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1. GRANT APPLICATIONS

2013-14	<i>Visual Cultures of Science Fiction</i> . OPUS Programme of the National Science Center. Application successful: grant no. UMO-2012/05/B/HS2/04095.
2013	<i>Video Game Research in Science Fiction</i> . Marie Curie Intra-European Fellowships for Career Development. 7 th Framework Programme for Research, Technological Development and Demonstration, no. 624479. Rating: 66.80%. Application unsuccessful.
2014	<i>Science Fiction Video Games and Tolerance</i> . Maria Curie-Skłodowska Actions, Horizon 2020, no. 659115. Rating: 89.5%. Application unsuccessful.
2014-17	<i>Simulating the Future: Science Fiction and Video Games</i> . OPUS Programme of the National Science Center. Application successful: grant no. UMO-2014/13/B/HS2/01159.
2020-2023	<i>Anthropocene Now: Climate Crisis in Visual Science Fiction</i> . OPUS Programme of the National Science Center. Grant no. 2019/35/B/HS2/02024.

2022-2027 | *Polish Video Games 1958-2025: A Critical Bibliography and Catalog.*
National Program for the Advancement of the Humanities. Grant no.
NPRH/DN/SP/495779/2021/10.

2. INVITED KEYNOTE LECTURES / SYMPOSIA LECTURES (last 10 years)

2020 / VII	“Takeshi Was Here: Viral Revelations, Globalized Powers, and Cyberpunk Myopia,” CyberPunk Culture Conference (online), Hamburg, Germany
2018 / X	“Science Fiction, Video Games, Anthropocene: Emergent Discourses and the Future of the Thing Previously Known as Popular Culture,” New Pathways in North American Studies, Masaryk University, Brno, Czech
2018 / V	“United States of the Earth: Eclipse of Geopolitics in Science Fiction Video Games” Lomonosov University, Moscow, Russia
2017 / XI	“Star Thrones: Science Fiction, Video Games, Politics,” The Fantastic versus Realism and Their Relevance as Literary Conventions, University of Białystok
2017 / V	“Small Screens, Small Hands: American Political and Cultural Life in Digital Ephemera,” Media in America, UMCS, Lublin
2016 / XI	“Science Fiction, Comics, And Video Games: Emergent Disciplines And The Thing Previously Known As Popular Culture,” New Paradigms in English Studies, University of Sofia, Bulgaria
2016 / VI	“Cyfrowe narzędzia pana: kapitalizm kognitywny a praktyki graczy,” Dyskursy gier wideo, Jagiellonian University, Kraków
2016 / V	“Rehearsing Tolerance: Representations of Individual and Social Difference in Speculative Video Games,” Creative Communication Conference, Anglia-Ruskin University, Cambridge, UK
2016 / IV	“Eye(s) in the Sky: Icons of War and Techno-Gaze in Contemporary Audiovisual Culture,” ExRe(y): Spaces of Expression and Repression in Post-Millennial North-American Literature and Visual Culture, UMCS, Lublin
2015 / X	“Gazing (Back) in Wonder: Visual Megatexts and Forgotten Ocularies of Science Fiction,” <i>Science Fiction Studies</i> Symposium, University of California, Riverside, USA
2015 / X	“Walkers, Notgames, and the Aesthetics of Incompletion: Towards Finer Definitions and Even Subtler Game Criticism,” Central and Eastern European Game Studies conference, Jagiellonian University, Kraków
2014 / X	“Architecture in Flight: Anatomy of Space Ships in Science Fiction Film,” Science Fiction Film and Architecture, British Film Institute,

2013 / IX	Londyn, UK “Abandon Narrative All Ye Who Enter Here—Towards the Theory of Science-Fiction Videogames”. Conference of Der Gesellschaft für Fantastikforschung, Justus-Liebig-Universität Giessen, Wetzlar, Germany
2010 / VI	“Dispersed Narratives in Contemporary Culture”. Science Fiction Research Association conference. Carefree, Arizona, USA

