

Complete list of publications and presentation of Eduardo Harry Luersen

as of 11.10.2022

Journal articles, peer-reviewed

- 17 “Fantasmagoria maquina: mídia e memória no design sonoro dos jogos digitais” [Machine phantasmagoria: media and memory in computer game sound design]. In *Revista Eco-Pós* 25:1, 2022, 223 – 248.
- 16 “Re-entangling design and science fiction: the case of Daleko”. *International Journal of Film and Media Arts* 6:1, special issue on speculative design (2021), 33-54
Portuguese version: “Entrelaçando design e ficção científica: O caso de Daleko”. *Prometeica* Special Edition (2022), 91-111
- 15 with Mathias Fuchs: “Ruins of excess: computer game images and the rendering of technological obsolescence”. *Games and Culture*, Online First: April 24 (2021)
Portuguese version: “Ruínas do excesso: o design dos jogos digitais como renderização das ruínas da obsolescência programada”. *Antares* 12:28 (2020), 23-48
- 14 “Inaudible systems, sonic users: sound interfaces and the design of audibility layouts in digital games”. *Gamevironments* 14 (2021), 50-84
Alternative Portuguese version: “O corpo suturado: interfaces sonoras e a construção das condições de audibilidade dos jogos digitais”. *Eco-Pós* 23:3 (2020), 308-338
- 13 with Guilherme Maschke: “Noise and error in contemporary technoculture: an interview with Peter Krapp”. *Spheres* 2, special issue on media ecologies (2019), n.p.
Portuguese version: “Erro e ruído na tecnocultura contemporânea”. *Galáxia* 39 (2018), 15-22
- 12 with Suzana Kilpp: “Anachronic sonorities of technoculture in digital games: a preliminary questioning”. *Networking Knowledge* 13:2 (2020), 5-18
Portuguese version: “Sonoridades anacrônicas da tecnocultura nos videogames: uma problematização preliminar”. *Liberio* 22:44 (2019), 109-121
- 11 “Iconofonias: design sonoro e memória na instauração dos mundos dos jogos digitais” [Iconophonics: sound design and memory in the assemblage of digital game worlds]. *Fronteiras* 22:2 (2020), 42-55
- 10 “Cartógrafos extranjeros: artesanía metodológica y la búsqueda por la diferencia en el análisis sonoro de los juegos de ordenador” [Estranged cartographers: methodological craftsmanship and the quest for difference in the sound analysis of computer games]. *E-Tramas* 7:3 (2020), 26-42
- 9 “Potências do ruído nas interfaces gráficas dos countergames” [The potentials of glitch in graphical user interfaces of countergames]. *Revista Latino-Americana de Estudos em Cultura e Sociedade* 3 (2017) 96-108
- 8 “A construção da sátira nos jogos digitais: imagens híbridas e ações disjuntivas” [The construction of satire in digital games: hybrid images and disjunctive actions]. *Comunicação e Informação* 23 (2020), 1-19
- 7 “Condições do músico emergente no ambiente digital” [The emerging musician under the conditions of digital environments]. *Sessões do Imaginário* 17:28 (2012), 65-75
- 6 “A apropriação da teoria hipodérmica pela figura do controlador social da obra ficcional distópica” [Magic bullet theory and the image of the social ruler in dystopian stories]. *Temática* 9:7 (2013)
- 5 “Sobre a impureza artística: aproximações entre cinema, música e pintura a partir da cena final de *Zabriskie Point*” [On artistic contagion: film, music and painting in *Zabriskie Point*]. *Rumores* 6:1 (2012), 200-219
- 4 with Luciana Haussen & Ana C. Nunes: “Entrevista com William Uricchio” [An interview with William Uricchio]. *Sessões do Imaginário* 16:26 (2011), 19-26
- 3 “Elementos sonoros na criação de atmosfera audiovisual em *Bravura Indômita*” [Sound and audiovisual atmospheres in *True Grit*]. *Temática* 7:11 (2011)
- 2 with Mateus Vilela: “Entrevista com Edgar Morin” [An interview with Edgar Morin]. *Sessões do Imaginário* 16:25 (2011), 1-5
- 1 “Gêneros musicais, cultura e indústria fonográfica” [Music genres, culture and the record industry]. *Temática* 8:10 (2012)

Book chapter, peer-reviewed

with Bibiana da Silva de Paula: “Gambiarra e a condição in(ter)dependente: relações ecológicas na construção de instrumentos musicais experimentais” [Gambiarra and the in(ter)dependent condition: ecological relationships in experimental musical instruments build-up]. In Castanheira, JCS et al. *Poderes do som: borderline sonorities*. Florianópolis: Insular Livros, 2022. (Accepted).

