
Michael Nitsche
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Curriculum Vitae

Michael Nitsche
born 24. April 1968
in Braunschweig, GER
married

Michael Nitsche is an Assistant Professor at the School of Literature, Communication, and Culture at the Georgia Institute of Technology where he heads the Digital World and Image Group. His research focuses on the analysis, improvement, and creative use of digital spaces. This includes work on virtual spaces, Machinima, and the borderlines between games, film, and performance. Michael's work is a combination of practical experiments and theoretical exploration. Experiments include collaborations with the National Film and Television School London, Sony Computer Entertainment Europe, Funatics Germany, and Turner Broadcasting as well as educational institutions such as Cambridge University and Stanford. His work is supported by funding from Alcatel Lucent, Turner Broadcasting, Intel, and the NSF. Michael is on the board of multiple journals and conferences in the field of Digital Media, has contributed to numerous peer-reviewed publications, and published his first book "Video Game Spaces" in the winter 2008/09 with MIT Press.

Education

- 2000-2004 PhD at Cambridge University Digital Studio (AHRB grant), Dept. of Architecture
- 1999-2000 MPhil in Architecture and the Moving Image at Cambridge University Digital Studio (Sony Scholarship)
- 1998 MA in Theaterwissenschaft (Drama dept.) and Germanistik at the Freie Universität Berlin

Academic Work

- 2004- Assistant professor at the School of Literature, Communication & Culture (LCC) at the Georgia Institute of Technology
- 2003-2004 Postdoctoral research assistant for the *Mindstage* project (Digital Studios)
- 2002-2003 Producer and researcher for the *Haven* research project (Centre for Applied Research in Education Technologies CARET/ CUMIS; funding by Higher Education Funding Council England HEFCE)
- 2000-2001 Consultant at the *Wayfarer* research project (West Herts, funding by East of Anglia Development Agency EADA)
- 1999-2000 Lead designer in the *Common Tales* research project (National Film and Television School NFTS, CUMIS, and Sony Computer Entertainment Europe SCEE; funding by SCEE)
- 1998-1999 Researcher for Christian-Albrechts-Universität Kiel in the field of *TV Movies*

Current Courses

- 2009 Fall
LCC 2730 Constructing the Moving Image
LCC 6650 Digital Performance

Positions

Director of the Digital World and Image Group at Georgia Tech
Associate Director of the Experimental Game Lab at Georgia Tech
Co-chair of the Games and Film SIG (DiGRA)

Funding

- 2009- Intel Research Gift for *Mobile Technology Research*
- 2008- NSF Creative IT grant for *Unlocking Body Memories for Creativity* (with Mazalek)
- 2007- Alcatel-Lucent funding for *Next Generation Play* (with Murray)
- 2009 Turner Broadcasting research funding for *Urban Remix*
- 2008-2009 GVU Innovation Grant for *Mixed Initiative Machinima Authoring* (with Riedl)
- 2006-2009 Turner Broadcasting research funding for *Machinima*
- 2005-2008 ISERF funding
- 2005-2006 Turner Broadcasting research funding for *Machinima* and *Charbitat* – *Game Characters and Procedural Space* projects

2005 LEAP funding for undergrad research on *Charbitat - Game Characters and Procedural Space*
2002-2003 HEFCE funding for *Haven*

Review

Editorial Board (journals)

Games and Cultures
Loading ...
Digital Creativity
Journal of Gaming and Virtual Worlds

Conference Committee

DiGRA 2009 (strand chair)
Joint International Conference on Interactive Digital Storytelling 2009 (program committee)
Living Game Worlds 2006 (co-organizer)

Program/ Review Board (conferences)

Joint International Conference on Interactive Digital Storytelling 2008
ACM Advances in Computer Entertainment Technology (ACE) 2008
ACM Sandbox 2008/ 2009
Meaningful Play 2008
FuturePlay 2006/ 2007/ 2008-
DiGRA 2005/ 2007
Virtual Systems and New Media (VSMM) 2006