3. CONFERENCE PRESENTATIONS (last 10 years)

2022 / X	“K in San Diego: Gazing into the Abyss of Climate Catastrophe,” Polish Association for American Studies conference, Lublin, Poland.
2022 / X	“Playing with Catastrophe: Towards the Definition of Climate Games,” Central and Eastern European Game Studies conference, Tallinn University, Tallinn, Estonia.
2022 / VII	“Anthropocene Now: The Rhetoric of Climate Change in Anno 2070 (2011) and Fate of the World: Tipping Point (2011),” Digital Games Research Association conference, Jagiellonian University, Kraków, Poland.
2022 / VI	“All Your Climates Are Belong to Us: Colonial Mechanics in Speculative Climate Games,” Science Fiction Research Association conference, University of Oslo, Oslo, Norway.
2022 / III	“Changing the Weather: Climate Mods in Speculative Video Games,” International Conference for the Fantastic in the Arts, Orlando, Florida, USA
2021 / X	“Green (?) New Worlds: Ecology and Energy in Planetary Colonization Games,” Ecogames Symposium, Utrecht University, Netherlands
2021 / VI	“Timely Climes: Anthropocenic Temporalities in Speculative Video Games,” Science Fiction Research Association conference, Seneca College, Toronto, Canada
2021/ III	“Frenzy of the Invisible: Screenporn and (Bio)Power in Contemporary Science Fiction Film and Television,” Interfaces in Contemporary Culture conference, Artes Liberales, UW
2021 / III	“Power Games: Discourses of Energy in Speculative Video Games.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA
2019 / X	“Moody Wandering: Affects and Walking Simulators.” Affects and Their Vicissitudes in the Postdigital Age, Artes Liberales, UW
2019 / IX	“Preserving Ludic Heritage One Torrent at a Time: Video Games, Immaterial Labor, and Dark Archives.” Central and Eastern European

- 2019 / VI Game Studies conference, UJ Kraków.
“Coding the Empire: Procedural Colonialism in *Mass Effect* (2007-12).” Science Fiction Research Association conference, University of Hawai’i, Honolulu, USA.
- 2019 / V “Dark Archivists: Fans, Immaterial Labor and Copyright.” The Future of Work in the Postdigital Age, Artes Liberales, UW.
- 2019 / III “Digital Rains: Anthropocenic Weather and/in Video Games.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.
- 2018 / XII „Lost in Space: Vast Game World and Spatial Science Fictions.” Worlding SF, University of Graz, Austria.
- 2018 / X ““This isn’t even a game, like wtf?”: Walking Simulators and Cultural Genealogy, Embeddedness, and Novelty.” Central and Eastern European Game Studies conference, Prague, Czech.
- 2018 / VI “Anthropocenic (Re)Visions: Climate Crisis in Visual Science Fictions.” Science Fiction Research Association conference, Marquette University, Milwaukee, WI, USA
- 2018 / IV ““All your base are belong to us’: Neocolonialism and New Empire in Science Fiction Video Games.” European Association for American Studies conference, Londyn, UK.
- 2018 / III „All your base are belong to us’’: Neocolonialism in Science Fiction Video Games.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.
- 2017 / VI “Space Imagery in the Age of Digital Compositing: Hubble Galaxies as Science Fiction,” Science Fiction Research Association conference, University of California, Riverside, USA.
- 2017 / III „Spaces and Lives Beyond Reach: Melancholy and Allure in *Mass Effect*.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.
- 2016 / X “Database Pleasure and Digital Culture.” Polish Association for American Studies conference, UW.
- 2016 /VIII “Emptiness Beckons: The Allure of Space in Speculative Game Fictions.” Digital Games Research Association conference, Dundee, Scotland.
- 2016 / VII “The Sadness of Things: the Allure of Trivial Objects in Science Fiction Video Games.” Fantastic Materials, University of Silesia, Sosnowiec.
- 2016 / VI “Other Systems, Other Knowledges: Science Fiction Outsider Art.” Science Fiction Research Association conference, Liverpool, UK.
- 2016 / IV “Southland’s Dark Rapture: California, Apocalypse, and Digital Technologies.” European Association for American Studies conference, Ovidius University, Constanta, Romania.