“Da dimensão audível da tecnocultura nos jogos digitais: notas sobre uma ecologia audiovisual em curso” [The audible dimension of technoculture in digital games: notes on an ongoing audiovisual ecology]. *Novos meios, novas linguagens, novos mercados*, ed. Alfredo Caminos et al. Aveiro: Ria Editorial, 2019, 52-76

Edited volume (e-book of conference proceedings)

With Tássia Becker, Julherme Pires & Carlos Viegas. *O que dizem nossos objetos sobre a pesquisa em Comunicação?: Anais do I Seminário Discente PPGCC Unisinos* [What do our objects say about researching communication? Proceedings of the I Unisinos PPGCC Graduate Seminar]. São Leopoldo: Editora Unisinos, 2018, 297 pages

Conference proceedings

- 9 With Julieth Paula: “Exoplanetary exploration and the end of the world in 22 minutes: filosofiction in Outer Wilds”. In *Proceedings of the 2021 Digital Games Research Association (DiGRA) Brazil Conference*, 2022. (Accepted).
- 8 “Wasteful gaming in a wasteful world: on ruins”, *Proceedings of the International Conference on the Foundations of Digital Games* (abstract) (FDG, 2020)
- 7 “Ouvindo os fantasmas da máquina” [Hearing the ghosts in the machine], *Proceedings of the XV International Conference of Music & Media* (full paper) (MusiMid, 2019)
- 6 “Passagens entre jogo e trabalho: rastros da experiência laboral moderna nos jogos digitais” [Transitions between work and play: tracing modern labor experiences in digital games], *Proceedings of the XXXXII Brazilian Congress of Communication Sciences* (full paper) (Intercom, 2019)
- 5 “Soa como um videogame” [It sounds like a videogame], *II International Congress Media Ecologies & Image Studies – Memórias* (full paper) (MEIStudies, 2019)
- 4 with Suzana Kilpp: “Sonoridades anacrônicas da tecnocultura nos videogames” [Anachronic sonorities of technoculture in digital games], *Proceedings of the XXVIII Annual National Convention of Communication Graduate Programs* (full paper) (Compós, 2019)
- 3 “Breve proposta metodológica para o catador de restos sonoros em jogos eletrônicos contemporâneos” [Brief methodological proposal to contemporary game audio collectors], *Proceedings of the I PPGCC Graduate Seminar* (extended abstract) (SDCOM, 2018)
- 2 “Ping-Pong: da condição técnica dos jogos de computador à sua disposição como observatório da tecnocultura contemporânea” [Ping-pong: technical dimensions of computer games and their condition as technocultural allegories], *Proceedings of the III PPGCOM/UFRGS Graduate Seminar* (short paper) (2018)
- 1 “Dos fonogramas às narrativas transmidiáticas” [From phonograms to transmedia stories], *Proceedings of the XI Communication International Seminar* (abstract) (SIC, 2011)

Presentations at conferences

- Oct 13, 2022 “Paradoxes of environmentally sustainable gaming though cloud platforms: is infrastructure the elephant in the room?”, Talk at the Workshop Video games and environmental issues: current and future challenges. *Central and Eastern European Game Studies Conference*. Tallinn University (Tallinn, Estonia)
- Oct 8, 2022 “Heating clouds: the thermal mediations of gaming infrastructure in times of streaming platforms”, Talk at the Postdoc/Doktorand:innen-Kolloquium of the Department of Literature, Art and Media Studies. Zentrum für Kulturwissenschaftliche Forschung, Bischofsvilla (Konstanz, Germany)
- May 31, 2022 “On technofossils and emerging media infrastructures”, Short talk and round table participation at the digital session of the Jour Fixe, Universität Konstanz, online.
- Nov 25, 2021 with Julieth Corrêa Paula: “Exploração exoplanetária e o fim do mundo em 22 minutos: filosoficção em *Outer Wilds*” [Exoplanetary exploration and the end of the world in 22 minutes: filosofiction in *Outer*

Wilds], *I Digital Games Research Association Brazilian Conference*. Digra Brasil (Porto Alegre, Brazil) [online]