Judge

fmX, Stuttgart, GER, 2008
Ivy film Festival, Brown University, 2009
Machinima Festival Europe, Leicester, UK, 2007
Machinima Film Festival, New York, NY, 2006, 2008
OMFF (online), 2008-

Review Board (journals)

Game Studies
Journal of Virtual Reality and Broadcasting

Review for other print publications/ conferences

CHI 2010 (conference)
OZCHI '09 (conference) 2009
International Symposium on Mixed and Augmented Reality (ISMAR) (conference) 2009
Simulation & Gaming (journal) 2009
Computer Support Cooperative Work (CSCW) (conference) 2009

IEEE Spectrum (journal) 2008
Elsevier/ Morgan Kauffmann/ Focal Press (book) 2007

Presentations (selection)

- 2009 Nov Invited Speaker at *Logic and Structure of the Computer Game* at Potsdam University, GER
Oct Invited Speaker at *Games, Seriously* at Columbus State University, GA
Sept Panelist at *DiGRA 2009*, London, UK
Aug Presentation and Panelist as *SIGGRAPH*, New Orleans, LA
June Invited Speaker at *Goldsmiths*, London, UK
April Invited Speaker at *Play Machinima Law* at Stanford University, CA
Presentation at *CTIA*, Las Vegas, NV
Mar Invited Speaker at *Computer Games / Players / Game Cultures*, Magdeburg, GER
Feb Invited Speaker *Clemson University*, Clemson, SC
- 2008 Dec Panelist at *Living Game Worlds*, Atlanta, GA
Nov Presentation at *FuturePlay*, Toronto, CAN
Invited Speaker at *Machinima Film Festival*, New York, NY
Aug Presentation at *ACM Sandbox Symposium*, Los Angeles, CA
Invited Speaker at *NVision 2008*, San Jose, CA
June Invited Speaker at *Game-Based Learning*, Atlanta, GA
Panelist at *Design, Computing, and Cognition '08*, Atlanta, GA
Invited Speaker at *University of Cambridge*, Cambridge, UK
Invited Speaker at *ITU*, Copenhagen, DK
April Workshop group leader *ROSS Shared Performance*, Atlanta, GA
Invited Speaker at *GDX*, Atlanta, GA
Mar Visiting Artist/ Speaker at *Liminal Screen program*, Banff, CAN
Invited Speaker at *Interactive Performance Conference*, Orlando, FL
Feb Panelist at *GDC 2008*, San Francisco, CA
Invited Panelist at *Virtual Worlds and New Realities in Commerce, Politics, and Society*, Atlanta, GA
- 2007 Sept Presentation at *DiGRA 2007*, Tokyo, JP
June Invited Speaker at *TransISTtor*, Prague, CZ
Invited Speaker at *n-Space*, Potsdam, GER
May Invited Mentor at *Digital Content Lab*, Los Angeles, CA
March Presentation at *Living Game Worlds*, Atlanta, GA
- 2006 Nov Invited Speaker at *Machinima Film Festival*, New York, NY
Oct Presentation at *FuturePlay*, London, ON
Presentation at *Turner Machinima Event*, Atlanta, GA

- June Presentation (online) for *TransISTor*, Prague, CZ
- April Invited Speaker at *Networked Publics Conference*, Annenberg Center/ USC, Los Angeles, CA
- Panel Chair and Presenter at *PCA/ACA National Conference*, Atlanta, GA
- March Presentation at *Game Set Match II*, Delft, NL
- March Presentation at *GVU brown bag lecture series*, Atlanta, GA
- March Invited Speaker *Virtual for Real*, Duke University, Durham, NC
- Feb Panel Chair at *Living Game Worlds*, Atlanta, GA
- Jan Invited to Microsoft's *Academic Alliance*, Tampa, FL

- 2005 Dec Invited Speaker at *Human and Machine*, Stanford, CA
- Nov Presentation at *FuturePlay*, Lansing, MI
- Nov Invited Speaker at the *Machinima Film Festival*, New York
- June Presentation at *DiGRA 2005*, Vancouver
- June Invited Speaker at the *Atlanta Film Festival*, Atlanta, GA
- May Invited Speaker at *Education Arcade* at E3, Los Angeles, CA
- May Presentation at *Media in Transition*, Boston, MA
- March *EA Academic Summit*, Redshore, CA

