

LAURA OP DE BEKE

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CURRENT EMPLOYMENT

- 2019 **PhD fellow** at Oslo University on an interdisciplinary project called Lifetimes: A Natural History of the Present (www.temporalities.no).
- **Founder/Organizer** Environmental Humanities Reading Group
Relaunched in 2021 as un-earthed (www.un-earthed.group).
 - **Principal Investigator** of the research collaboratory “Playing With Deep Time,” funded by the Oslo School for Environmental Humanities.

PREVIOUS EMPLOYMENT

- 2019 **NASA Fellow** (Netherlands American Studies Association). Outreach and information management e.g. speaking at University open days.
- 2019 **Teacher** at Leiden University. Grading papers and presentations for “Slavery and Memory in the Black Atlantic” (BA3).
- 2018 **Research assistant**. Grading papers for “Lit3A: American Literature 1620-1865: The American Renaissance” (BA2).
- 2018 **Lecturer**. 2 years of experience in course design and lecturing at an amateur Shakespeare club. Covering one play per term, in ten two-hour sessions
- 2017 **Student Assistant**, at the Leiden University Centre for Digital Humanities (LUCDH) Administrative work, event organization and promotion, graphic design.
- 2013 **Student Assistant** at University College London. Teaching Dutch as a foreign language.

EDUCATION

- 2018 **Research MA Literary Studies**, Leiden University.
Thesis: “Empathy for Ecosystems: On the Environmental Orientation of Video Games.” Supervisor: Dr. Isabel Hoving. Second reader: Prof. Dr. Sybille Lammes.
- International Exchange, 4 months at the University of British Columbia.
 - Research Internship, 3 months at the Roosevelt Institute for American Studies.
- 2016 **MA North American Studies**, Leiden University (cum laude).
Thesis: “A Posthumanist Neo-Slave Narrative: Dismantling the Humanist Subject in *Lilith’s Brood*.” Supervisor: Dr. Joke Kardux. Thesis nominated for the **TRAHA**.
- 2014 **BA English Language and Culture**, Leiden University (cum laude).
Thesis: “Defying Closure in Herman Melville’s *The Piazza Tales*: Prefiguring Anxieties About the Loss of the Storyteller-Persona.” Supervisor: Dr Joke Kardux.
- International exchange, 1 year at University College London.
 - Honours College, a 2-year program for high-achieving students.

AWARDS, FUNDING AND SCHOLARSHIPS

- 2021 Collaboratory funding for the project “Playing With Deep Time” by the Oslo School for Environmental Humanities.
- 2017 (Nomination Only) **Theodore Roosevelt American History Award**. Every year the Roosevelt Institute for American Studies presents the **TRAHA** for the best Master's thesis written by a graduate student at a Dutch university on an American studies topic.
- 2015 **Holland Scholarship** to fund my academic exchange with the University of British Columbia in Vancouver.
- 2013 **Harting Scholarship**, a competitive scholarship open to students of English at Dutch Universities to enable their academic exchange at universities in the UK.

RESEARCH SCHOOL ATTENDANCE

- 2021 PhD research seminar series on Petrocultures, organized by Linköping University.
- 2020 PhD Research Seminar. Stavanger University. “Doing Environmental Humanities in a Digital World.”
- 2020 PhD Research Seminar. Bergen University “Approaches to the Environmental Humanities.”
- 2019 PhD Research Seminar. Oslo University “Theories and Methods in Environmental Humanities.”

2018 Environmental Humanities Training School in Naples, "Loss, Damage and Mobility in the Context of Climate Change," organized by the KTH Environmental Humanities Lab in Stockholm

(GUEST) LECTURESHIP AND WORKSHOPS

- 2022 (March) 90 minute Guest lecture: "Anthropocene Temporalities in videogames." Design & Ecology Online Lecture Series. Zurich University of the Arts
- 2021 (August) Guest workshop: "Introduction to Ecogames." Summer School Games Research. Utrecht University.
- 2021 (June) Petroaesthetics workshop. Paper title: "The Flow Times of Petrocapitalism." Oslo University.
- 2020 (November) "A Little Less Weather, a Little More Weathering" at Playing Climate: Weather as Actor and Backdrop in Games. Workshop. Potsdam University.
- 2020 (October) Guest Lecture. "Anthropocene Temporality in Videogames." Centre for Games and Play, Utrecht University.
- 2020 (September) Guest Lecture. "Anthropocene Temporality in Videogames." Oslo School for Environmental Humanities Lunch Talks.
- 2020 (September) Guest workshop: "Building Alternative Tech Trees." Artistic practices when the personal is political is (environ)mental. Invited by Eline McGeorge. KHiO, Oslo.
- 2020 (March) Invited speaker for the PRAKSIS artist residency, "Live or Buy," organised by Nina Sarnelle and Ida Falck, Oslo.
- 2020 (April) Guest Lecture. "Trauma, Ritual, and Climate Change in Video Games." Struktura.Time. An independently curated lecture series by Lesia Vasylenko.

