

LAURA OP DE BEKE

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I am a media scholar who focuses on videogames and cultures of play, specifically in the context of climate change. I am the author of five peer reviewed articles. I have taught and designed courses in the environmental humanities, and am currently working on an edited volume on the subject Ecogames, scheduled for publication by Amsterdam University Press in 2023.

CURRENT EMPLOYMENT

2019- **PhD fellow** at Oslo University on an interdisciplinary project called [Lifetimes: A Natural History of the Present](#).

Dissertation Title: "Anthropocene Temporalities in Videogames: The Anthropocene as a Structure of Feeling in Popular Gameplay"

- **Founder** [Un-Earthed](#), an online environmental humanities reading group.
- **PI** of the research collaboratory "Playing With Deep Time," funded by the Oslo School for Environmental Humanities.
- **Assistant editor** at Ecozon@: European Journal of Literature, Culture and Environment.

PREVIOUS EMPLOYMENT

2018- **NASA Fellow** (Netherlands American Studies Association). Outreach and information management e.g. speaking at University open days

2019

2018- **Research assistant** at Leiden University. Grading papers and presentations for "Slavery and Memory in the Black Atlantic" (BA3), and "Lit3A: American Literature 1620-1865: The American Renaissance" (BA2).

2019

2018 **Lecturer**. Two 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.

2013 **Student Assistant** at University College London. Teaching Dutch as a foreign language.

EDUCATION

2016- **Research MA Literary Studies**, Leiden University.

2018 Thesis: "Empathy for Ecosystems: On the Environmental Orientation of Video Games."

- International Exchange, 4 months at the University of British Columbia.
- Research Internship, 3 months at the Roosevelt Institute for American Studies.

- 2014- **MA North American Studies**, Leiden University (cum laude).
- 2016 Thesis: "A Posthumanist Neo-Slave Narrative: Dismantling the Humanist Subject in *Lilith's Brood*." Supervisor: Dr. Joke Kardux.
- Nominated for the Theodore Roosevelt American History Award. Every year the Roosevelt Institute for American Studies presents the TRAHA for the best American studies Master's thesis written by a graduate student at a Dutch university.
- 2011- **BA English Language and Culture**, Leiden University (cum laude).
- 2014
- International exchange, 1 year at University College London.
 - Honours College, a 2-year program for high-achieving students.

FUNDING AND SCHOLARSHIPS

- 2021 **Collaboratory** funding for the project "Playing With Deep Time" by the Oslo School for Environmental Humanities.
- 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 at Dutch Universities to enable their academic exchange at universities in the UK.

ENVIRONMENTAL HUMANITIES TRAINING

- 2021 PhD research seminar series on Petrocultures, organized by Linköping University.
- 2020 PhD research Seminar. Stavanger University. "Doing Environmental Humanities in a Digital World." 7-11 December.
- 2020 PhD research Seminar. Bergen University "Approaches to the Environmental Humanities."
- 2019 PhD Research Seminar. Oslo University "Theories and Methods in Environmental Humanities." 30 October-1 November.
- 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. 13-14 December.

TEACHING EXPERIENCE

- 2023 **Co-teacher**. "Digital heritage." Lectures and seminars. Oslo University Master program.
- 2023 **Course designer and co-teacher**. "Cyberclimates: Playing Games with the Earth." 11x2h seminars. Oslo University. Master program.
- 2022 Summer school seminar. "Defining Ecogames: Gaia Games and the Anthropocene." Utrecht Summer School 2022: Ecogames. Utrecht University.
- 2022 **Course designer and teacher**. "Introduction to environmental humanities." Oslo University. Master program. 5x2h seminars. 40+ students.
- 2021 Summer school seminar (online): "Introduction to Ecogames." Utrecht Summer School 2021: Games Research. Utrecht University.