Publications

Upcoming:

- Nitsche, Michael/ Drake, Matthew and Janet Murray. 'Bridging Media with the Help of Players' in: ICIDS 2009 ed. by I.A. Iurgel, N. Zgallo, P. Petta (Dec 9-11, 2009) (Heidelberg, GER: Springer, 2009), 269-279.
- Nitsche, Michael. 'Complete Horror in Fatal Frame' in: *Horror Video Games: Essays on the Fusion of Fear and Play*. ed. by Bernard Perron (Jefferson, NC: MacFarland & Company, TBP)
- Vandagriff, Jenifer and Michael Nitsche. 'Women in Machinima' in: *Digital Creativity* (special issue on Women in Games) (forthcoming)

Available:

2009

- Mazalek, Ali/ Chandrasekharan, Sanjay/ Nitsche, Michael/ Welsh, Tim/ Thomas, Geoff/ Sanka, Tandav/ Clifton, Paul. 'Giving Your Self to the Game: Transferring a Player's Own Movements to Avatars Using Tangible Interfaces' in: *ACM Sandbox SIGGRAPH 2009*. Ed. Stephen N. Spencer. (New York: ACM, 2009) (New Orleans, 4-6, Aug 2009), 161-168.
- O'Neill, Brian/ Riedl, Mark O./ Nitsche, Michael 'Towards Intelligent Authoring Tools for Machinima Creation' in: *Proceedings of the 27th international conference extended abstracts on Human factors in computing systems (CHI '09)* (Boston, MA: ACM, 2009) (April 4-9, Boston), 4639-4644.
- Farley, Kathryn/ Nitsche, Michael/ Bolter, Jay/ Lang, Tobias/ MacIntyre, Blair

'Augmenting Creative Realities: Second Life Performance Project' in: Leonardo, 42, 1, 2009 (Cambridge, MA: MIT Press), 96-97.

2008

- Nitsche, Michael. Video Game Spaces. Image, Play, and Structure in 3D Worlds (Cambridge, MA: MIT Press, 2009)
- Nitsche, Michael 'Videogame e montage. Alcune considerazioni sul montaggio interattivo' ('Editing in Video Games') in: 'Intermedialità. Videogiochi, cinema, televisione, fumetti ed. by Matteo Bittanti, (Milan, IT: Edizioni Unicopli, 2008), 83-107
- Nitsche, Michael. 'Experiments in the Use of Game Technology for Pre-Visualization' in: Proceedings of Futureplay 2008 ed. by Bill Kapralos, Mike Katchabaw, and Jay Rajnovich (New York: ACM, 2008) (Nov 3-5, Toronto, CAN), 160-166.
- Nnadi, Ogechi/ Fischer, Ute/ Boyce, Michael/ Nitsche, Michael 'Effect of Dynamic Camera Control on Spatial Reasoning in 3D Spaces' in: Proceedings Sandbox Symposium ed. by Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz (New York: ACM, 2008) (Los Angeles, Aug 10-12 2008), 157-163
- Biggs, Michael/ Fischer, Ute/ Nitsche, Michael 'Supporting Wayfinding through Patterns within Procedurally Generated Virtual Environments' in: Proceedings Sandbox Symposium ed. by Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz (New York: ACM, 2008) (Los Angeles, Aug 10-12 2008), 123-129
- Marsh, Tim/ Nitsche, Michael/ Liu, Wei/ Chung, Peichi/ Bolter, Jay D./ Cheok, Adrian D. 'Film Informing Design for Contemplative Gameplay' in: Proceedings Sandbox Symposium ed. by Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz (New York: ACM, 2008) (Los Angeles, Aug 10-12 2008), 99-107
- Nitsche, Michael 'Claiming Its Space: Machinima' in: Dichtung Digital: New Perspectives on Digital Literature: Criticism and Analysis ed. by Astrid Ensslin and Alice Bell. No 37 (February 2008) (online journal)