CONFERENCE PRESENTATIONS

- 2021 The Future is Now: Climate Change Temporalities. The University of Bergen. "Deep Time LARP: A Speculative Storytelling Game."
- 2021 Temporal Belongings. The Material Life of Time. 5-minute lightning talk "The Oil Blue and the Ecstatic Present."
- 2020 DIGRA 2020. University of Tampere. (covid-cancelled) "Anthropocene Temporalities in Climate Change Video Games."
- 2020 Petrocultures 2020: Transformations. University of Stavanger. (covid-cancelled) "The Oil Blue and the Flow Times of Petrocapitalism."
- 2019 Forming the Future: an Interdisciplinary Conference. Plymouth University. "Playing the Future in *Anno 2070*."
- 2019 American Ambiguities: Is Now the Era of our Discontent? Graduate School of North American Studies, Berlin. "Ecoambiguity in *Walden, a Game*, and other Environmental Video Games."

- 2019 Arts of Coexistence: Care and Survival in the Sixth Extinction. A workshop organised by the Oslo School for the Environmental Humanities.
"Routines of Care in *The Stillness of the Wind* and other Environmental Videogames."
- 2018 Games and Literary Theory Conference at the IT University in Copenhagen.
"An Ecocritical Reading of the Ambience Act in *Waking Mars*."

PUBLICATIONS

In progress

- 2022 (as editor) *Ecogames: Gaming in Climate Awareness, Communication, and Action*. Amsterdam University Press. Planned release 2023.
- 2022 "The Flow Times of Petroculture" in *Ecogames: Gaming in Climate Awareness, Communication, and Action*. Amsterdam University Press. Planned release 2023.
- 2022 "Long Story: a Deep Time LARP." An illustrated LARP script TBR in June 2022.

Published

- 2022 (as co-author) "Fossilization, or the Matter of Historical Futures" *History and Theory* vol. 61, pp. 4-26. 2022.
- 2021 "Pastoral Videogames: Industry, Entropy, Elegy." *Ecocene: Cappadocia Journal of Environmental Humanities*, vol. 2, no. 2, 2021. pp. 177-191.
- 2021 "Procedural Futurism in Climate Change Videogames." *Alluvium* vol. 9, no. 3: Futurity in Crisis. 2021. np.
- 2021 "Premediating Climate Change in Videogames: Repetition, mastery, and failure." *Nordic Journal of Media Studies*, vol. 3, 2021, pp. 184 - 199.
- 2020 "Anthropocene Temporality in Gaia Games" *Kronoscope*, vol. 20, no. 2, 2020, pp. 239-259.
- 2019 (Conference Report) "Forming the Future" in *Fafnir* vol 6, no.2, 2020.
- 2019 (Book Review) *Climate Change and the Contemporary Novel*. Adeline Johns-Putra. Cambridge: Cambridge University Press, 2019. *English Studies: A Journal of English Language* Published online: 23 Sep 2019
- 2017 "Documentary in Drag: Violence, Performance and Truth in Oppenheimer's *The Act of Killing*." *Eris VU Journal of the Humanities* vol. 1, 2017, pp. 47-52.

EVENT ORGANIZATION

- 2019-2022 Planning monthly reading group sessions and blogging about them at <https://environmentalhumanitiesreadinggroup.blogspot.com/> and www.unearthed.group.
- 2021 The International Ecogames Symposium at Utrecht University. <https://greenmedia.sites.uu.nl/green-media-at-uu/ecogames-conference-2021/>

- 2021 Creative Jam, organized for BASCE.
<https://beneluxenvironmentalhumanities.wordpress.com/2021/05/07/basce-creative-jam/>

SERVICE AND LOYALTY

- 2022 'Klagesensor' (second reader), at the University of Agder, Norway.
2021 **Events Committee member** at the Benelux Association for Culture and the Environment (BASCE).
 - Organized BASCE Creative Jam, 1 June 2021.
 - Released BASCE Zine (<https://basce.itch.io/basce-summer-zine>)2020 **Peer reviewer** for Paradoxa.
2016 **President** of the Leiden University North American Studies Association (LUNAS) and President of the student branch of the Netherlands American Studies Association (NASA).

PUBLIC ENGAGEMENT & POPULARIZATION

- 2021 "Pipe Dreams: the lifetimes of petro-infrastructures in science fiction literature." In the student-run literary magazine *Bøyggen*, pp. 100-103.
2019 "Nog maar twaalf jaar." (*Only Twelve More Years*) for University Newspaper *De Mare*, April 2019. About the environmental movement Extinction Rebellion.
2019 "The Rise of Green Games" for EdgeEffects.net, April 2019.
2018 Interview, "Spelenderwijs de Opwarming te Lijf" (*Gaming vs. Global Warming*) about my research on environmental video game scholarship by Ineke Ludikhuizen for *AdRem* (Februari 2018).
2017 Guest Judge, *Life Plus Two Meters (volume 2)*, a collection of short climate fiction edited by Dr. David Zetland for which I judged the submissions and nominated prizewinners.

LANGUAGE PROFICIENCY

- Dutch:** C2 (native speaker).
English: C2 (near-native).
French: B1 Speech; B2 Writing; B2 Reading.
Norwegian: B2 Speech, B2 Writing, B2 Reading.