- 2016 / III “Wondrous Space: Science Fiction and Games of Exploration.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.
- 2015 / X “Emptiness Beckons: The Allure of Hollow Houses in Contemporary Video Games.” Polish Association for American Studies conference, SWPS, Warszawa.
- 2015 / VI “‘In its wake, there will follow a storm’: *The Prophecy* (2014) and the Rise of Digital Science Fictions.” Science Fiction Research Association conference, Stony Brook, NY, USA.
- 2015 / VI „Where’s That Beam, Scotty: Towards a Science Fiction Video Game Archive.” Conference of European Network for Media Studies (NECS), Łódź, Poland.
- 2015 / III “The Science of Sleep: Representations of Hibernation in Visual Science Fictions.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.
- 2014 / X „From Visual Thoughtforms to Bauharoque: Paul Laffoley’s Renegade Science Fiction Art.” Polish Association for American Studies conference, University of Białystok, Białowieża, Poland.
- 2014 / VIII “Joysticking it to the Man: Fantastic Games and Politics.” SFF Now Conference, University of Warwick, Coventry, UK.
- 2014 / VIII „Subversive Modernity: Fantastic Game Modifications and Politics.” Loncon3 Academic Program, Londyn, UK.
- 2014 / VI “Right or Wrong – the Conservative Turn in Contemporary Polish Science Fiction.” Science Fiction Cinema in Eastern Europe conference, University of Central Lancashire, Preston, UK.
- 2014 / V „Fantastic Mod(d)eling: Fan Game Modifications and Politics.” Science Fiction Research Association conference, Madison, WI, USA.
- 2014 / IV “War Play—Space Combat and Galactic Conquests in Arcade and Computer Games.” Embattled Heavens: The Militarization of Space in Science, Fiction, and Politics. Freie Universität, Berlin, Germany.
- 2014 / III “Game(s) of Empire(s) – Imperial Ideologies in Science-Fiction Videogames.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.
- 2013 / X „Games of Empire – Hidden Ideologies of Exploitation in Contemporary Video Games.” Polish Association for American Studies conference, University of Wrocław, Wrocław
- 2013 / IV “Notes Towards the Theory of Science-Fiction Videogames.” Science Fiction Research Association and Eaton Science Fiction Conference, University of California, Riverside, California, USA.
- 2013 / III “Against Fidelity: Science Fiction and Pseudomorphic Media.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.

2012/ XII	“Dark Transmissions: Cosmic Vision in Contemporary Music.” Sounds of Space, Freie Universität Berlin, Berlin, Germany.
2012 / X	„Mindware humanisty – przyczynek pragmatyczny.” Zwrot cyfrowy w humanistyce conference. UMCS, Lublin.
2012 / X	„The Frenzy of the Visible – Spatial Storytelling in Contemporary Hollywood.” Polish Association for American Studies conference, KUL, Puławy.
2012 / IV	„Famous for 15 Minutes – Permutations of Science-Fiction Short Film.” Visions of the Future: Global SF Cinema. University of Iowa, Iowa City, USA.
2012 / III	“Paul Laffoley’s Thoughtforms and Cognitive Singularity.” International Conference for the Fantastic in the Arts, Orlando, Florida, USA.