2007

- Ashmore, Calvin and Nitsche, Michael 'The Quest in a Generated World' in: Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA '07 ed. by Akira Baba (Tokyo, JP September 24-28, 2007) (University of Tokyo, Tokyo, 2007), 503-510
- Nitsche, Michael 'Mapping Time in Video Games' in: Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA '07 ed. by Akira Baba (Tokyo, JP September 24-28, 2007) (University of Tokyo, Tokyo, 2007), 145-152
- Nitsche, Michael 'Rattling Cages' column for DiGRA 'hardcore' series (July 2007)
- Nitsche, Michael, 'Procedural Player-Driven Game Spaces: Charbitat' in: Space Time Play: Games, Architecture, and Urbanism, ed. by Friedrich

- von Borries, Steffen P. Walz, Ulrich Brinkmann, Matthias Böttger (Basel/ Boston/ Berlin, Birkhäuser, 2007)
- Nitsche, Michael, 'From Faerie Tale to Adventure Game' in: *Playing the Universe, Games and Gaming in Science Fiction*, ed. by Pawel Frelik and Dave Mead (Maria Curie-Sklodowska University Press, Lublin, 2007), 209-229
- Mazalek, Alexandra/ Nitsche, Michael 'Tangible Interfaces for Real-Time 3D Virtual Environments' in: *Proceedings of the International Conference on Advances in Computer Entertainment Technology ACE 2007* (Salzburg, AU June 13-15, 2007) (New York: ACM Press, 2007), 155-162

2006

- Nitsche, Michael and Richens, Paul 'Telling Stories through Space: The Mindstage Project' in: *Technologies for Interactive Digital Storytelling and Entertainment.*, ed. by Stefan Göbel, Rainer Malkewitz and Ido Iurgel (Berlin/ Heidelberg: Springer, 2006) Third International Conference TIDSE 2006, Darmstadt, GER (Dec 4-6, 2006) 61-71
- Nitsche, Michael/ Ashmore, Calvin/ Hankinson, Will/ Fitzpatrick, Rob/ Kelly, John and Margenau, Kurt, 'Designing Procedural Game Spaces: A Case Study' in: *Proceedings of FuturePlay 2006* (London, Ontario October 10-12, 2006) (digital proceedings)
- Hunt, Devin/ Moore, Jamie/ West, Alex and Nitsche, Michael, 'Puppet Show: Intuitive Puppet Interfaces for Expressive Character Control' in: *Gaming Realities: A Challenge for Digital Culture*, ed. by Manthos Santorineos (Athens: Fournos, 2006) Medi@Terra, Athens, GR (October 4-8, 2006) 159-167
- Murray, Janet/ Bogost, Ian/ Mateas, Michael and Nitsche, Michael, 'Game Design Education: Integrating Computation and Culture' in: *IEEE Computer*, vol. 39, no. 6 (June 2006), 43-52
- Nitsche, Michael/ Alderman, Jason/ Ashmore, Calvin/ Compton, Katherine/ Shapiro, Matthias, 'The Many Worlds of Charbitat' in: *Game Set Match II. On Computer Games, Advanced Geometries, and Digital Technologies*, ed. by Kas Oosterhuis and Lukas Feireiss (Rotterdam, episode Publ., 2006) (Delft 29-31 March 2006), 57-66

2005

- Nitsche, Michael, 'Focalization in 3D Video Games' in: *Digital Proceedings of Future Play*, Lansing, MI October 13-15, 2005 (digital proceedings)
- Fitzpatrick, Rob/ Walsh, Martin and Nitsche, Michael, 'Character Data Sets and Parameterized Morality' in: *Proceedings of Aesthetics of Play*, Bergen October 14-15, 2005 (digital proceedings)
- Nitsche, Michael, 'Film live: An Excursion into Machinima' in: *Developing Interactive Narrative Content: sagas_sagasnet_reader*, ed. by Brunhild Bushoff (Munich: High Text, 2005), 210-243
- Richens, Paul and Nitsche, Michael, 'Mindstage: Towards a Functional Virtual Architecture' in: *Proceedings of the 11th International CAAD Futures*