- May 12, 2021 “Ver, ouvir e jogar: games e audiovisualidades da tecnocultura” [Watching, listening, playing: games and audiovisualities of technoculture], *XIX Week of the Image*. Unisinos (São Leopoldo, Brazil) [online]
- Apr 20, 2021 with Lauro Iglesias & Guilherme Maschke: “The internal abyss: sonic abjection in the construction of computer game monsters”, *XVII Game Research Lab Spring Seminar*. Game Research Lab (Tampere, Finland) [online]
- Sep 11, 2020 “Wasteful gaming in a wasteful world: on ruins”, *International Conference on the Foundations of Digital Games (FDG)*. Society for the Advancement of the Study of Digital Games (Bugibba, Malta) [online]
- Nov 26, 2019 “Ouvindo os fantasmas da máquina” [Hearing the ghosts in the machine], *XV International Conference of Music & Media* (SESC, São Paulo)
- Oct 1, 2019 “Soa como um videogame” [It sounds like a videogame], *II International Congress Media Ecologies & Image Studies*. New Media Ecology Research Group (Aveiro, Portugal) [online]
- Oct 16, 2019 “Máquinas de drama” [Drama Machines], *Conexão Pesquisa: panel on Digital culture: diversity in Communication research*. Unisinos (São Leopoldo, Brazil)
- Sep 4, 2019 “Passagens entre jogo e trabalho: rastros da experiência laboral moderna nos jogos digitais” [Transitions between work and play: traces of modern labor experience in digital games], *XXXXII Brazilian Congress of Communication Sciences*. Federal University of Pará (Belém, Brazil)
- Jun 12, 2019 with Suzana Kilpp: “Sonoridades anacrônicas da tecnocultura nos videogames” [Anachronic sonorities of technoculture in digital games], *XXVIII Annual National Convention of Communication Graduate Programs*. Pontifical University of Rio Grande do Sul (Porto Alegre, Brazil) [online]
- Apr 6, 2018 “Breve proposta metodológica para o catador de restos sonoros em jogos eletrônicos contemporâneos” [Brief methodological proposal to contemporary game audio collectors], *I PPGCC Graduate Seminar (SDCOM)*. Unisinos (São Leopoldo, Brazil)
- Oct 18, 2018 “Ping-Pong: da condição técnica dos jogos de computador à sua disposição como observatório da tecnocultura contemporânea” [Ping-pong: technical dimensions of computer games and their condition as technological allegories], *III PPGCOM/UFRGS Graduate Seminar*. Federal University of Porto Alegre (Porto Alegre, Brazil)
- Aug 2, 2017 “Abjeção sonora: construções multissensoriais nos mundos de Stranger Things e Inside” [Sonic abjection: multimodal sonic experiences in the fictional worlds of Stranger Things and Inside], *V National Conference of Music and Communication*. Unisinos (São Leopoldo, Brazil)
- Nov 29, 2016 “Potências do ruído nas práticas de countergaming” [Noise in countergaming practices], *V National Conference on Cultural Production*. Unipampa (Jaguarão, Brazil)
- Oct 11, 2016 “Imagens ruidosas e art game modding: aproximações e potências” [Glitchy images and game modding: approaches and prospects], *I Regional Academy for Games and Digital Entertainment*. Brazilian Computing Society (Porto Alegre, Brazil)
- Sep 12, 2011 “A apropriação da teoria hipodérmica pela figura do controlador social da obra ficcional distópica” [Magic bullet theory and the image of the social ruler in dystopian stories], *IV International Seminar of Communication Research*. Federal University of Santa Maria (Santa Maria, Brazil)
- Nov 17, 2011 “Dos fonogramas às narrativas transmidiáticas” [Of records and transmedia storytelling], *XI International Seminar of Communication*. Pontifical University of Rio Grande do Sul (Porto Alegre, Brazil)

Local academic presentations

- May 11, 2021 “Métodos de pesquisa em Tecnocultura Audiovisual” [Research methods in Audiovisual Technoculture]. Communication Sciences Graduate Program, Unisinos (São Leopoldo, Brazil)
- Jun 06, 2020 “Estética das mídias: métodos de escuta da cultura digital, pt.2” [Media aesthetics: ways of listening to digital culture, pt.2]. Continuing Education in Audiovisual Production, Unisinos (São Leopoldo, Brazil)
- May 29, 2020 “Estética das mídias: métodos de escuta da cultura digital, pt.1” [Media aesthetics: ways of listening to digital culture, pt.1]. Continuing Education in Audiovisual Production, Unisinos (São Leopoldo, Brazil)
- Jun 06, 2017 “Tendências emergentes na pesquisa em comunicação audiovisual” [Emerging tendencies in Audiovisual Communication Research], Digital Communication Undergraduate Program, Unisinos (São Leopoldo, Brazil)

Scientific and societal impact

- 2022 Invited talk in the panel Design's place in society: its diversities, functionalities and position in markets. Dia Mundial do Design. Higher Institute of Communication and Image of Mozambique (ISCIM), Mozambique. Date: 27.04.2022.
- 2021 Invited talk on the subject of Processes and Practices of Editorial and Instructional Design. Journalism in-class guest lecture. State University of Minas Gerais (UEMG). Divinópolis, Brazil. Date: 11.11.2021
- 2021 Panel mediator. Panel on game research activities of the Graduate Program in Communication Sciences at Unisinos. XIV Seminar on Electronic Games, Education, and Communication (SJEEC). Federal University of Bahia. Salvador, Brazil. Event date: 08.06.2021–09.06.2021
- 2020 Invited talk in the panel Internationalization of Communication Sciences Research. Science communication activity. Conexão Pesquisa 2020. São Leopoldo, Brazil. Date: 22.10.2020
- 2019 Invited talk in the panel Diversity in Communication Research. Science communication activity. Conexão Pesquisa 2019. São Leopoldo, Brazil. Date: 16.10.2020