4. GUEST LECTURES (selected international)

2019 / V	„The Empire Never Ended: Video Games and Conservative Politics.” Freie Universität Berlin, Germany.
2018 / XI	„Darkness on the Edge of Town: Depression, Desperation and Lost America in <i>Kentucky Route Zero</i> ,” Universität Graz, Austria
2017 / XI	“Ghosts of Futures Past: Science Fiction, Retro, and Retrofuturism.” University of Oslo, Norway.
2017 / IV	„‘In its wake, there will follow a storm’: <i>The Prophecy</i> (2014) and the Digital Turn in Contemporary Science Fiction,” Florida Atlantic University, Boca Raton (USA).
2016 / III	<i>Avalon</i> – Film Screening and Lecture. University of California, Riverside, USA.
2016 / III	“Visuality, Spatiality, Simulation: Some Reflections on the Digital Turn in Contemporary Science Fiction.” Cornell University, Ithaca, USA.
2015 / III	“What Do We Talk About When We Talk About Science Fiction: Genre Systems and Definitions in Central and Eastern Europe,” University of Florida, Center for European Studies, University of Florida, Gainesville, FL, USA.
2015 / III	“After the Curtain: Post-1989 Fantastic in Poland,” University of Florida, Center for European Studies, University of Florida, Gainesville, FL, USA.
2015 / II	„Polish SF after 1989.” Guest video lecture at Bowdoin College as part of Arielle Saiber’s course on World Science Fiction: http://is.gd/XnCJvp

2014 / V	“Videogame Design and Gameplay” panel, University of California, Riverside, USA.
2013 / IX	“Gaming the Future.” University of California, Riverside, California, USA.
2012 / III	“Playing Space: Storytelling and Narrative in Videogames.” College of Charleston, Charleston, South Carolina, USA.

5. ORGANISATION OF CONFERENCES AND SESSIONS (last 10 years)

2022 / X	Virtual International Conference for the Fantastic in the Arts, online (conference director)
2019 / XII	The Senses of Science Fiction conference, ASC UW (main organizer)
2017 / VI	Science Fiction Research Association conference, University of California, Riverside, USA (co-organizer)
2016 / X	Central and Eastern European Game Studies. UMCS & Centrum Spotkania Kultur, Lublin (main organizer)
2015 / III	EAAS Women’s Network Symposium “The State of the Nation: American Women in the Twenty-First Century” (co-organizer)
2013 / XI	Investigating Bleeding Edge 2.0 Symposium. UMCS/KUL, Lublin (co-organizer)
2013/ IV	Session “Gaming the Future: Science Fiction and Video Games”, Science Fiction Research Association & Eaton Science Fiction Conference, University of California, Riverside, California, USA (main organizer)
2011 / VII	Science Fiction Research Association conference, UMCS, Lublin (main organizer)
2010 / VI	Session “Studying Digital Science Fiction”, Science Fiction Research Association conference, Carefree, Arizona, USA (main organizer)
2010 / VI	International Pynchon Week, UMCS/UW/KUL, Lublin (co-organizer)

6. PEER REVIEWING

6.1 Reviewing for academic presses (selected)

- Cambridge Scholars Publishing (UK)
- MIT Press (USA)
- Palgrave (USA)
- Peter Lang – Ralahine Utopian Studies series (Germany)

- Routledge (USA)
- Rowman & Littlefield Publishers (USA)
- University of Liverpool Press (UK)
- University of Mississippi Press (USA)
- Wydawnictwo Uniwersytetu Jagiellońskiego
- Wydawnictwo Uniwersytetu Śląskiego

6.2 Reviewing for journals (selected)

- *Anglica Vratislaviensa* (Poland)
- *Brief. Online Journal of Snippets* (Poland)
- *Bulletin of Science, Technology & Society* (USA)
- *electronic book review* (USA)
- *ER(R)GO* (Poland)
- *Extrapolation* (USA/ UK)
- *Games and Culture* (UK)
- *HARTS and Minds* (UK)
- *Homo Ludens* (Poland)
- *Humanimalia* (USA)
- *Journal of Gaming and Virtual Worlds* (UK)
- *Kultura i Historia* (Poland)
- *Kultura popularna* (Poland)
- *Paradoxa* (USA)
- *Polish Journal of American Studies* (Poland)
- *Przegląd Kulturoznawczy* (Poland)
- *Science Fiction Film and Television* (USA/ UK)
- *Science Fiction Studies* (USA)
- *Studies in Eastern European Cinema* (UK)
- *Studies in the Fantastic* (USA)
- *Transformative Works and Cultures* (USA)
- *Transmissions: Journal of Film and Media Studies* (Poland)
- *University of Bucharest Review* (Romania)
- *Wielogłos* (Poland)