- Conference, ed. by Bob Martens and Andre Brown (Dordrecht: Springer, 2005) (Vienna 20-22 June 2005), 331-340
- Nitsche, Michael, 'Games, Montage, and the First Person Point of View' in: *Changing Views: Worlds in Play. Selected Papers*, ed. by Suzanne de Castell and Jennifer Jenson (Vancouver: DiGRA, 2005) (Vancouver June 16-20, 2005), 29-35
- Nitsche, Michael and Richens, Paul, 'Combining linear content and spatial design for Mindstage' presented at: *Media in Transition 4: The Work of Stories*, Boston May 6-8, 2005
- Bogost, Ian/ Mateas, Michael/ Murray, Janet and Nitsche, Michael, 'Asking what is possible: The Georgia Tech Approach to Game Research and Education' in: *The International Digital Media & Arts Association Journal (IDMAA)*, vol. 2, no. 1 (spring 2005), 59-69

2004

- Nitsche, Michael, 'Spatial Structuring, cinematic mediation, and evocative narrative elements in the design of RT 3D VE: The Common Tales project', *Digital Creativity*, 15 No 1 (March 2004), 53-58
- Nitsche, Michael and Thomas, Maureen, 'Play it again Sam: Film Performance, Virtual Environments and Game Engines', in *New Visions in Performance: The Impact of Digital Technologies*, ed. by Gavin Carver and Colin Beardon (Lisse: Swets & Zeitlinger, 2004), 121-139

2003

- Nitsche, Michael and Thomas, Maureen, 'Stories in Space: The Concept of the Story Map', in *Proceedings of the Second Conference on Virtual Storytelling ICVS '03*, ed. by Olivier Balet/ Gerard Subsol/ Patrice Torquet (Berlin et. al.: Springer Verlag, 2003), 85-94
- Nitsche, Michael and Thomas, Maureen, 'Stepping Back: Players as Active Participators', in *Proceedings of the First International Digital Games Research Conference: Level Up! '03* (Utrecht: Utrecht University/ DiGRA Digital Library, 2003) Digital Proceedings
- Mackenzie, Jonathan/ Baily, Gavin/ Nitsche, Michael, and Rashbass, Jem, 'Gaming Technologies for Anatomy Education', (unpublished conference presentation) 7th International Conference on Information Visualisation IV'03 16-18 July 2003, London
- Nitsche, Michael/ Roudavski, Stanislav/ Thomas, Maureen and Penz, François, 'Drama and Context in Real-Time Virtual Environments: Use of Pre-Scripted Events as a Part of an Interactive Spatial Mediation Framework', in *Proceedings of the First International Conference on Technologies for Interactive Digital Storytelling and Entertainment TIDSE '03*, ed. by Stefan Göbel et al. (Darmstadt: Fraunhofer IRB Verlag, 2003), 296-310

2002>

- Nitsche, Michael/ Roudavski, Stanislav/ Thomas, Maureen and Penz,

- François, 'Building Cuthbert Hall Virtual College as a Dramatically Engaging Environment', in Proceedings of the Participatory Design Conference PDC '02, ed. by Thomas Binder et al. (Palo Alto: CPSR, 2002), 386-390
- Nitsche, Michael, 'Talespaces: Interactive Narrative Landscapes', SCROOPE Cambridge Architecture Journal, 12, (2000), 112-116
- Nitsche, Michael, 'Werte- und Rollensysteme im TV-Spielfilm', in TV Movies: 'Made in Germany'. Struktur, Gesellschaftsbild, Kinder- und Jugendschutz', ed. by Hans J. Wulff (= Themen, Thesen, Theorien Bd 16) (Kiel: ULR Kiel, 2000), 71-116
- The Color of Fun* as part of Glorianna Davenport's 'Fun: A Condition of Creative Research' in IEEE Multimedia 1998, Vol 5, 3, 10-15