, Platforms & Industries (BA1), Lecturer — 2023—

Religion in the Public Domain, Summer School lecture – BA Honours-level course — 2021

Supervision: BA & MA Theses, MA Internships, RMA & Honours Research Assistants

KU Leuven

MSc

Qualitative Methods (MSc), Lecturer — 2022—2023

Games & Society (MSc), Lecturer, Coordinator, course design — 2019—2020

Games & Culture (MSc), Course Coordinator, Lecturer – MSc-level course — 2016—2018

MSc Theses, 32 supervised on topics within media and communication, cultural studies — 2014—2022

BSc

Digital Media Culture, Course Design, Course Coordinator, Lecturer – BSc-level course — 2020—2023

Qualitative Seminar, Lecturer, Tutor – BSc-level course 2015—2020
Digital Media Culture, Lecturer – BSc-level course 2015—2019
Media Culture, Lecturer – BSc-level course 2016—2018

Tampere University

Introduction to Game Studies Methods, Guest lecture – MSc-/PhD-level course 2021
MA Thesis, 1 supervised 2021

Ghent University

Interactive Media & Entertainment, Guest lecture – BSc-level course 2019

KULAK University, Kortrijk

Media Sociology, Guest lecture – BSc-level course 2017

Leiden University

Rhetoric and Aesthetics, Honours course 2014
Conference Workshop, Course Designer and Lecturer – MA-level course 2014

Departmental and Organizational Service

2024— **Research Ethics Review Committee (CETO)**, University of Groningen
2024— **Visitation Committee** SKVC (Kauno kolegija, Kazimieras Simonavicius University, Šiaulių valstybinė kolegija, and Vilniaus kolegija's various Communication Programmes)
2023— **YARN (Young ARts Network)**, University of Groningen
2023— **Faculty Consultative Body for Teaching Policy (FOO)**, University of Groningen
2023— **DiGRA Netherlands**, member
2022-'23 **Faculty Board**, KU Leuven
2021-'23 **Faculty Council**, KU Leuven
2020-'23 **Research Policy Council** (University-level), KU Leuven
2018— **IGDA,** Scholars Alumni Review board
2018-'22 **DiGRA Belgium**, Chair
2018-'21 **KOSMOI**, Board member
2016— **Doctoral Committee Faculty of Social Sciences**, KU Leuven
2014-'18 **DiGRA Chapter Flanders,** Board.

Editorial Experience

2024 **Editorial board member,** *Tijdschrift Sociologie*
2024 **Advisory Board**, *Eludamos: Journal for Computer Game Culture*
2023 **Editorial Advisor**, Games Section, *Routledge Resources Online: Screen Studies*
2023 **Editorial board member**, *Gamevironments*
2023 **Board of Reviewers**, *Game Studies*
2020 **Special Issue editor**, *Games & Culture*
2015-'18 **Editorial Board**, *Press Start Journal*.

Reviewed for:

ACM SIGCHI CHI Play conference; Behaviour & Information Technology; Communications: The European Journal of Communication Research; Critical Studies in Media Communication; Culture, Theory and

Critique; Foundations of Digital Games Conference; Games & Culture; Games & Literary Theory; Gamevironments; Information, Communication & Society; International Communication Gazette; International Journal of Human-Computer Interaction; International Journal of Human-Computer Studies; International Journal of Public Opinion Research; Journal of Gaming & Virtual Worlds; Journal of Religion and Popular Culture; Journal of Virtual Worlds Research; NCA Game Division; New Media & Society; Open Library of Humanities Journals; Press Start Journal; ToDiGRA/DiGRA Conference/DiGRA chapters.

Language Proficiency (CEFR)

Dutch: C2 (native speaker).
English: C1.
French: B1.
German: B1.
Chinese: HSK2 (普通话).

Professional Memberships

2022 **ICA** – International Communication Association (Popular Culture; Game Studies divisions)
2017 **IGDA** – International Game Developers Association
2017 **ACM** – Association for Computing Machinery (SIGCHI: Special Interest Group on Computer-Human Interaction)
2015 **Kosmoi** – Leuven Centre for the Study of Religion and Worldview
2015 **DiGRA** – Digital Games Research Association
2015 **NeFCA** – The Netherlands – Flanders Communication Association
2012 **RMeS** – Research school for Media Studies (RMeS) Netherlands