9. MEMBERSHIP IN ACADEMIC COMMITTEES

7.1 Conference selection committees (last 10 years)

2022 / X	Central and Eastern European Game Studies conference, Tallinn University, Tallinn, Estonia
2022 / VII	DiGRA 2022 conference: Game Interpretation Track, Kraków, Poland

2018 / VII	DiGRA 2018 conference: Poetics Track, Turin, Italy
2017 / X	Games and Literary Theory conference, Université de Montréal, Canada
2017 / IX	Central and Eastern European Game Studies conference, University of Trnava, Trnava, Slovakia
2017 / IV	Demonic Figures in Culture, UMCS, Lublin
2016 / XI	Games and Literary Theory conference, Jagiellonian University, Kraków
2016 / IV	“Post-apocalyptic Worlds,” UMCS, Lublin
2011 / II	Eaton Science Fiction Conference, University of California, Riverside, USA

7.2 Journal and book series editorial committees

2022-now	<i>Timecodes: Movies Minute by Minute</i> book series
2021-now	<i>Perspectives on Fantasy</i> book series, Bloomsbury
2020-now	<i>Studies in Global Genre Fiction</i> book series, Routledge
2017-now	<i>JAAAS: Journal of the Austrian Association for American Studies</i> (Austria) – Advisory Board member
2010-now	<i>Journal of Gaming and Virtual Worlds</i> (Great Britain) – Editorial Board member
2009-now	<i>Science Fiction Studies</i> (USA) – Editorial Consultant
2008-now	<i>Extrapolation</i> (USA/UK) – Editorial Advisory Board member
2011-2013	<i>European Journal of American Studies</i> – Editor
2006-2011	<i>European Journal of American Studies</i> – Co-Editor for Literature and Culture

7.3 Judge service

2020-now	National Program for the Development of Humanities, Poland – reviewer
2020-now	National Science Center, Poland – expert and reviewer
2020	Fulbright Austria – judge in the best MA and Doctoral Thesis in American Studies Award, Austria
2019-now	CoFUTURES: Pathways to Possible Presents – Grant ERC No.852190 –Advisory Board member

2019-now	National Agency of Academic Exchange, Poland – reviewer
2016-now	Science Fiction and Technoculture Book Prize – Chair, University of California, Riverside, USA
2015-2019	Walter James Miller Memorial Award for Student Scholarship in the International Fantastic, International Association for the Fantastic in the Arts, USA
2015	Graduate Student Award, International Association for the Fantastic in the Arts, USA
2014-2016	Science Fiction and Technoculture Book Prize – judge, University of California, Riverside, USA.
2014, 2018, 2020	Fulbright Commission – reviewer of grant applications Junior Advanced Research Award and Senior Award
2012-2015	Grant application reviewer for the Czech Science Foundation (Prague, Czech Republic) for new media
2010-now	Polish Association for American Studies Award for the Best MA Thesis in American Studies – Administrator

7.4 Degree and promotion committees

Doctoral Supervision

2016-2022	Lidia Książ-Hunek (Maria Curie-Skłodowska University) – defense planned for November 18, 2022
2017-2022	Agata Waszkiewicz (Maria Curie-Skłodowska University) – defended May 2022
2018-	Anna Oleszczuk (Maria Curie-Skłodowska University) – defense planned for June 2023