INVITED LECTURES AND PRESENTATIONS

- 2022 Clash of Realities. International Conference. Cologne Game Lab. Germany. “‘To Learn What the World Will Bear’: Videogames and the Climate Crisis.” 22 September.
- 2022 “Anthropocene Temporalities in videogames.” Design & Ecology Online Lecture Series. Zurich University of the Arts. 28 March.
- 2020 “Building Alternative Tech Trees.” Artistic practices when the personal is political is (environ)mental. Invited by Eline McGeorge. KHiO, Oslo. 23 September.
- 2020 Guest Lecture. “Anthropocene Temporality in Videogames.” Centre for Games and Play, Utrecht University.
- 2020 Invited speaker for the PRAKSIS artist residency, “Live or Buy,” organised by Nina Sarnelle and Ida Falck, Oslo. March
- 2020 Guest Lecture. “Trauma, Ritual, and Climate Change in Video Games.” Struktura.Time. An independently curated lecture series by Lesia Vasylychenko. 7 March.

DEPARTMENTAL TALKS

- 2021 (June) Petroaesthetics workshop. Paper title: “The Flow Times of Petrocapitalism.” Oslo University. 15 June.
- 2020 Oslo School for Environmental Humanities Lunch Talks. “Anthropocene Temporality in Videogames.” 16 September.

CONFERENCE AND WORKSHOP PRESENTATIONS

- 2022 Affecting Game Time. Edinburgh Centre for Data, Culture & Society. “Thick Time and the Temporality of Environmental Crisis.” 2 September.
- 2021 The Future is Now: Climate Change Temporalities. The University of Bergen. “Deep Time LARP: A Speculative Storytelling Game.” 12 August.
- 2021 Temporal Belongings. The Material Life of Time. 5-minute lightning talk “The Oil Blue and the Ecstatic Present.”
- 2020 (November) “A Little Less Weather, a Little More Weathering” at Playing Climate: Weather as Actor and Backdrop in Games. Workshop. Potsdam University.
- 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.” 2-3 September.
- 2019 American Ambiguities: Is Now the Era of our Discontent? Graduate School of North American Studies, Berlin. 22-24 May.
- 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.” 2-3 May.
- 2018 Games and Literary Theory Conference at the IT University in Copenhagen. “An Ecocritical Reading of the Ambience Act in *Waking Mars*.”

PUBLICATIONS

Peer reviewed work in progress

- 2023 "Time Loops and Timelines: Anthropocene Storytelling in Heaven's Vault and Outer Wilds" in *Lifetimes. A Theory of Time Scales and Life Forms*. Punctum Press.
- 2023 (as editor) *Ecogames: Gaming in Climate Awareness, Communication, and Action*. Amsterdam University Press. Planned release 2023.
- 2023 "The Flow Times of Petroculture" in *Ecogames: Gaming in Climate Awareness, Communication, and Action*. Amsterdam University Press. Planned release 2023.

Peer reviewed published work

- 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.
- 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.

Writing for a general audience

- 2022 ["Griefing the Climate Apocalypse in Eco"](#) 27 July 2022. *First Person Scholar*.
- 2021 "Pipe Dreams: the lifetimes of petro-infrastructures in science fiction literature." In the student-run literary magazine *Bøygen*, 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.

Game Design

- 2022 ["Long Story: a Deep Time LARP."](#) An illustrated LARP script. Self-published in June 2022 on itch.io. Nominated for the IndieCade Live Action Award 2022.

SERVICE TO PROFESSION

- 2022 **Assistant editor** at Ecozon@: European Journal of Literature, Culture and Environment.
- 2021 **Events Committee member** at the Benelux Association for Culture and the Environment (BASCE).

- 2020 **Peer reviewer** for Paradoxa.
- 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.
- 2016 **President** of the Leiden University North American Studies Association (LUNAS) and President of the student branch of the Netherlands American Studies Association (NASA).

EVENT ORGANIZATION

- 2019-2022 Planning monthly reading group sessions and blogging about them at www.unearthed.group.
- 2021 **Co-organizer**. [The International Ecogames Symposium](#) at Utrecht University.
- 2021 [Creative Jam](#), organized for the Benelux Association for Culture and the Environment.

LANGUAGE PROFICIENCY

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

RELEVANT SKILLS AND EXPERIENCE

- Project management** Heading a one-year collaborator project called “Playing With Deep Time;” finishing a PhD project without delays or extensions.
- Website management** Running www.un-earthed.group
- Event organization** Organizing monthly online/hybrid reading group events; organizing festivals and conferences.
- Professional editing** Performing editorial work (grammar, style, and content) for the volume *Ecogames: Gaming in Climate Awareness, Communication, and Action*. Amsterdam University Press