International Committees

2020	Jussi Holopainen (City University of Hong Kong, China) – External Reviewer for Associate Professor appointment
2016	Lisa Swanstrom (University of Utah, USA) – External Reviewer for

	Associate Professor appointment
2015	Lisa Swanstrom (Florida Atlantic University, USA) – External Tenure Committee Member
2014	David Parisi (College of Charleston, USA) – External Tenure Committee Member

International Doctoral Committees

2016-2020	Brittany Roberts (University of California, Riverside) – Committee Member (exams V 2020)
2016-2020	Vassilis Delioglani (Aristotle University, Thessalonica, Greece) – Doctoral Advisory Committee (exams II 2020)

Habilitation Committees

2022	Agata Zarzycka (University of Wrocław) – reviewer
2020	Tomasz Majkowski (Jagiellonian University) – reviewer Michał Kłosiński (University of Silesia) – reviewer
2018	Sławomir Studniarz (University of Łódź) – committee member Andrzej Kowalczyk (UMCS) – committee member Urszula Niewiadomska-Flis (KUL) – reviewer
2016	Maria Błaszkwicz (University of Warsaw) – reviewer

Doctoral Committees

2022	Agnieszka Urbańczyk (Jagiellonian University) – reviewer
2021	Konrad Sierzputowski (Jagiellonian University) – reviewer Piotr Żołądź (Jagiellonian University) – reviewer
2020	Maria Błaszkwicz (Jagiellonian University) – reviewer Mariola Lekszycka (UKSW) – reviewer
2019	Marta Tymińska (University of Gdańsk) – reviewer Katarzyna Fetlińska (University of Warsaw) – reviewer Anna Samborowska (University of Silesia) – reviewer Jędrzej Burszta (Uniwersytet SWPS) – reviewer
2018	Krzysztof Maj (Jagiellonian University) – reviewer Joanna Łapińska (Uniwersytet SWPS) – reviewer Miłosz Markocki (UMK) – reviewer Mateusz Felczak (Jagiellonian University) – reviewer
2017	Ewa Drygalska (Jagiellonian University) – reviewer Małgorzata Olsza (Adam Mickiewicz University) – reviewer Marta Usiekiewicz (Artes Liberales, University of Warsaw) – reviewer
2016	Paweł Wiater (UMCS) – reviewer

2015

Piotr Szczypa (UMCS) – reviewer
Weronika Łaszkiewicz (University of Białystok) – reviewer
Kornelia Boczkowska (Adam Mickiewicz University) – reviewer
Monika Rajtak (UMCS) – Committee Chair

8. MEMBERSHIP IN ASSOCIATIONS AND SOCIETIES

- Science Fiction Research Association (SFRA): from 1997
 - a. Pioneer Award Committee member 2003- 2004 / chair 2005
 - b. Graduate Student Paper Award member 2006-2007
 - c. Graduate Student Paper Award Chair 2008
 - d. President – 2013-2014
 - e. Immediate Past President – 2015-2016 and 2017-2019
 - f. Thomas D. Clareson Award Committee member – 2017-2020
- International Association for the Fantastic in the Arts (IAFA): from 2011
 - a. President – 2022-2025
 - b. Science Fiction Literature Division Head – 2016-2022
- Digital Games Research Association (DiGRA): from 2007
- Society for Cinema and Media Studies (SCMS): from 2012
- European Network for Media Studies (NECS): 2015-2018
- Central and Eastern European Game Studies (CEECS): from 2015
 - a. Steering Committee member 2017-2022
- Polish Association for American Studies (PAAS): from 1994
 - a. Vice-President 2021-2024
 - b. Board Member 2002-2008
 - c. Representative in European Association for American Studies 2008-2014
- European Association for American Studies (EAAS): from 1994
 - a. Board Member 2008-2014
 - b. Vice-President 2014-2018
- Society for the Study of Sound and Music in Games: from 2017
- Society for Literature, Science and the Arts (SLSA): 2007-2013